

# Supplement 5: The End War

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# Chapter 1: The Final Conflict Begins!

The End War has come!

The End War makes the culmination of the StarCraft I and 2 storylines. It is the ultimate war for survival as Amon, the fallen Xel'naga, aspires to wipe out all life in the sector. This unimaginably powerful being is responsible for creating both the zerg and protoss and putting all three races in a collision course to annihilate each other. Now, Amon seeks to destroy existence firsthand and bring oblivion to all.

This resource is a multipurpose supplement for players and game masters. It covers a wide range of topics, including character options for protoss characters and a huge selection of NPCs to include in your games of StarCraft. This resource talks in depth about the End War, what it means to run campaigns in the final conflict, and special rules relating to protoss character.

This resource relies very heavily on Supplement 3: The Protoss. Much of its content is a continuation of the material in that resource. For example, the base protoss equipment and psionic powers from the energy and temporal disciplines is still only included in Supplement 3. You will need to refer to that supplement to get access to the complete content described in this resource.

This supplement is useful for many reasons, but it has three primary purposes.

The first purpose is the expansion of the protoss race options. One of this supplement's primary purposes is to give a plethora of new options with how to build a protoss character. This is included in two new protoss races, but also in new ways to use protoss classes, namely variant and renown classes. Protoss characters will have a great variety of new ways they can build their characters. This is supplemented by new protoss equipment, vehicles, and a section on using Xel'naga relics to create powerful artifacts for your character to use. Finally, this supplement has special rules for different aspects of a protoss campaign, such as severing nerve cords, corruption in the Khala, and creating archons.

The second purpose of this resource is as a bestiary of new Non-Player Characters for a Game Master to use in their StarCraft campaigns. This supplement over doubles the example protoss NPCs available in Supplement 3, giving you a huge variety of different characters to include in your game for any of the four protoss subraces. This supplement also has robotics used by all the tribes and premade vehicle statistics with the pilots included. Most significantly, this resource has a large selection of high level psionic entities that became very common during the End War. This includes infamous monsters, such as hybrid, void thrashers, and the gods themselves.

The final aspect of this resource is as a campaign setting. The End War is a dark time, filled with hardships and heroism. This resource will expand the timeline presented in previous supplements to come through the events of StarCraft 2 to the finale of the Legacy of the Void campaign. It will also have guidelines on how to run campaigns during the End War and coming up with ideas for adventures in that era.

This is a crucial resource that will take your StarCraft adventures and campaigns to the next level, allowing your great heroes to do battle against the direst foes the universe has ever known!

En Taro Artanis!

# Chapter 2: The Expanded Timeline

This timeline picks up where the Core Rulebook left off, beginning with the onset of the Second Great War.

## The Second Great War

The Second Great War began four years after the completion of the Brood War. The zerg swarm, led by the Queen of Blades, led a massive invasion into terran space. Core planets were quickly overrun, and the death toll tallied in the billions. The Dominion navy recalled their forces to the core worlds to defend them against zerg attacks. Many fringe and mining colonies were abandoned by military forces, leaving the residents to fend for themselves against impossible odds.

The invasion was a test for how ready the terrans were for a new zerg invasion. They deployed new machines for war invented in the intervening years, such as the banshee, thor, and viking. They were tested against new zerg breeds, including the roach, corrupter, and brood lord. Old war heroes, such as General Horace Warfield, were called out of retirement to lead the fight. It became a seller's market for terran mercenaries, who fought for anyone who could afford them. In the meantime, the zerg's new leaders, the brood mothers, were tested in battle for the first time.

In the meantime, Raynor's Raiders was forced into action. Raynor's Raiders was a mercenary and rebel faction operating out of the battlecruiser Hyperion, founded and led by the infamous outlaw and hero James Raynor. Raynor had spent the intervening years waging an unsuccessful rebellion to overthrow Arcturus Mengsk. The beginning of a new war brought many opportunities for daring heroism against his most hated foe: The Queen of Blades. She was the twisted, mutated reflection of the woman he loved, Sarah Kerrigan.

## Wings of Liberty

James Raynor was inciting rebellion on Mar Sara when he was contacted by his old criminal partner, Tychus Findlay, who claimed to have escaped prison. Tychus gave his old friend a business proposition; to steal alien artifacts across the sector and sell them to a research group known as the Moebius Foundation. It was after stealing the first artifact from a Dominion dig site that the zerg struck Mar Sara.

Raynor was forced into a drastic conflict on three fronts: his rebellion against Mengsk, the zerg invasion, and the collection of valuable artifacts for Moebius. All he had to wage this conflict was his band of volunteers, one capital ship, and whatever credits he could scrounge to purchase new equipment for his fledgling army. Raynor's actions bounced between true heroism, piracy, mercenary work, and acts of defiance against the Dominion.

His battles saved many outer colony worlds from annihilation by the zerg, creating new colonies that declared independence from the Dominion. He also broke open New Folsom, the Dominion prison world, and freed all the free thinkers and activists that opposed Mengsk. With sheer luck, he managed across a recording that proved Mengsk used the zerg to commit genocide on Tarsonis. Broadcasting it throughout the sector, the people and media turned against Arcturus, exposing him as an egomaniacal tyrant bent on domination. This was the greatest victory the Raiders had won against the Dominion, as it weakened Arcturus' control and credibility with his empire.

The most dramatic conquests, however, were Tychus' missions to collect Xel'naga artifacts. These missions brought Raynor's group into conflict with the Tal'darim, a violent and territorial sect of protoss who worshipped the Xel'naga as gods. They battled zerg forces, who were also collecting the same artifacts, led personally by the Queen of Blades. Confronting her again after many years was difficult for Raynor, and he found comfort in a bottle. In the meantime, the artifacts they were collecting for Moebius were discovered to be pieces of a larger device, increasing the mystery behind them.

The dramatic turn came when Valerian Mengsk, son of Emperor Arcturus, was revealed to be the owner of the Moebius Foundation and the one who was hiring Raynor to collect the artifacts. He revealed it was a gambit to prove himself as a better leader and man to his father, as a proper inheritor of the Dominion when his father passed. Using the artifacts, they could wage war on the zerg homeworld of Char and revert the monstrous Queen of Blades back in her human form. Raynor agreed to a temporary alliance with Valerian, who had commandeered half the Dominion fleet and the services of General Horace Warfield. Together, they decided they would end the zerg threat.

## **The Invasion of Char**

James Raynor's followers had great reservations about the alliance. It seemed to them a deal with the devil; working with the very evil they had been rebelling against. But Raynor knew the greater evil was the zerg, and they needed to work together, all of them, to stop Kerrigan from destroying all terrans.

There was an underlying dilemma, however. Zeratul, the dark templar prelate who fought beside Raynor in the first war, had received a dire prophecy. A war was coming that would eclipse all battles before it and drape the galaxy in shadow. A dark voice would enslave the zerg with monstrous protoss and zerg hybrids and use them to destroy all life. And once the universe was shadow, the hybrid would consume the zerg as well. This prophecy had a caveat; Sarah Kerrigan was the only one who could prevent this devastation. For the prophecy to be avoided, she must live.

Raynor kept this in mind as he joined the Dominion forces in the invasion of Char. Initially, it went quite poorly. The Dominion were unprepared for the zerg defenses and tactics. Only the leadership of James Raynor and Tychus Findlay were able to prevent the attack from falling apart completely. After much hardship, they were able to establish a foothold on Char. General Warfield, wounded in the initial attack, was impressed by Raynor's leadership and gave him command over all forces attacking Char.

The invasion continued to increase its foothold while eliminating key assets across Char, so they could push against the primary hive cluster. Even with all their concentrated forces, they were fighting an uphill battle against a limitless and replenishing force. The only hope of victory was going all in and holding the lines while the newly combined Xel'naga artifact became powerful enough to purge the zerg.

It was a desperate fight, where the terrans used dwindling resources to fight against massive hosts of zerg and the psionic prowess of the Queen of Blades herself. But when the artifact gained full strength, it unleashed a purification nova that killed all the zerg in the hive. An expedition team, led by Raynor and Tychus, investigated to see what was left of Sarah Kerrigan. Finding her mostly free of the zerg corruption, Tychus revealed his true mission: he was a mole, an assassin forced into service by Arcturus Mengsk with the goal to kill Kerrigan. With great dismay, Raynor was forced to kill his friend in order to carry Kerrigan to safety.



## **Flashpoint**

With the defeat of the zerg queen, Char descended into chaos. The brood mother's scattered and competed for control over the swarm. General Warfield took command and led a purge to wipe all the zerg from Char. James Raynor and Valerian Mengsk left the planet, with the newly cleansed Sarah Kerrigan to get her away. They didn't make it far; Arcturus Mengsk had come with the rest of the Dominion fleet to finish Tychus' job. He wanted to kill Kerrigan.

When Raynor and Valerian refused to turn Kerrigan over to Mengsk, the emperor ordered his fleet to destroy them, even his own son. Raynor and Valerian were forced to escape and went on the run from Arcturus. While fleeing, they nursed the newly reverted Kerrigan back to health, and wondered how much zerg contamination was left in her.

They took shelter with the Moebius Foundation, the scientific institute owned by Valerian and led by Doctor Narud. This proved to be a mistake. Narud's true allegiance seemed to be to Arcturus Mengsk, as he had been creating protoss and zerg hybrids to be the ultimate slave soldiers for Mengsk's conquest of the sector. Again, they were forced to escape. This time Kerrigan was able to assist them, demonstrating equally unimaginable psionic power and hatred for Mengsk, the man who betrayed her and left her to the zerg during the fall of Tarsonis. After escaping Narud's trap, Raynor and Kerrigan agreed to have Sarah tested at hidden Umojan lab to determine how much zerg DNA Kerrigan still had in her.



## **Heart of the Swarm**

Kerrigan becomes obsessed with vengeance against Mengsk. She believes there is no hope of peace for her or Raynor if Arcturus is hunting them. This proves true, as Mengsk leads a full assault on the Umojan lab in order to capture or kill her. Raynor and Kerrigan fight together to escape the world. While Kerrigan manages to escape, Raynor falls behind. Despite her dislike of him, Kerrigan is forced to trust Valerian Mengsk, son of her arch enemy, to rescue Jim. Upon reaching the rendezvous, she learns that Valerian failed to extract Raynor. Kerrigan throttles him with psionic power and departs from the Raynor's Raiders to find Jim on her own.

Despite her hesitance to do so, Kerrigan uses her remaining zerg connection to take command of a zerg brood to wipe out a settlement threatening Raynor's arrival. After doing so, she receives a devastating news update: James Raynor was caught by the Dominion and executed. Kerrigan is distraught. Raynor was the only person in the universe she had. He was the man who risked everything to give her back her humanity. Without him, she had nothing to connect herself to the rest of the universe.

Heartbroken, she decided she would throw everything away to get her vengeance upon Arcturus Mengsk. She decided to take control of the zerg once again to destroy the Terran Dominion.

Kerrigan brought many powerful zerg under her heel, including Abathur, the evolution master of the swarm, and Zagara, a powerful brood mother. She destroyed the occupying terran forces on Char and personally slew General Warfield. She committed genocide on the protoss colonists on Kaldir to incorporate more zerg into her swarm. That was when she was visited by an old enemy; Zeratul, the dark templar.

The Queen of Blades had grievously wronged Zeratul in the past, using and manipulating him multiple times, killing his brethren, and forcing him to execute his own matriarch to free her from zerg control. Regardless, Zeratul had come to help Kerrigan, and reinstate her as the rightful queen of the zerg, as determined by the Xel'naga prophecy. He bid her to go the zerg birth world, Zerus, and claim the power of the primal zerg. In doing so, she would become more powerful than the old Queen of Blades and free of the influence that had possessed her and forced her into a monster.

Kerrigan arrived at Zerus and entered war with the primal zerg. She drank in the essence of the primal zerg and became fully infested once again, but more powerful and with a free mind. She learned of Amon, the fallen Xel'naga, who corrupted the zerg by creating the hive mind that bound them under the Overmind. With the Overmind controlling the zerg, Amon installed purpose into the Overmind to assimilate and destroy the protoss. Despite this command the Overmind was forced to follow, the Overmind resisted and fought a way to free the zerg from Amon. For this reason, the Overmind created Kerrigan to liberate the zerg from Amon. With Raynor's actions upon Char and the usage of the Xel'naga artifact, that had finally been done.

Kerrigan absorbed the power of Zerus, becoming powerful, and forced the primal zerg to her will. With them, she traveled back to the Koprulu Sector to take the fight to Amon. More wayward brood mothers began to rejoin her swarm. It was then she received a distressing realization; that James Raynor was still alive and Mengsk would kill him if Kerrigan attacked Korhal. Working together with Raynor's Raiders, Kerrigan freed Raynor. But he rejected her for returning to the zerg and having herself infested again.

After rescuing Raynor but before attacking Korhal, Kerrigan allied with another old enemy: Alexei Stukov. Vice-Admiral Stukov was a leader of the United Earth Directorate that sought to conquer the sector. Kerrigan defeated them, and Stukov was killed. He was later resurrected, infested, de-infested, captured by the Moebius Foundation, and infested again by Doctor Narud. Stukov escaped Narud's grasp and bid Kerrigan to come to the Skygeirr Installation, one of the primary hybrid breeding labs for Narud.

While the siege was costly, Kerrigan decimated the hybrid breeding laboratories. The battle revealed the station was built upon a dormant Xel'naga worldship and its deepest depths were populated by Tal'darim, fanatical protoss who worshipped Amon and served Narud. An even greater realization was that Doctor Narud, the leader of the Moebius foundation, was an ancient shapechanger of considerable power, equal to Kerrigan's. Narud was also Duran, the double agent who served multiple different factions during the Brood War. This being had been orchestrating the creation of hybrid throughout the sector. In the end, Kerrigan went into battle against Narud, slaying him while barely surviving herself. Stukov decided to join Kerrigan's swarm and follow her cause.



*~Kerrigan fighting Narud, while he wore the face and form of James Raynor to confuse her*

At last the time had come to attack Korhal. In one of the largest sieges to happen in the Koprulu Sector, Kerrigan led the full might of the swarm against the elite defenses of Korhal. Millions of zerg died simply trying to land in the city. Kerrigan fought to maintain a foothold in the city of Augustgrad. She had to deal with orbital cannons and a psi destroyer device that killed all zerg that relied on a psionic connection. As she pushed into the city, she collaborated with Valerian Mengsk and the rest of Raynor's raiders. They evacuated residents while convincing Kerrigan to avoid civilian centers with her invading swarm. She finally realized that Valerian Mengsk was not the monster his father was. Meanwhile, Raynor realized Kerrigan was similarly not the monster she was as the old Queen of Blades.

Together, Raynor and Kerrigan battled to the gates of Mengsk's palace. After the last of his defenses were destroyed, Kerrigan entered alone to dethrone the emperor. But Arcturus was clever and laid a final trap for her: the Xel'naga artifact, originally used to remove her infestation on Char, now weaponized to kill her. The plan very nearly succeeded, but Raynor intervened at an opportune moment and took control of the artifact away from him. This allowed Kerrigan to kill Arcturus Mengsk and finally have vengeance for his crimes against her and the rest of the galaxy.

With his death, Kerrigan and Raynor mended bridges and parted ways. Raynor went with Valerian Mengsk, the new ruler of the Dominion, to rebuild the empire the right way. Kerrigan, however, was haunted by Narud's final words: Amon, the fallen Xel'naga, lived once again in the universe and was preparing to destroy it. She took her swarm into the depths of space to search for Amon and destroy his hybrid labs.

The Second Great War was over. For now, war in the sector had died down. However, a greater war was about to begin. The End War.



## **Amon, the Dark God**

Amon's history goes back to the beginning of time. Once, in a distant universe, he was an exceptional mortal being. He then became Xel'naga, as part of the normal life cycle of those beings. The next generation of Xel'naga are created by the merging of two beings: one pure of essence and one pure of form. Over the eons after becoming Xel'naga, Amon began to resent his new existence and the infinite cycle of life that his people followed. He planned a great betrayal.

Amon and several Xel'naga followers ventured into the mortal universe to interfere with the development of life. This was a behavior strictly forbidden by the Xel'naga's rules. He found a fledgling psionic race on the planet Aiur and uplifted them. They became the protoss. Amon and his followers watched over the protoss like gods, until the protoss rose up and attacked them. Considering this species a failure, Amon moved on to other worlds.

They found a hyper adaptive race capable of great change and independent evolution. They were the earliest forms of the zerg. To bind these creatures to his will, Amon created an Overmind. The Overmind was a singular being that controlled all the zerg through a telepathic link that bound them all together and slaved them to its will. The Overmind, in turn, was enslaved to the will of Amon. It possessed independent thought but not freedom of will. It knew that Amon's plans would lead to the destruction of the zerg and plotted its escape and revenge in subtle ways that did not defy its directive.

The other Xel'naga, those not serving Amon, learned of his actions and his plans. They rose from their slumber and confronted Amon and his followers. A great battle ensued over Zerus, where Amon unleashed his enslaved zerg broods against his Xel'naga brethren. The resulting conflict killed most of the Xel'naga, including Amon, and sent their essence back to the void. The Overmind and the zerg began to spread across the stars, searching for the protoss to consume, as was the last directive placed upon them by Amon.

One corrupt Xel'naga survived the conflict over Zerus: Narud. Shape changing into different forms, such as the infested terran ghost Samir Duran and the Moebius scientist Emil Narud, Narud prepared to bring Amon back into the galaxy and create the hybrid as his soldier. His work would take thousands of years and careful manipulation.

Eventually, the zerg would arrive in the Koprulu Sector and war between the three races would break out. The Queen of Blades was created by the Overmind as a liberator of the zerg, but even she was tainted by Amon's corruptive influence on the zerg. When James Raynor used the Xel'naga artifact to restore her to her mortal form, the psionic energy she released upon being cleansed was collected by nearby hybrid and used in a ritual to bring Amon back to the material universe. However, he lacked a physical form and existed only as a psionic presence.

As the Second Great War came to an end, Amon began to put his plans into motion. While Narud had been defeated by Kerrigan and thrust back into the void, his dark work had been done. Amon had control of an army of god-like hybrid monstrosities which began to enslave the hybrid of the Moebius Corps to be his terran army. They did the same to gain control over feral zerg broods across the sector. Meanwhile, the Tal'darim protoss, a violent sect of protoss far removed from the protoss of Aiur, worshipped Amon as a god and followed him in search of ascension and power.

In the meantime, Amon's minions prepared to create him a host body out of protoss and zerg biomatter. But for now, Amon resided in a cunning and secretive place: within the Khala that bound all protoss together. He lingered and laired within this gestalt telepathic consciousness, waiting for his moment to strike.



## **The End War Part 1: Reclamation of Aiur**

With the sector briefly stabilized after the end of the Second Great War, and Kerrigan occupied with her search for Amon, Hierarch Artanis took the opportunity to launch a full invasion of Aiur. Lost to the protoss during the Great War, the templar had spent years on Shakuras, the dark templar home world, building a massive war fleet to reclaim their lost home world. This fleet, known as the Golden Armada, was one of the most powerful the sector had ever known. With it, Artanis planned to reclaim his home world for both the Aiur protoss and the nerazim who sheltered them.

Before the invasion could begin, Zeratul appeared aboard Artanis' command deck and bid him to stop the invasion. For years, Zeratul had been studying and preparing for the coming conflict, the End War. He collected the Xel'naga prophecy and used it to warn James Raynor what would happen if Kerrigan was killed. Zeratul encouraged Kerrigan to claim the power of Zerus to become a powerful and independent leader of the swarm. Finally, he received a message from the void that the 'Keystone shall usher them onto hope'. Zeratul knew that this keystone was the Xel'naga artifact used to cleanse Kerrigan of her corruption, and that artifact would lead them to the Xel'naga.

Zeratul cautioned his friend Artanis about beginning the invasion, stating it was a distraction from the real battle at hand. Regardless, Artanis believed too much had sacrificed for the attack to be aborted. He began the attack to retake Aiur. Very quickly he realized the truth behind Zeratul's words, as the feral zerg on the world were being controlled by hybrid.



Agreeing to work together against the new threat, Artanis sends Zeratul ahead to retrieve the keystone from James Raynor. Zeratul doesn't make it far; his ship, the Void Seeker, has been destroyed. Soon after, many templar warriors lost control and started attacking their allies. Zeratul realizes the worst has happened; Amon has possessed the Khala, the communal link that binds all Aiur protoss together. Through his corruption of the Khala, Amon took control of the templar and, by extension, the Golden Armada. Zeratul finds Artanis struggling to hold off Amon's influence before becoming fully possessed. Zeratul severs Artanis' nerve cords, disconnecting him from the Khala and Amon's influence, but is mortally injured in the process. His final words are a plea for Artanis to use the keystone to find the Xel'naga.

With the invasion fractured and his armada in the enemy's hand, Aiur is lost once again. Artanis rounds up whatever survivors he can. The survivors are dark templar, who have no connection to the Khala, and Aiur protoss who have had their nerve cords severed. With his fleet gone, Artanis makes a desperate gambit to escape Aiur. He raises the last of the ancient arkships buried beneath Aiur, the Spear of Adun. This ship, the most powerful vessel in the galaxy, is filled with legions of ancient warriors kept in stasis for the ultimate battle for protoss survival. It seems that battle has come. With the Spear of Adun, Artanis leaves Aiur behind to begin fighting back against Amon's conquest of the universe.

## **The End War Part 2: War on Countless Fronts**

The End War has begun in earnest. Terrans and protoss fight defend their lives on countless fronts. Hybrids lead the possessed terrans of the Moebius Corps to destroy the worlds of their fellow terrans. Amon enslaves feral zerg broods and leads them to invade worlds in the billions. The Tal'darim Death Fleet performs surgical strikes on Amon's foes. The Golden Armada is unleashed and purifies entire worlds.

The terrans, significantly weakened by Second Great War, struggle to defend themselves against the forces rallied against them. With the death of Arcturus Mengsk, his son, Valerian, becomes emperor. Matt Horner, former rebel captain of the Hyperion, becomes a Dominion admiral under the new regime. James Raynor continues to lead Raynor's Raiders, this time in defense of the Dominion against its enemies.

Artanis takes the Spear of Adun to Korhal to meet his old friend from the first war, James Raynor. Together, they fight as brothers in arms against the hybrid and their Moebius Corps puppets. Only the two races working together prevents the hybrid from stealing the keystone. They part ways as friends as each leader fights for the survival of their species.

The Spear of Adun returns to Shakuras, to find the world overrun by the zerg. Artanis works with the dark templar matriarch, Vorazun, to evacuate as many survivors from Shakuras as possible. Eventually it is decided that they will destroy the planet to prevent Amon claiming it. This will be done only after luring billions of zerg onto the planet and detonating it using the ancient Xel'naga temple. This operation is a success, and Shakuras is destroyed in order to fracture Amon's broods. The protoss people are once again homeless, having lost both Aiur and Shakuras. The remains of their people are now a fleet centered around the Spear of Adun.

To further arm their people against the flood of enemies, the protoss head to Glacius, an ocean world that was prototyping a new generation of purifier weaponry. The purifiers were an ancient program; robotic protoss with cloned personalities of the greatest soldiers and leaders of the protoss empire. Upon their creation, the ancient conclave considered these cloned robots to mere slaves to their will and mistreated them. The purifiers rebelled and were imprisoned on the Cybros station.

The protoss found on Glacius were a second-generation program, with only a single cloned personality. That personality belonged to Fenix, the legendary praetor that was slain by the Queen of Blades during the Brood War. The clone did not maintain all the memories of Fenix, but possessed his honor, valor, and pride. In time, the clone of his old friend would lead Artanis to think about the purifiers differently.

In the meantime, the phase smith, Karax, learned how to use the Keystone to find the resting place of the Xel'naga. They traveled to Ulnar, the legendary resting place of the Xel'naga. They were distraught to learn that Amon had reached it first. They fought through Moebius terrans and Tal'darim protoss to secure the outside of the station. Then, not willing to risk any more protoss lives, Artanis ventured into Ulnar alone.

He found an unlikely ally within, Sarah Kerrigan. She too had come seeking the Xel'naga, at Zeratul's advice. Together they fought through hybrid invaders and Xel'naga guardian constructs. As they did, they learned the history of the Xel'naga and the infinite cycle that they followed. They realized that it was Amon, not the pure Xel'naga, that uplifted the protoss. At the end of their journey, they reached the resting place of the Xel'naga. They received a horrible realization; the Xel'naga were already dead, killed by Amon. At this point, Amon ambushed them by sending a flood of destructive void energy cascading through Ulnar.



*~Ulnar, resting place of the Xel'Naga*

Artanis and Kerrigan's salvation came from an unexpected source. While they ventured into the Xel'naga home world, Vorazun led the protoss aboard the Spear of Adun. She received a visit from Alarak, first ascendant and second in command of the Tal'darim. He gave her a warning about Amon's trap and where the protoss hierarch could be found. Rushing to his aid, the combined protoss and zerg forces were able to stop Amon's void current from destroying all life of Ulnar.

Artanis found himself with two unexpected allies. He thanked Kerrigan for her aid, even as she chose to remain on Ulnar instead of continuing with his war campaign. In the meantime, First Ascendant Alarak of the Tal'darim came with an interesting proposition. He offered to help the templar destroy Amon if Artanis helped him overthrow the leader of the Tal'darim and gain control of that faction.

## **The End War Part 3: The Tide Turns**

Battle continued to wage across the sector, as the protoss sought more allies to stand against Amon. First, Artanis sought to awaken the ancient purifiers. Amon predicted this maneuver and sent a tide of his brood to strike at Endion, the forest moon that had the purifier space station in orbit. The protoss fought zerg on both Endion and Cybros to awaken the ancient purifiers. The greater challenge was to convince the purifiers to aid them once they were awake.

While the purifiers were replicated personalities of great templar heroes, they had been badly mistreated by the protoss Conclave that created them. Many of the purifiers were still angry at their treatment and subsequent imprisonment. However, Artanis assured them that his regime would be different. The purifiers would not be mere servants of the hierarchy, they would be full citizens with free will and independent rights. They agreed to fight with Artanis as part of the new Daelaam society.

Artanis also led the protoss to Slayn, the Tal'darim home world. He learned more about Alarak's intentions. The Tal'darim had always worshipped Amon as a god. They believed in service to him, they would become hybrid and ascend to be the premier life forms in the universe. Alarak realized they had been deceived. Amon had no intention of honoring his promises to the Tal'darim. They would be exterminated with all other life. They would not become hybrid. For that, Alarak decreed, Amon must be slain for his betrayal.

To take control of the Tal'darim, Alarak needed to kill the current highlord of the Tal'darim, the Amon-loyalist Ma'lash, in Rak'shir. Rak'Shir was a ritual duel to the death that determined ascension in the Chain of Command, the Tal'darim ranking structure. With the help of Artanis and his forces, Alarak slew Ma'lash and takes control of the Tal'darim. Alarak tells the Tal'darim they had been lied to by their gods and they will take vengeance against him. They decide to follow him into battle. In the meantime, Alarak agrees to lead the Tal'darim alongside the Daelaam to defeat Amon and save Aiur.

The war begins to wage down. The Tal'darim no longer fight for their god. Amon's broods are decimated on Endion and Shakuras. In the meantime, the Spear of Adun destroys the last Moebius Corps hybrid breeding facility. With its destruction, Moebius Corps' strength is broken, and new hybrid are no longer produced. All that remains is the Golden Armada, possessed by Amon, his last and most potent asset.

But there is hope. Phase Smith Karax learns that the Xel'naga Keystone can trap Amon within the artifact, cutting him off from the protoss. It is a temporary solution, but one that will last long enough to sever the nerve cords of the remaining protoss. First, however, they need to return to Aiur and destroy Amon's host body.

Upon arrival on Aiur, Artanis and his top commanders destroy the psi matrix of Aiur, preventing the Golden Armada from instantly warping back to Aiur to engage them. Afterwards, they wage war to destroy the void shards that are draining the life from Aiur to feed Amon's host body void energies. As soon as they do, the host body awakens and prepares to unleash god-like devastation. However, Artanis has prepared for this. The entire Daelaam fleet unleashes a concentrated orbital bombardment upon the host body, destroying it with overwhelming power. Now, Amon only resides within the Khala.

The protoss prepare for a final defense, as they prepare to use the keystone to free the templar from Amon's control. In his last desperate gambit, Amon sends the full strength of the Golden Armada and his last zerg broods at Artanis' position. While the casualties amongst both the possessed and loyalist protoss are high, they free the protoss from Amon's control and convince them to sever their nerve cords. When the protoss cut their link to the Khala, and that instinctive connection is no more, Amon is banished from the universe and banished back in the void.

The universe has been saved. Amon is banished and his minions are wasted. The End War is over.... Or is it?

## **The End War Part 4: Into the Void**

Back on Ulnar, Kerrigan calls the leaders of the protoss, terrans, and zerg together. She has heard whispers from beyond, a benevolent voice that calls them into action. Amon still lives, deep in the void. Someday he will return to finish what he started. It may not be in their lifetime, but it will happen eventually. They need to travel to the void and finish him off, once and for all. The leaders agree. They can't let future generations deal with their problems. Together, the terrans, zerg, and protoss take what remains of their fleets. They use Ulnar to create a portal to the void and take the fight to Amon.

They face overwhelming numbers in the form of void shades, void thrashers, and Amon's corrupted constructs. Their opposition is led by Narud, their old nemesis who reveals himself as a Xel'naga. He has lingered in the void ever since Kerrigan killed his mortal form at Skyggier station. It takes the teamwork of all three factions to obtain victory. Stukov finishes off Narud, satisfying his vengeance for crimes committed upon him by both of Narud's aliases.

Upon defeating Narud, they come across the spirit of the great protoss hero Tassadar, who had been whispering to Kerrigan and guiding Zeratul on his search for prophecies. However, this spirit reveals himself to be truly Ouro, last of the Xel'naga, who took Tassadar's form to manipulate others into action against Amon. Ouro states that the void is an extension of Amon's will, and only a Xel'naga can destroy him. He says that he will merge his essence with Kerrigan's. She will become a Xel'naga powerful enough to destroy him. She accepts his terms, believing that it was her chance for redemption after all the death she was responsible for.

The forces again team up to defend Kerrigan against Amon's minions who seek to prevent her rebirth. Once she is reborn as Xel'naga, she leads the fight one last time against Amon. Again, the factions team their remaining forces together against Amon's overwhelming power. While the armies are decimated, they successfully weaken Amon enough that Kerrigan can sacrifice herself to destroy the dark god. The remaining heroes return to the Koprulu Sector to rebuild.

Amon is finally dead. The End War is over.



## **A New Age of Peace and Prosperity**

With Amon's death, peace and prosperity falls over the Koprulu Sector. Valerian Mengsk and Matt Horner eliminate corruption in the Dominion and bring democracy and progress. The brood mother Zagara, assigned as the new queen of the Zerg by Kerrigan, claims Char and the surrounding worlds and begins experimenting with Xel'naga essence granted to her by Kerrigan. The protoss begin to rebuild Aiur as a unified protoss society without its biases. Highlord Alarak of the Tal'darim leaves the Daelaam to have his own protoss empire on Slayn but gives his followers one opportunity to stay with the Daelaam. In the meantime, destroyed and desolate planets begin to have a regrowth of life throughout the sector, as if some unseen hand was guiding their rebirth.

While an age of peace has been established, and the leaders of the factions have found an understanding, individual soldiers and commanders are not so wise. Small struggles between the three races continue out of misunderstanding, racism, or petty grievances. It seems the Koprulu Sector will never be fully free of war.

# Chapter 3: New Protoss

## Factions

Supplement 3: The Protoss, introduced everything you need to know about creating an Aiur or Nerazim protoss, the two protoss factions that were most dominant in the Sector. However, the End War brought both the tal'darim and the purifiers out of the shadows. Both factions became major players in the sector's conflicts once Amon began his crusade of dominating the sector.

### Character Creation Basics

These are the rules for creating a heroic protoss character at 1<sup>st</sup> level.

### **Characteristic Points**

The basis of designing characters in the Starcraft RPG is characteristic points. Characteristic points are spent both at character creation and when the character levels up by gaining experience. The number of characteristic points that a character has to spend at creation and level up depends on their character power level.

The character power level is a gauge on how exceptional the character is compared to others of their species. Most games of Starcraft are played at heroic tier gameplay, and therefore the players in the campaign play at heroic power level. Some Game Masters could choose to instead have their games be active at higher play levels, such as Extreme or Epic power levels. Note that all players in a Starcraft campaign should be playing at the same power level, to enforce fair play.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level	Base Hit Points
<b>Heroic</b>	25	4	40
<b>Extreme Heroic</b>	32	5	40
<b>Epic Heroic</b>	40	6	40

### **Protoss Character Creation Package**

**Step 1:** Chose a game power level, Heroic, Extreme Heroic, or Epic Heroic, to determine your number of characteristic points both at character creation and on level up.

**Step 2:** Purchase a race. The races listed here are Tal'darim Protoss or Purifier Protoss

**Step 3:** Chose a starting class for your character

**Step 4:** Chose the starting equipment package for your character based on class

**Step 5:** Spend remaining characteristic points

**Step 6:** Purchase equipment using remaining honor

**Step 7:** Finalize character name and backstory, as well as defining all of your character's statistics

Your character's race and class will help determine the majority of your starting statistics. However, moving forward your character's growth will be determined by spending characteristic points and choosing classes.

To create a character at higher levels, simply follow the same rules and advance the character to the desired level using normal development progression. Creating and playing a higher level character requires the permission of the Game Master. A higher level starting character begins with the minimum number of total experience to reach that level.

The following are the protoss races available in this resource. Starcraft Supplement 3 has additional protoss races. Refer to Supplement 3 for protoss psionic powers, equipment, and talents.

## Tal'darim Protoss

**Characteristic Points:** 18

**Ability Score:** 4 Strength, 2 Instinct, 3 Agility, 4 Fortitude, 2 Intelligence, 4 Willpower

**Increased Ability Maximum:** +1 maximum strength, +1 maximum intelligence

**Talents:** Jaded

**Protoss Classes:** Tal'darim Protoss can take Protoss classes, starting at first level. Once a protoss chooses a class, they advance a level in that class until completing it. Every level they advance in the class, they gain the both the Tal'darim protoss specific benefits, and the generic class benefits. Once the character completes all levels in a class, they can take a new class they meet the requirements for or take the elite version of that class. The character cannot take a new class until they finish the current class they are on.

**Large Stride:** Protoss are larger and more nimble than other humanoid species. They have a base speed of 5, instead of 4.

**Naturally Psionic:** Protoss have an inherent ability to manifest psionic powers. Tal'darim protoss have a Psi Level of 2 at character creation and have access to the Telepathy psionic discipline. They have a maximum Psi Level of 10. They increase their Psi Level and number of psionic powers through the use of talents. Tal'darim Protoss always begin gameplay with the *Message* and *Reading* psionic powers, and have the Natural Mind Reading and Psionic Detection special traits. Tal'darim Protoss can gain additional psionic disciplines through various Protoss Classes.

**Psionic Power Source (Corruption):** Tal'darim Protoss gain their power from Corruption. Corruption is the energies of the void that have been perverted by Amon and used for evil purposes. Tal'darim are still able to tap this corruption even after severing their connection to Amon. Tal'darim Protoss count as having the Corruption power source for their psionic powers and psionic weapons. See the Psionics chapter for the full list of rules on Psionic Power Sources.

**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. If the character has no healing thresholds available or has a manifestation bonus of +4 or lower, they may not activate this ability. 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. Tal'darim protoss can always select Endurance as a skill focus upon completing a class, no matter what the available options are for the class.

**Protoss Energy Shields:** Protoss have the ability to gain personal energy shields through the Plasma Shielding augmentation crystal. These protoss energy shields are very attuned to the character's psionic prowess and are charged through meditation through psionics. A protoss warrior can spend a full-round action to make a psionics skill check. At the end of the action, they recover a number of shield points equal to the psionics skill test. Alternately, protoss energy shields recover at a rate of 20% per minute while outside an encounter.

**Protoss Traits:** A protoss' advanced eyesight allows them to see in pure darkness up to 6 squares and can see in dim light twice as far. Protoss do not eat or breathe in any traditional sense. Therefore, they can exist where there is no oxygen or breathable air, and do not starve if they do not have access to food. Protoss gain sustenance by absorbing natural light through their skin. They will eventually starve if deprived from light for too long, although for every hour a Terran suffers without food, it takes a day for a Protoss to suffer without light. Non-protoss take a -10 penalty to medicine skill tests used on protoss, and the protoss takes the same penalty for using medicine on terrans.

**Heroic Race:** Protoss are a rare, long lived, and infinitely wise species. There is no such thing as an unexceptional protoss, and protoss cannot be played as Non-Heroic characters. Tal'darim are always High threat characters, and count as 2 individuals for rewarding or dividing experience.

**Description:** The Tal'darim are a distant, warlike sect of protoss. Amon removed them from the rest of the protoss population millennia ago, and they have grown in power on the world of Slayn. Tal'darim have historically been fanatical worshippers of the fallen Xel'naga, Amon. Only during the End War, under the influence of Highlord Alarak, have they broken that connection.

Tal'darim society is built upon a social structure known as the Chain of Ascension. This brutal hierarchy assigns every member a place in the society. They serve everyone higher on the chain, and everyone lower on the chain serves them. A Tal'darim can try to ascend in the hierarchy by challenging another member in a duel to the death known as Rak'shir. The loser dies, and the victor takes (or maintains) their place. This way, the Tal'darim ensure that only their strongest warriors prevail, and their society constantly weeds out the weak.

Tal'darim Protoss draw their power from Amon's corruption of the void. These corruptive energies are the bane to natural life and is highly destructive. Tal'darim channel these energies to unmake their foes and release destructive blasts of power that are impossible to truly resist.

Tal'darim value strength, efficiency, and cunning. They are highly aggressive and brutal, viewing any uncertainty as a weakness they will exploit. Tal'darim tend to be demeaning towards others, especially non-protoss. They usually reserve respect only for those they recognize as equally or more powerful than themselves or fit in a higher role in the Chain of Ascension. Even then, respecting someone is not a guarantee that a Tal'darim will not be plotting to usurp or murder them. In fact, it is almost guaranteed.



*~All examples of Tal'darim Protoss*

## Purifier Protoss

**Characteristic Points:** 22

**Ability Score:** 4 Strength, 3 Instinct, 2 Agility, 4 Fortitude, 3 Intelligence, 4 Willpower

**Increased Ability Maximum:** +1 maximum strength, +1 maximum intelligence

**Protoss Classes:** Purifier Protoss can take Protoss classes, starting at first level. Once a protoss chooses a class, they advance a level in that class until completing it. Every level they advance in the class, they gain the both the Purifier protoss specific benefits, and the generic class benefits. Once the character completes all levels in a class, they can take a new class they meet the requirements for or take the elite version of that class. The character cannot take a new class until they finish the current class they are on.

**Large Stride:** Protoss are larger and more nimble than other humanoid species. They have a base speed of 5, instead of 4.

**Warrior Robots:** 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.

**Reconstructing Nanobots:** Purifiers are equipped with micro nanobots and a self-repairing frame. All purifiers have an amount of Regeneration equal to their durability skill +1. In addition, after a long rest, a purifier will heal all crippling wound points. They cannot regrow lost limbs, but those limbs can be replaced by spending 3 days in a protoss settlement, undergoing repairs.

**Robotic Shell:** As constructs, purifiers have a base metal body. They gain a permanent +3 damage resistance. This counts as a natural armor. They can wear armor over their metal bodies.

**Innate Technological Understanding:** Purifier protoss can always select Science as a skill focus upon completing a class, no matter what the available options are for the class.

**Death is Temporary:** If a purifier is reduced to 0 hit points, it is destroyed. It can be repaired by a protoss making a science check with a DC equal to 10+ the amount of damage they went below 0. This check takes 1 hour. If this DC would be 50 or higher, the purifier is too heavily destroyed and cannot be repaired. They are destroyed and all their gear is wrecked. If it cannot be repaired, the consciousness is automatically uploaded back to the purifier mainframe, and then inserted into a new physical shell. If a purifier has a new shell already picked out for them, then they can be operational again in 1 day. Ordering a new shell costs 3 honor per level of the purifier. If a new shell needs to be built, they must wait a number of days equal to three times their character level. If a purifier is resurrected like this, their lost gear is considered refunded, but they also suffer a permanent loss of 20% of their total honor, lessening the amount of gear they can equip when outfitting for battle.

**Psionic Power Core:** Protoss are naturally psionic, and even the mechanical, artificially created purifiers are empowered with solarite and khaydarin crystals to replicate the effects of psionics. Purifier protoss have a Psi Level of 2 at character creation and have access to the Augmentation psionic discipline. They have a maximum Psi Level of 8. They increase their Psi Level and number of psionic powers through the use of talents. Purifier Protoss can gain additional psionic disciplines through various Protoss Classes.

**Psionic Power Source (Purity):** Purifier protoss draw their psionic power from the pure, undiluted energy derived from their solarite power cores. This energy gives the purifiers power of pure light and energy. Purifier Protoss count as having the Purity power source for their psionic powers and psionic weapons. See the Psionics chapter for the full list of rules on Psionic Power Sources.

**Data Link:** Purifiers have a linked data network between themselves and all other purifier protoss within 10 miles. This counts as an Instinctive Telepathic Link, except it is technological rather than psionic in origin. Purifiers can share thoughts or information to their fellows within this area at incredible speeds of communication.

**Protoss Energy Shields:** Protoss have the ability to gain personal energy shields through the Plasma Shielding augmentation crystal. These protoss energy shields are very attuned to the character's psionic prowess and are charged through meditation through psionics. A protoss warrior can spend a full-round action to make a psionics skill check. At the end of the action, they recover a number of shield points equal to the psionics skill test. Alternately, protoss energy shields recover at a rate of 20% per minute while outside an encounter.

**Heroic Race:** Protoss are a rare, long lived, and infinitely wise species. There is no such thing as an unexceptional protoss, and protoss cannot be played as Non-Heroic characters. Purifiers are always High threat characters, and count as 2 individuals for rewarding or dividing experience.

**Description:** The Purifier program was designed to create a warrior caste of mechanical protoss soldiers that could protect and serve the protoss empire. Every purifier warrior possessed a brain-scanned replica of a great templar. Unfortunately, the judicator conclave treated them as nothing more than slaves to be used and expended, and the purifiers rebelled. To detain them, they were imprisoned on the Cybros station. They remained there until they were awakened by Hierarch Artanis to once more fight alongside the protoss, except this time as equals.

The purifiers are amazing creations that blend state of the art robotics, cybernetics, data networking, and psionic technology. They communicate on a networked data link that replicates the effects of the Khala and are constructed of psionically-compatible materials such as solarite and khaydarin crystals. In addition, they can be constructed in much less time than it takes to raise a protoss to maturation and can contain all the experience of a fallen protoss hero.

As they are replicas of the greatest of templar, purifiers also value honor and loyalty. They are also very proud and dislike being considered mere machines. Purifiers want to claim their own place in the universe, to be part of the protoss empire as brothers and comrades. They can exhibit the classic protoss hubris and can be dangerous if offended or disrespected. Many purifiers find great pride in the person they are replicated from. Others try to distance themselves from the identity they inherited, and instead try to be their own person.



*~All examples of Purifier Protoss*

## Protoss Classes

Protoss do not gain the progression options of other races, such as zerg evolutions or terran specializations. Instead protoss gain classes, which is the path of focus and discipline that the Protoss is working on in their journey of self-perfection.

A Protoss character chooses their first class at character creation. Once they chose a class, they must stay with it to its completion. On every level, including the first, they get the class benefits for reaching that level in the class. There are two types of class benefits that they get to benefit from. The first is the general advancement ability. These are available to every Protoss character that achieves that level in the class. This will be the leftmost column of abilities.

The next benefit is the racial ability. Every class is broken down into two trees, one for each of the Protoss subspecies. Therefore, when embarking on a class, the character is either walking down the Tal'darim variation (the central column) or the Nerazim variation (the far-right column). For example, if a Protoss is taking the Psychic Warrior class, if they are a Tal'darim Protoss they will gain the benefits from the Fanatic subclass, or if they are a Purifier Protoss they will gain the benefits from the Sentinel subclass.

Once they embark on a class, the character is locked in on that class until its completion, or until they achieved all the levels that class has to offer. Afterwards, the character is free to choose a new class, or they can do the Elite variation of that class. Elite Classes are like the regular class, except they are only available to characters who have finished the base version of that class.

For example, Tizain is a Tald'arim Protoss who took the Psychic Warrior (Fanatic) class. After five levels, he has completed that class, and on his next level he will be able to choose a new class. If he wants to diversify his skill set, he can choose a new class, or, if he wants to become a better warrior, he can choose the Elite Psychic Warrior class to further emphasize his warrior skills. Once he starts his new class, however, he will not be able to choose a new class until he runs that path to completion.

At first level, when you select your starting class, you also get to choose your gear loadout. Every class that can be taken at level 1 has a list of gear you can chose. Some of it you gain automatically; others you have to choose between multiple different item sets. Some classes have multiple choices that must be made. Remember you only get a class's starting gear when you take the class at first level.

The following are a quick guide to the protoss classes that the character has access to.

Class	Description
<b>Psychic Warrior</b>	Master of heavy armor, melee attacks with psi blades, and dual-wielding weapons
<b>Psychic Master</b>	Master of psionics, using psionic powers more quickly and efficiently, gains access to many new psychic discipline
<b>Commander</b>	Leader of protoss, focuses on leadership abilities and defense; restricted to experienced characters
<b>Fateweaver</b>	Focused on Influence skill and Temporal psychic discipline, strong willpower and discipline
<b>Scholar</b>	Focused on intelligence and lore, gains access to Chronicle abilities which empower allied protoss
<b>Artificer</b>	Specialized in science and technology, gains followers that aid in work and combat
<b>Pilot</b>	Master of aerial vehicular warfare, solely focused in dog fighting and aerial combat
<b>Eternal Warrior</b>	Master of a cybernetic walker craft; restricted to characters permanently imbedded in a protoss cybernetic walker

## Class Completion

When a protoss completes a class (taking the last level of a class), they get a choice of skill focuses. Skill focus in a skill increases the maximum number of ranks in that skill based on level is increased by 2. They cannot change their focus skill once chosen, however, completing additional classes will give more skill focuses. If characters have a focus in a skill from multiple sources, simply increase the maximum ranks they are capable of gaining in a Focus skill by 1.

Every class has a list of skill focuses to choose from upon completion. In addition, every protoss race has a specialty skill that can be chosen instead of a class list of skill focuses. For example, all purifiers can choose Science as a skill focus upon completing a class.

Classes sometimes give bonus to abilities scores. Remember, a class cannot raise an ability score over its maximum value based on level. If that occurs, the character instead gains a bonus point in any other non-max ability score of their choice.

## Psychic Warrior

Level	Psychic Warrior Bonus	Fanatic Bonus	Sentinel Bonus
1	Access to Augmentation Psionic Discipline	<i>Fanatic Master I</i>	<i>Sentinel Mastery I</i>
2	<i>Armored Defender</i>	<i>Adrenaline Rage</i>	<i>Overlapping Shields</i>
3	---	<i>Fanatic Mastery II</i>	<i>Sentinel Mastery II</i>
4	Dual-Weapon Skill talent	---	---
5	---	<i>Stop Organ psionic power</i>	<i>Toughness psionic power</i>
6	---	<i>Fanatic Mastery III</i>	<i>Sentinel Mastery III</i>
7	<i>Armored Defender II</i>	<i>Gushing Wound</i>	<i>Reassemble</i>

### 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

### Psychic Warrior Description

The psychic warrior dedicates their life to perfecting their warrior prowess. Protoss psychic warriors are defenders of their people, and martial champions of their beliefs. To these soldiers, the lines between physical mastery and psionic prowess are blurred and are all one combined exercise of will. These characters are protoss knights who charge into battle wielding heavy armor, psionic weapons, and protected by faith and energy shields.

### Armored Defender I

**Description:** When the character is wearing protoss powered armor, the armor's level of cumbersome drops one degree. Therefore, Very Cumberse armor becomes Cumberse, and Cumberse armor has no penalty. Furthermore, the defense penalty of all armor they wear is reduced by -1.

### Armored Defender II

**Description:** When the character is wearing protoss armor, their armor's damage resistance is increased by one Resistance Rating as long as they are wearing it. Furthermore, their armor loses any penalty to defense that it has.

### Fanatic (Tal'darim Psychic Warrior) Description

The fanatic is the standard warrior amongst the tal'darim. They are generally low-ranking members of the Chain trying to earn their place by spilling the blood of their enemies. They are ruthless and bloodthirsty and obey the will of Amon and the Ascendants with zealous fervor. The fanatic is fueled by rage and savagery more than the discipline and channeled aggression of the templar zealot.

### Adrenaline Rage

**Description:** Every round, the character 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.

### Fanatic Mastery I-III

**Description:** Fanatic 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 zealot +1 healing threshold. Rank 2 gives the zealot +2 healing threshold. Rank 3 gives the fanatic +4 healing threshold.

## Gushing Wound

**Description:** When the character deals bleed damage from using a bane psionic weapon, the amount of bleed damage is increased by 2.

## Sentinel (Purifier Psychic Warrior) Description

The sentinel is the rank and file warrior of the purifiers. Some are copies of templar zealots back in their prime, while others are new creations just getting used to their existence. Either way, sentinels are stalwart warriors with amazing survivability. They fight without regards to their own lives, as they know they will be reconstituted after death. Instead, they fight to protect their friends and allies.

## Overlapping Shields

**Description:** The sentinel has a plasma shield built into their hull and can project a shield even without the appropriate augmentation crystal. This shield has a Shield Pool of 25. If the character also has a plasma shielding augmentation crystal, then the shield pools are cumulative into one large pool.

## Reassemble

**Description:** Once per day, when the sentinel 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 rounds. Once the cycle is complete, the sentinel returns with no crippling wounds, and 5x their level hit points, up to their normal maximum. This effect can be cancelled by doing an amount of damage to the reassembling body equal to the amount they would be healed.

## Sentinel Mastery I-III

**Description:** Sentinel 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 sentinel +1 natural damage resistance. Rank 2 gives the sentinel +2 natural damage resistance. Rank 3 gives the sentinel +3 natural damage resistance and +2 damage threshold.

## Elite Psychic Warrior

Level	Elite Class Bonus	Blood Hunter	Praetorian Bonus
1	<i>Psychic Champion Mastery I</i>	<i>Hunter in Shadows</i>	<i>Self-Sacrifice</i>
2	<i>Energizing Shields</i>	---	---
3	<i>Psychic Champion Mastery II</i>	<i>Blood Haze</i>	<i>Tactical Devotion</i>
4	<i>Omniscient Stance</i>	---	---
5	<i>Psychic Champion Mastery III</i>	<i>Merciless Hunger</i>	<i>Stalwart Protector</i>

**Completion Skill Focus Options:** Melee, Defensive Training, Durability

## Elite Psychic Warrior Description

Elite Psychic Warriors are the paragons of their people. These are proven warriors who have served their population for years and proven their valor in combat. These warriors often serve as exemplars of their position, elite soldiers, or the high protectors of their worlds.

## Energizing Shields

**Description:** Every round, the character regenerates a number of points in their Shield Pool equal to ½ their Psi Level.

## Omniscient Stance

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

## Psychic Champion Mastery I-III

**Description:** Psychic Champion 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 champion +2 hit points per rank of durability. Rank 2 gives the champion +4 hit points per rank of durability. Rank 3 gives the zealot +5 hit points per rank of durability and +2 toughness.

## Blood Hunter (Tal'darim Elite Psychic Warrior) Description

Tal'darim warriors who prove their place in the Chain often exalt to the rank of Blood Hunter. Blood hunters are part assassin, part bounty hunter. They seek out to kill tal'darim exiles, traitors, and schemers who threaten the Highlord and his agenda. More often than hunting the enemies of the high lord, they kill those who are found weak and unworthy of being considered tal'darim. They are ruthless warriors who combine stealth with brutal psi-blade onslaught.

### Blood Haze

**Description:** When the character 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 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 round for every 5 points they surpassed the target's 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.

### Hunter in Shadows

**Description:** The character gains access to the Cloaking psionic discipline and power. Instead of requiring special equipment to cloak, they can activate cloaking as long as they are not wearing powered armor. The Psi Level benefit of allowing cloaking without armor instead lets the tal'darim cloak while wearing powered armor.

### Merciless Hunger

**Description:** When the character 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 temporary hit points equal to their level. These hit points last for 5 minutes or until spent.

## Praetorian (Purifier Elite Psychic Warrior) Description

Sentinels that prove themselves are promoted to Praetorians. Praetorians, in addition to standard line combat duties, are usually assigned to guard or protect a single, important individual. This could be a purifier commander or artificer, or even a notable protoss of another race, such as a high templar or judicator. Praetorians have no hesitation about their self-sacrifice; should they be destroyed and their charge killed, they will simply come back once again to make vengeance against their foe.

### Self-Sacrifice

**Description:** When the character 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 character gain +2 defense while the character is bobbing and weaving. If the character 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.

### Stalwart Protector

**Description:** When the character is using the Self-Sacrifice ability, they can try to intercept attacks made against their allies. When an ally within the Self-Sacrifice area is struck by an attack, before applying the damage against damage resistance the character can immediately move to their side. The damage is instead applied against the purifier. This action can only be done once per turn.

### Tactical Devotion

**Description:** When activating a combat augmentation function of the Tactics skill, the character can activate two tactics abilities simultaneously with a single die roll.

## Psychic Master

Level	Class Bonus	Sorcerer	Purifier Templar
1	Access to Telekinesis Psionic powers	<i>Sorcerer Mastery I, Blood Orb</i>	<i>Purifier Templar Mastery I, Magnetic Storm</i>
2	Psychic Discipline Focus (telekinesis, one additional rank) talent	<i>Levitation</i>	<i>Drain Shields</i>
3	---	<i>Sorcerer Mastery II</i>	<i>Purifier Templar Mastery II</i>
4	Psychic Discipline Focus (telepathy, one additional rank) talent	---	---
5	---	<i>Stolen Essence</i>	Psychic Discipline Focus (telekinesis, one additional rank) talent
6	---	<i>Sorcerer Mastery III</i>	<i>Purifier Templar Mastery III</i>
7	Access to Energy Psionic powers	<i>Rapid Channeling</i>	<i>Magnetic Power</i>

### 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

### Psychic Master Description

Psychic Master devote their lives to perfecting their innate protoss psionic abilities. They practice and perfect the ability to manipulate matter and energy with their minds, both for utilitarian and combat purposes. Psychic Masters tend to be very intellectual and wise individuals, spending so much time perfecting their own mental faculties. Their wisdom and battle prowess makes them highly sought out.

### Sorcerer (Tal'darim Psychic Master) Description

The corrupted realm of Amon is home to many dark and unnatural energies. These energies are tapped by tal'darim sorcerers, a sect of ambitious and ruthless spell slingers addicted to corruptive energies. Sorcerers are the masters of manipulating the destructive energies of the void, and that power gives them unrivaled aspirations to ascend the Chain of Ascension, no matter the cost. Sorcerers are commonly liars and schemers, who feign loyalty to their superiors while plotting to usurp them.

### Blood Orb

**Description:** The character can channel their psionic energy into an explosive orb of pure corruption. This is a special attack that the character can make as a standard action by spending 1 energy fatigue. This attack deals 8 +3x the caster's psi level in damage, with an accuracy of their psionics skill ranks plus intelligence. The attack has a base range of short, and effects a Burst (1) area. It deals half damage on a missed attack. Any effect that synergizes with psionic powers also bolsters blood orb, and any bonus psi level from the Psychic Discipline Focus (energy) also bolsters this power. This ability does not require a manifestation check, and does not give bonuses for manifesting a psionic power and cannot be boosted.

### Levitation

**Description:** The character can always choose to be levitating, and always counts as having the *Levitation* psychic power manifested with no energy fatigue cost and no manifestation check. They can dismiss or activate this power at will. This ability meets any prerequisites that would require the levitation telekinesis power.

### Rapid Channeling

**Description:** Once per round, the character can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.

## Sorcerer Mastery I-III

**Description:** Sorcerer Mastery has three ranks, each rank increasing the psychic master's passive statistics. These ranks are not cumulative with one another. Rank 1 causes the sorcerer's damage dealing offensive spells do +5 damage. Rank 2 increases this benefit to +10 damage. Rank 3 increases this to +15 damage and causes the target to lose a healing threshold if it deals a crippling wound.

## Stolen Essence

**Description:** The character drains psionic energy from nearby psychics. 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 sorcerer regains 2 energy.

## Purifier Templar (Purifier Psychic Master) Description

As machines, purifiers do not have the general psionic prowess of a living templar. Purifier templar therefore try to augment their psionics with machinery that replicate various psionic effects. These templar learned to amplify their psionic power with magnetic force and unique systems that redistribute energy. This makes their psionics a unique mixture of science and magic, working together to make them rival the psychic masters of other races.

## Drain Shields

**Description:** As a move action, the purifier templar can drain their shields to recover their energy core. They must sacrifice 10 or more points from their current shield pool to use this power. For every 10 points they sacrifice, they recover from 1 point of energy fatigue.

## Magnetic Power

**Description:** The character's telekinesis powers are powered by electro-magnetic power generated by advanced magnetic generators on the purifier's frame. All their telekinesis powers reach 1 range increment further and offensive telekinesis powers gain accuracy equal to 1/2 purifier's intelligence. In addition, all telekinesis powers cost 1 less energy fatigue (minimum of 0).

## Magnetic Storm

**Description:** The character can channel their psionic energy into a blast of electromagnetic energy. This is a special attack that the character can make as a standard action by spending 4 energy fatigue. The caster makes a psionic attack roll against the defense and toughness of all adjacent targets with +5 accuracy. Any target whose defense is hit suffers 3xPL EMP damage. Any target whose toughness is hit is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved. Any effect that synergizes with psionic powers also bolsters magnetic storm, and any bonus psi level from the Psychic Discipline Focus (energy) also bolsters this power. This ability does not require a manifestation check, and does not give bonuses for manifesting a psionic power and cannot be boosted.

## Purifier Templar Mastery I-III

**Description:** Purifier Templar Mastery has three ranks, each rank increasing the psychic master's passive statistics. These ranks are not cumulative with one another. Rank 1 lets the purifier templar to regain 5 shield points whenever they manifest a psionic power. Rank 2 lets them regain 10 shield points whenever they manifest a psionic power. Rank 3 lets the purifier templar to regain 15 shield points whenever they manifest a psionic power.

## Elite Psychic Master

Level	Elite Class Bonus	Warlock Bonus	Purifier Archon Bonus
1	Psychic Powers talent	<i>Destructive Surge I</i>	<i>Focused Recovery</i>
2	---	<i>Vile Touch</i>	<i>Pure Force</i>
3	<i>Instant Recovery</i>	<i>Destructive Surge II</i>	<i>Solar Reflection</i>
4	---	<i>Feed</i>	Psychic Discipline Focus (energy, one additional rank) talent
5	Psychic Powers talent	<i>Destructive Surge III</i>	<i>Archon of Purity</i>

**Completion Skill Focus Options:** Mental Training, Psionics, Ranged

### Elite Psychic Master Description

Elite Psychic Masters are revered champions of their people; the veterans of many conflicts and battles who never stopped perfecting their mental aptitudes. These great sorcerers have the universe at their fingertips and can change matter and reality at their whim.

### Instant Recovery

**Description:** The character 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.

### Warlock (Tal'darim Elite Psychic Master) Description

Warlocks are the masters of the chaotic energies of the void. They are vampires, who use pure evil energies to destroy their foes, body and soul, and then feed upon their essence. Warlocks are typically vile individuals, pathological liars and murderers who will stop at nothing on their road to ultimate power. Most of the greatest tal'darim ascendants start their careers as warlocks, so their mastery of destructive energies allows them to be more lethal combatants at Rak'shir.

### Feed

**Description:** When the character kills a psychic with a psionic power attack, they recover a healing threshold and recover energy fatigue equal to the target's PL.

### Destructive Surge I-III

**Description:** When the warlock 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 (2) centered on the caster. This power does not wound allies and does not require an attack roll. It deals damage equal to 4x the manifested power's PL to all enemies in the area, with the Penetration (10) and Rending (10) traits. The power has multiple ranks. At Rank II, the power increases to a Burst (4) and deals 6x the manifested power's PL to all enemies in the area. At Rank III, this power increases to a Burst (6) area and causes a negative morale level for all effected by the power.

### Vile Touch

**Description:** Any character that takes damage from one of this character's psionic powers loses one morale level. Targets that do not use morale are unaffected by this.



## Purifier Archon (Purifier Elite Psychic Master) Description

The most powerful purifier templar seek to enhance their psionic abilities even further, so they are less reliant on scientific methods to solve problems. Purifier archons can absorb and disperse energy at will, so much that they are constantly absorbing light into their frame for additional redistribution. Purifier archons can even channel this energy to unravel their own mechanical forms into beings held together but a thick current of psionic power. This trademark power of the purifier archon closely resembles the archons of other protoss, if not in power but in form.

### Archon of Purity

**Description:** The purifier can transform themselves into an Archon of Purity for a short duration. Enacting the transformation is a full-round action. The purifier gains shield pool equal to 50x their psi level, likely bring them over their maximum shield pool. While in this mode, the purifier gains +10 to manifest all psionic powers. They do not gain energy fatigue; any energy fatigue they gain from any source is instead subtracted from their shield pool. They cannot regain shield pool from any source while in this form. They lose 50 shield pool at the start of every turn. While an archon, they cannot make weapon attacks or interact with objects, but can instead fly at their normal move speed. All enemies that end their turn within 2 squares of the archon suffer a hit of 40 damage.

While an archon, the purifier cannot recover hit points, even through their natural regeneration. The effect ends when their shield pool is reduced to 0. When the effect ends, they lose all benefits of this power. Their shield pool remains 0 and they gain energy fatigue equal to their manifestation bonus. They also only have a number of hit points equal to their damage threshold, although their regeneration is functioning as normal again. This power can only be used once per 24 hours.

### Focused Recovery

**Description:** The purifier gains +20 to checks to recover energy shields or energy fatigue.

### Pure Force

**Description:** All energy powers that the character uses that require an attack roll target toughness in addition to defense. If they hit a target's toughness, the target is knocked prone. In addition, all telekinetic powers gain bonus accuracy equal to  $\frac{1}{2}$  willpower. This is cumulative with those powers gaining these bonuses from the *Magnetic Power* ability of the purifier templar.

### Solar Reflection

**Description:** When the character takes damage to their shield pool from an attack, all adjacent enemies take damage equal to shield points that the character took. If the character has a Plasma Shielding Crystal in a Vengeance slot, these effects stack, causing all adjacent targets to take a hit of damage equal to twice shield points lost.



## Commander

**Special Requirements:** In order to take this class, the character must have already completed one class and one elite class.

Level	Class Bonus	Ascendant Bonus	Purifier Praetor Bonus
1	<i>Protoss Commander Mastery I, Resilience of the Firstborn</i>	<i>Sacrifice</i>	<i>Structure Update</i>
2	---	<i>Ascendant Mastery I</i>	<i>Praetor Mastery I</i>
3	<i>Protoss Commander Mastery II</i>	---	---
4	Inspirational Presence talent	<i>Ascendant Mastery II</i>	<i>Praetor Mastery II</i>
5	<i>Protoss Commander Mastery III</i>	<i>Redirect Attack</i>	<i>Bulwark of Faith</i>
6	---	<i>Rak'Shir Dueling</i>	<i>Empowered Data Link</i>

**Completion Skill Focus Options:** Defensive Training, Durability, Leadership

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

### Commander Description

Commanders are the leaders of other protoss. As protoss are a warrior people, their leaders are expected to lead from the forefront in battle and show their expertise through example. Commanders are strong and resolute, possessing an unbreakable will and the ability to inspire those around them to greatness.

### Protoss Commander Mastery I-III

**Description:** Protoss Commander Mastery has three ranks, each rank increasing the commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 maximum hit points per rank of durability. Rank 2 gives the character +4 maximum hit points per rank of durability. Rank 3 increases to +5 maximum hit points per rank of durability, and the character counts their Psi Level as 2 higher for the purpose of determining the power of their energy shield.

### 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.

### Ascendant (Tal'darim Commander) Description

The ascendants are the tal'darim who rank highly on the Chain of Ascension. Through their ambitions, they have usually accumulated a large number of sycophants and allies, and an even greater number of enemies. They have become used to being followed and obeyed, and death faces the underling who undermines their accomplishments. Despite their accomplishments, no ascendant is ever satisfied with their position and also seek to climb higher and higher on the chain.

### Rak'Shir Dueling

**Description:** As a minor action, the character can draw upon the psionic energy of all nearby allies. This gives the character +1 Psi Level and +2 to psionic manifestation checks for every psionic ally within medium range until the start of this character's next turn. They cannot gain more than +4 Psi Level and +8 psionic manifestation from this ability. All their contributing allies suffer 4 points of energy fatigue. This also gives bonuses when fighting a duel in Rak'shir (see Chapter 9).

### Redirect Attack

**Description:** When this character 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.

## Sacrifice

**Description:** The character 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. This damage is not reduced by damage resistance but also cannot deal crippling wounds. If this effect reduces an ally to 0 hit points, they automatically suffer a critical disfigurement. This character then spends a healing threshold to regain an amount of shield points and hit points equal to twice the number their ally lost. For example, if the targeted ally has a damage threshold of 21, then they suffer 42 damage and lose 2 healing thresholds, and the commander character regains 84 hit and shield points while losing 1 healing threshold.

## Ascendant Mastery I-II

**Description:** Ascendant Mastery has two ranks, each rank increasing the commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 to psionic manifestation checks. Rank 2 gives the character +4 to psionic manifestation checks.

## Purifier Praetor (Purifier Commander) Description

Purifiers possess the same rank and social structure as the templar of Aiur do. Therefore, most of their soldiers are led by praetors: warrior paragons of great skill and tenacity. Purifier praetors function very similarly to living praetors, except they must adapt to using their internal data links instead of telepathic communication or the Khala. Once they have perfected their data link, they can communicate with their soldiers farther and faster than the templar could ever hope to.

## Bulwark of Faith

**Description:** The character adds 1/2 willpower score to their Shield Armor.

## Empowered Data Link

**Description:** When applying a leadership combat augmentation to purifier allies on the data link, the character can perform a Rally action as a free action to those purifier allies.

## Praetor Mastery I-II

**Description:** Praetor Mastery has two ranks, each rank increasing the commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 damage threshold. Rank 2 gives the character +4 damage threshold.

## Structure Update

**Description:** As befitting their command role, the purifier praetor receives an update to their robotic shell. The purifier's natural armor bonus to damage resistance increases to +3.

## Elite Commander

Level	Elite Class Bonus	Paragon Bonus	Purifier Executor Bonus
1	Hardened Survivalist talent	<i>Paragon Mastery I</i>	<i>Executor Mastery I</i>
2	<i>Psychic Integrity</i>	---	----
3	---	<i>Paragon Mastery II</i>	<i>Executor Mastery II</i>
4	Empowering Command talent	<i>Soul Stealer</i>	<i>Shielding Network</i>

**Completion Skill Focus Options:** Defensive Training, Durability, Leadership

## Elite Commander Description

Elite Commanders are the leaders of the protoss people. Many elite commanders spend most of their lives governing the populace or leading their armies from the bridge of their flagships. They're days of direct combat are usually over; they are required to spend most of their time overseeing the grand operations from afar. Enemies boarding their ships and challenging these venerable commanders should beware, however; these commanders are veterans of many wars and still practice their warrior craft daily.

## Psychic Integrity

**Description:** This character adds twice their Psi Level to their resolve.

## Paragon (Tal'darim Elite Commander) Description

Paragons are the highest ranked tal'darim on the Chain of Ascension. They are the lords of their people, commanding fleets and legions of fanatical warriors. Paragons have both the envy and the hatred of their fellow tal'darim. They represent everything that a member of the forged aspires to. As such, they are ruthless and savage warriors, who will gladly consume the soul of an honorable enemy if they thought it would grant them more power.

### Paragon Mastery I-II

**Description:** Paragon Mastery has two ranks, each rank increasing the elite commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +3 rending with melee weapons with the Psionic special rule. Rank 2 gives the character +6 rending with these weapons.

### Soul Stealer

**Description:** Whenever a living creature dies within 6 squares of the caster, the caster recovers from 2 energy fatigue. This occurs regardless of whether the elite commander dealt the death blow. It also occurs when an ally dies.

## Purifier Executor (Purifier Elite Commander) Description

As a strictly military organization, the purifier executors are the leaders of their people. Most executors are replicas of influential protoss warriors of history, but some are actually ordinary purifiers that, through valor and prowess, have earned themselves a place at the purifier high council. Like biological executors, purifier executors lead their forces from the bridge of capital ships, such as purifier tempests and carriers. If the mission demands it, however, they will be the first to dive into action against the enemies of their people.

### Executor Mastery I-II

**Description:** Executor Mastery has two ranks, each rank increasing the elite commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +3 penetration with melee weapons with the Psionic special rule. Rank 2 gives the character +6 penetration with these weapons.

### Shielding Network

**Description:** The character knows how to use energy shields to their best effect. At the start of each of their turn's, the character totals up the number of allied protoss within short range of them, including themselves. Until the start of their next turn, the elite commander and all allies that added to the total gain +1 shield armor for each protoss counted. For example, if the elite commander has four allied protoss within short range, then the commander and all four of those protoss gain +5 shield armor until the start of their next turn. When the next turn comes, the commander totals up the amount of nearby protoss, and gives the bonus again.



## Fateweaver

Level	Class Bonus	Corrupter Bonus	Administrator Bonus
1	<i>Fateweaver Mastery I</i>	<i>Zone of Negative Energy</i>	Access to Telepathic psychic powers
2	<i>Doomsayer</i>	Intimidating Presence talent	<i>Efficiency I</i>
3	<i>Fateweaver Mastery II</i>	---	---
4	---	Access to Temporal Psionic powers	<i>Binary Telepathy</i>
5	<i>Fateweaver Mastery III</i>	---	---
6	<i>Proficient Mind</i>	<i>Bewitch</i>	<i>Efficiency II</i>

### 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

### Corrupter Description

Fateweaver are wise and calculating protoss who work to manipulate the fates and destinies of their people. They strive to ensure their peoples prosperity and set events into motion that guides individual protoss to greatness. They use manipulation of space and time, influence, and cunning to ensure events play out the way they prefer.

### Doomsayer

**Description:** The character gains a new function of combat influence that can only be used against other protoss. The character makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they have successfully demoralized the target protoss with a wave of negative emotions, causing them to suffer disadvantage on all checks for a number of rounds equal to ½ the fateweaver's willpower.

### Fateweaver Mastery I-III

**Description:** Fateweaver Mastery has two ranks, each rank increasing the fateweaver passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +5 psionic resistance, and their attacks that deal psionic damage ignore 5 points of psionic resistance. Rank 2 increases the character's psionic resistance and psionic penetration to 10. Rank 3 has all the benefits of Rank 2, except all of the character's psionic attacks deals +1 crippling wound, and they receive 1 less crippling wound from incoming attacks that deal psionic damage.

### Proficient Mind

**Description:** All of the character's telepathy powers costs 1 less energy fatigue, to a minimum of 0 energy fatigue. This does not affect the cost of telepathy powers that are sustained from round to round.

### Corrupter (Tal'darim Fateweaver) Description

The corrupter is a role of tal'darim that focus on manipulating events and polluting worlds. Corrupters are known to lead assaults onto other worlds and try to enslave native populations. They make slaves out of the terrans or others that live there and force them to follow the bidding of the tal'darim. Corrupters use their slaves to harvest minerals and vespene gas, or work on their stolen war technology. Corrupters are a rare role in protoss society, but they are respected for the initiative they take for their people.

### Bewitch

**Description:** Any target that is struck by one of the fateweaver's telepathic powers against resolve, 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. This only affects the primary target of a telepathic attack. This only comes into effect if the character struck a target with the initial power.

## Zone of Negative Energy

**Description:** The fateweaver 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 fateweaver suffer a negative morale level at the start of their turn. Characters with the Jaded, Cynic, or Emotionless talents are immune to this power.

## Administrator (Purifier Fateweaver) Description

As the purifiers have become reawaken and fully integrated into protoss society, they have made massive leaps forward in advancing their culture. Not merely a military body, they are advancing their scientific development, work force, and downloading even more personalities into usable purifiers. To manage this growth, purifiers have begun to establish dedicated administrators of incredible intelligence who can manage the countless activities and data processes passing through Cybros. These administrators are the pinnacles of efficiency, managers who can handle countless activities at once and make sure all the processes run efficiently.

## Binary Telepathy

**Description:** Purifiers are sentient robots given psionic abilities through the use of supernatural components. As such, telepathic purifiers have found ways to combine their data links to use their telepathic powers against robots. The fateweaver can use telepathic powers against robots, with a few restrictions. Their powers target the robot's toughness and uses their damage resistance instead of psionic resistance. The telepathic power *Stop Organ* cannot be used against robots, and *Feedback* only works against robots with an energy score and a list of psionic powers.

## Efficiency I-II

**Description:** The purifier has perfected the art of efficient action. As a move action once per round, they can target an ally within medium range with this power. As long as they remain within visual and auditory range, that ally benefits from this character's advice until the start of the next turn. Any time that ally performs an attack roll or skill check over the next round, the purifier can roll an influence check. The ally can use either their check result or the purifier's influence check result to determine the final result of their check. Therefore, if they roll an attack roll of 24 and the purifier rolls a 26 on their influence check, they can use the purifier's 26 instead of the 24 for their attack roll result. This power can be used outside of an encounter. In this case, the purifier gives the bonus to an ally for 10 rounds. Only one ally can benefit from this trait at a time. Rank II of this ability allows the purifier to target two allies in a turn, by spending a move action for each ally.

## Elite Fateweaver

Level	Elite Class Bonus	High Interrogator Bonus	Magistrate Bonus
1	+1 intelligence and +1 maximum intelligence	<i>Agony</i>	Access to Temporal psychic powers
2	----	<i>Prolonged Agony</i>	<i>Reassurance</i>
3	<i>Presence of Will</i>	----	----
4	Emotionless talent	<i>Power from Pain</i>	<i>Hyper Efficiency</i>

**Completion Skill Focus Options:** Influence, Mental Training, Psionics

## Elite Fateweaver Description

Elite Fateweavers have expanded their minds even beyond normal protoss capacities. They see everything and everywhere at once. Their minds travel through time itself, and leave psionic ripples as they view events before they occur. Some fateweavers are so dangerous that their mere presence can destroy the minds of those around them, overwhelming them with psionic power or tearing them apart by destroying their past selves.

## Presence of Will

**Description:** The fateweaver 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 psionic damage at the start of the fateweaver's turn equal to the fateweaver's character level. This power is enhanced by the Fateweaver Mastery ability. Therefore, for a level 20 fateweaver, all enemies would take a hit of 20 psionic damage (20 for level) per turn, ignoring the first 10 points of psionic resistance. Any enemy who takes a crippling wound loses a morale level for each crippling wound dealt.

## High Interrogator (Tal'darim Elite Fateweaver) Description

The High Interrogator is a prestigious position amongst the tal'darim. They focus on torture and acquiring information from those captured by their faction. High Interrogators have learned the dark arts of psionic torture, inflicting invisible currents of energy into those touched by their psionics. These energies slowly twist and torment their victim from the inside, making it the perfect tool of torture. High Interrogators agonize their victims for information about planetary defenses, where they hide caches of supplies, or how to use technology that they stole from them.

### Agony

**Description:** The fateweaver inflicts a special condition called Agony whenever they would deal damage to 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 3x PL 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.

### Power from Pain

**Description:** Whenever a target is dealt damage from Agony, the High Interrogator heals a number of hit points and shield points equal to their Psi Level. Whenever a target is reduced to 0 hit points from the Agony condition, they recover a healing threshold.

### Prolonged Agony

**Description:** The High Interrogator uses temporal manipulation to manipulate the time stream, making their victim's suffering be slower and more prolonged. Whenever the fateweaver manifests or sustains a Temporal psionic power on their turn, the duration of all of their current Agony effects is increased by 1 round.

## Magistrate (Purifier Elite Fateweaver) Description

Magistrates are sentient data hubs for purifier command vessels. All communications sent across the data links are controlled and directed by the magistrate. Despite how busy their minds are, magistrate can function normally while managing this incredible load of data. While distributing information, they act as advisors to purifier military commanders or manage data smiths in their duties. Their wellspring of active information allows them keep those they council up to date with the most recent information as soon as it arrives.

### Hyper Efficiency

**Description:** When the magistrate uses the Efficiency ability, the magistrate gains advantage on their influence check to assist them. The target can take the best of any of the 3 rolls made.

### Reassurance

**Description:** The magistrate can spend a standard action to bolster and encourage nearby allies. All allies within a number of square's equal to this character's influence ranks gain +2 morale levels. The magistrate does not need to be the active leader to use this power.

## Scholar

Level	Class Bonus	Cleric of Amon Bonus	Historian
1	<i>Chronicles, Chronicle of Faith, Access to Telekinesis psionic powers</i>	<i>Chronicle of Discord</i>	<i>Chronicle of Purification</i>
2	---	<i>Dark Knowledge</i>	<i>Chronicles of Discord</i>
3	<i>Chronicles of the Children of Aiur</i>	---	---
4	Skill Focus (lore)	<i>Summoning I</i>	+1 intelligence, +1 maximum intelligence
5	----	<i>Chronicle of Utter Darkness</i>	<i>Inspire Heroics</i>
6	<i>Chronicles of Stewardship</i>	<i>Summoning II</i>	<i>Improved Chronicles</i>

### 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

### Scholar Description

Scholars study the history and culture of their people. They not only seek to honor their ancestors but understand the best way forward for their people. These individuals rarely enter the fray of battle, but instead guide and advise powerful individuals and fellow protoss about moving forward with their people's destiny. They are known to use their extensive knowledge to empower their kin with inspirational stories of past heroes.

### Chronicles

**Description:** The character gains a new form of combat augmentation to use with the Lore skill. Instead of the normal use of lore, the character can use the skill to perform a Chronicle action as a minor action. A chronicle is a combat augmentation that is used on a single allied protoss within 100 squares, that gives a benefit based on a dice roll and the chronicle effect chosen. The effect lasts a number of rounds equal to the character's intelligence. Chronicles only function on allied protoss and stack with the benefits from tactics, lore, or leadership. Chronicles are unlocked through levels of Scholar or Elite Scholar. Different races have access to different chronicles. The following is the list of chronicles that can be performed. It includes both Scholar and Elite Scholar chronicles. Refer to the respective class tables to find out when they get each chronicle.

Tactic	DC 15	DC 20	DC 25
<b>Children of Aiur</b>	Character gains a +2 bonus to attacks, skill checks, and defense while on Aiur	Character gains a +4 bonus to attacks, skill checks, and defense while on Aiur	Character gains a +6 bonus to attacks, skill checks, and defense while on Aiur
<b>Discord</b>	Character deals +4 weapon damage against enemy protoss	Character deals +8 weapon damage against enemy protoss	Character deals +12 weapon damage against enemy protoss
<b>Faith</b>	Character gains a morale level every turn and gains +2 morale bonus	Character gains a morale level every turn and gains +4 morale bonus	Character gains a morale level every turn and gains +6 morale bonus
<b>Firstborn</b>	Character gains a +1 bonus to skill checks, accuracy, and defense	Character gains a +2 bonus to skill checks, accuracy, and defense	Character gains a +3 bonus to skill checks, accuracy, and defense
<b>Last Defense</b>	Character gains 3 temporary hit points at the start of each turn	Character gains 6 temporary hit points at the start of each turn	Character gains 9 temporary hit points at the start of each turn
<b>Purification</b>	Character's offensive psionic powers deal +10 damage	Character's offensive psionic powers deal +20 damage	Character's offensive psionic powers deal +30 damage
<b>Stewardship</b>	Character gains +2 defense. This chronicle is usable on terrans.	Character gains +3 defense. This chronicle is usable on terrans.	Character gains +4 defense. This chronicle is usable on terrans.
<b>Utter Darkness</b>	Character's damaging psionic powers gain +5 rending	Character's damaging psionic powers gain +10 rending	Character's damaging psionic powers gain +15 rending
<b>Word of Amon</b>	Character gains +3 to psionic manifestation checks if they have the Void or Corruption power sources	Character gains +6 to psionic manifestation checks if they have the Void or Corruption power sources	Character gains +9 to psionic manifestation checks if they have the Void or Corruption power sources

## Cleric of Amon (Tal'darim Scholar) Description

The tal'darim have no dedicated scholars; that purpose is instead taken by the clerics of Amon. These religious fanatics interpret and spread the will of their dark god to the other tal'darim. Their words are taken as law; their blessings are divine. These witches have a direct power over the cosmos, and can even tear open void rifts to bring the minions of Amon into the mortal realm.

After Alarak takes over the tal'darim, he ordered his warriors to kill the clerics of Amon on sight. Afterwards, those surviving become exiles and hermits. Some continue to exist even after the End War and Amon's fall, channeling corrupted energies lingering after his death.

## Dark Knowledge

**Description:** The character has access to dark void knowledge that can destroy the strongest minds. All targets of this character's telepathy powers take a -5 penalty to their resolve and psionic resistance against their attacks.

## Summoning I-II

**Description:** The character is in touch with the dark energies of the Amon's realm. They can even summon a void spirit that takes the form identical to a being from the corporeal universe. This is performed as a full-round action, summoning the target creature within long range. To perform a summoning, the character must invest an amount of energy fatigue into the power's manifestation (to a maximum of twice their Psi Level) and make a psionic manifestation check. They can boost this check as normal if they choose. They add twice the amount of energy fatigue invested in the summoning as a bonus to their manifestation check. Therefore, if they spent 8 energy fatigue in the summoning, they gain +16 to their manifestation check.

For every 5 points of success on their manifestation check, they can summon 1 level worth of minions. Minions chosen can be of any race, or even be robots or piloted vehicles. Piloted vehicles use the average level of the vehicle and pilot to determine their level for summoning. However, the caster can only summon NPCs that are at base High threat or lower.

Since these created minions are only quasi-real manifestations of energy, they are not as powerful as normal. These void apparitions have only 50% the hit points of the base creature and suffer a -5 to all attacks and skill checks. They can maintain their form for a number of rounds equal to the caster's Psi Level. Increased exposure to the Void strengthens their strength and longevity. When summoned in an area of terrazine gas, they have 75% the hit points of the base creature, only suffer a -2 penalty to attack and checks, and last 1 minute per Psi Level. Within the Void itself they are at full power, and last indefinitely.

This ability has multiple ranks. At rank II, they can summon NPCs that are Extreme threat or lower. However, at this rank, if they are summoning foes that are only Medium threat, they create two void summons for every one they would normally make.

## Historian (Purifier Scholar) Description

Purifiers, like most protoss, place a high value on history and those that came before. Purifier historians are warrior scholars that note down the events of what has passed and actively use it in the throes of battle. Historians therefore serve not only as researchers into the past, but as battlefield tacticians and advisers for Executors. In an instant, they can search their data banks for the memories of countless fallen protoss heroes and recall the experience that best fits their situation. In that way, they are very much like robotic preservers, but have maintained their powers since the loss of the Khala.

## Inspire Heroics

**Description:** Whenever an allied protoss is affected by one of this character's chronicles, they gain a free morale level. In addition, allies effected by the scholar's chronicles gains +5 to their morale bonus.

## Improved Chronicles

**Description:** The character can affect additional protoss with a Chronicle equal to  $\frac{1}{2}$  their intelligence. The character applies the same chronicle to all protoss, and uses a single dice roll for all targets.

## Elite Scholar

Level	Elite Class Bonus	Bishop of Amon Bonus	Archivist Bonus
1	<i>Chronicles of the Firstborn</i>	<i>Chronicle of the Word of Amon</i>	---
2	---	Access to Energy Psionic Powers	<i>Uploaded Memories I</i>
3	+1 intelligence and +1 maximum intelligence	<i>Breath of Creation</i>	<i>Uploaded Memories II</i>
4	<i>Revelation</i>	<i>Greater Summoning</i>	<i>Uploaded Memories III</i>

**Completion Skill Focus Options:** Influence, Leadership, Lore

### Elite Scholar Description

Elite Scholars are the greatest of their kind, who have dedicated their lives to knowledge and history. Few protons have the discipline and drive to dedicate so much time towards intellectual study. Their research has given them unrivaled understanding of the nature of the universe.

### Revelation

**Description:** Tapping into their wellspring of learned knowledge, the character instantly gains a fountain of new knowledge. Upon reaching the level where this ability is unlocked, they gain +6 characteristic points that level on top of the normal characteristic point gain.

### Bishop of Amon (Tal'darim Elite Scholar) Description

Bishops of Amon are the high priests of the fallen Xel'naga and have a very close link to the void. They translate the will of Amon for all to hear and witness. Whether it is the truth or some fiction to push their own agenda is irrelevant. Bishops usually have many sycophants vying for their attentions and approval and use their many allies to advance quickly up the Chain of Ascension. Therefore, most bishops are also tal'darim ascendants.

After he seized control of the tal'darim, many bishops of Amon have rallied against Alarak and used Rak'shir to try to retake control of their faction from the usurper. None have succeeded.... Yet.

### Breath of Creation

**Description:** Whenever the character manifests a psionic power using the corruption power source, they can choose to manifest the power at -2 Psi Level to conjure in a wellspring of terrazine gas. This gas occupies a burst area centered on the character, with a size equal to the Psi Level the power was manifested at. It stays in play for the remainder of the encounter. Every entity that is entirely shrouded in an area of terrazine gas gains improved concealment, +1 Psi Level while within the area, and a -4 penalty to attacks, defenses, and skill checks, except psionic attacks and psionic skill checks. In addition, summoning manifestation checks are at a +10 bonus if the target is summoned within the area of terrazine. If this power is used outside of an encounter, the terrazine gas lasts for 5 minutes before dissipating.

### Greater Summoning

**Description:** When using the Summoning ability, the caster adds their ranks of the Lore skill to their summoning checks. In addition, the character can undertake an advanced summoning ritual to summon a powerful being from the void. This summon takes a long time, and a considerable amount of energy to successfully manifest. In addition, they require a certain Psi Level to perform the most powerful summons, which often requires them to boost and overload their psionic prowess to pull off.

As these checks have long cast times, they caster must use a full-round action every round to maintain the casting. They make their manifestation check, as well as any overload test, at the end of their final round of summoning. If the check is successful, a large void rift is opened and the void being tears its way into the moral universe until killed.

Being Summoned	Required Psi Level	Manifestation DC	Rift Space	Summon Cast Time
Void Rift	8	40	5 by 5 square	5 full-rounds
Void Shard	10	50	10 by 10 square	5 full-rounds
Void Construct	12	60	30 by 30 square	1 minute
Void Thrasher	15	75	500 by 500 squares	5 minutes

## Archivist (Purifier Elite Scholar) Description

Archivists have updated data processing that allows them to search and study a hundred different records at once. Amongst the purifiers of cybros, archivists spend most of their time working with the artificers to recreate physical shells for protoss who are slain in battle. Archivists check the personnel data sent back to Cybros after a purifier's physical body is destroyed. They make sure there is no corruption in the information or data leaks, so there are no problems when the purifiers digital essence is inserted into a new body.

## Uploaded Memories I-III

**Description:** The character has uploaded the memories and history of previous protoss warriors from the data banks and has learned to put them to use. The character picks a special trait of any non-elite Protoss class, either from the generic class list or the Purifier Protoss class. If the chosen ability has multiple ranks, they must pick the lowest ranks first. For example, upon gaining this ability the character can the *Structure Update* ability from commander or *Sentinel Mastery I* special ability from psychic warrior. When gaining a new rank of Uploaded Memories, they pick one more special abilities from other classes to gain.

## Artificer

Level	Class Bonus	Tech Pirate Bonus	Data Architect Bonus
1	Skill Focus (Science)	Structural Weakness talent	Implement Focus talent
2	+1 intelligence and +1 maximum intelligence	<i>Piracy</i>	<i>Servitors</i>
3	Sabotage talent	---	---
4	Skill Focus (Computers)	---	----
5	---	<i>Corrupt Machine</i>	<i>Weaponized Servitor</i>
6	<i>Combat Mechanic</i>	---	---
7	Access to Telekinesis psionic powers	<i>Suplicants</i>	<i>Rapid Recharge</i>

## 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, Science, Medicine

## Artificer Description

Amongst protoss society, even the craftsmen and laborers have incredible abilities and potential. Artificers are the workers of the protoss species, who use their talents to craft protoss technology, maintain and construct robots essential for their society, and advance their society technologically. Without artificers, protoss society could never have reached the pinnacles it has achieved.

## 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.

## Tech Pirate (Tal'darim Artificer) Description

Tal'darim have no true engineers, as they are a strictly warrior culture. Instead, their 'artificers' serve as pirates and saboteurs for their fleets. They board enemy ships and try to sabotage or take control of their enemy's technology. These pirates are responsible for creating the majority of the tal'darim weapons of war, all from the shattered remains of their enemies' constructs. Tech pirates tend to force lower ranked members on the Chain into their service, having them serve as loyal, expendable supplicants who do whatever it takes to please their master.

## Corrupt Machine

**Description:** The character can use telepathic psionic powers on any construct, even terran vehicles and robots, as well as hostile piloted vehicles. Instead of resolve, use the target's toughness to resist against telepathic attacks. Powers such as *Mind Blast* that go against psionic resistance instead target damage resistance. They can even use powers such as *Command* and *Dominate* against piloted vehicles to take control of them. Pilots controlling enemy vehicles are helpless as their vehicle acts against their commands, and dominated robots cut themselves off from the network they are active on when controlled. Massive constructs, such as battlecruisers, are immune to this ability.

## Piracy

**Description:** Tal'darim do not make their own technology but steal that of other protoss. This character is trained in capturing and repurposing the technology of other protoss. The artificer gains Skill Focus (pilot) and vehicles they control have 2 less training requirement. In addition, if they are able to spend 24 hours retrofitting a stolen vehicle of colossal-size or smaller, they can make small adjustments based on how they want to customize it. They chose one category to bolster, and one category to penalize, from the following list. For example, they can choose to penalize the acceleration to optimize the weapon systems. In that case, the vehicle's acceleration is reduced by 25% but deals +1 power rating of damage with vehicle weapons. This can be changed with another 24 hours of work, should the character choose.

Category	Optimization Benefit	Optimization Drawback
<b>Weapon Systems</b>	Vehicle weapons do +1 power rating in damage	Vehicle weapons do 1 power rating less damage
<b>Acceleration</b>	Vehicle gains +25% acceleration	Vehicle's acceleration is reduced +25% acceleration
<b>Armor</b>	Vehicle gains +1 Resistance Rating to damage resistance	Vehicle suffers -1 Resistance Rating to damage resistance
<b>Targeting</b>	Vehicle weapons gain +2 accuracy	Vehicle weapons gain -2 accuracy
<b>Structure</b>	Vehicle's Strength/Fortitude increases by 1	Vehicle's Strength/Fortitude decreases by 1

## Supplicant

**Description:** The character has a weak, low ranking tal'darim that follow him around and assist them. This supplicant follows the character around wherever they go and add in combat and skill checks. The Supplicant can make skill checks using the skill bonus of the Artificer. They cannot use the leadership, tactics, or lore skills. It can perform assist actions to aid the artificer with their skill checks or make their own skill checks.

The supplicant also follows the artificer into combat. He (or she) has the same defenses and resistances as the artificer, but only possess 50 hit points and are killed if they suffer a crippling wound. The supplicants mirror the actions of the alpha and must always remain with 30 squares of the artificer. Every action the artificer performs, the supplicant duplicates. Therefore, when the artificer performs a move or shift action, the supplicant performs the same action to a square of the artificer's choosing (it must still be within 30 squares of the alpha). The artificer can perform a move action without actually moving themselves, but only moving their supplicant. Supplicants can be used to provide flanking and other benefits for the artificer and their allies.

When the artificer performs a standard action, the supplicant does not need to simply mirror the artificer. Instead, they perform an action from the following list.

- Interact with a piece of technology, including one that requires a Science or Computers skill check.
- Perform a medicine check on an adjacent target, assuming they have a medipack.
- Assist the artificer with an attack, giving them a +2 accuracy bonus. They must be within 6 squares of the target.
- Make their own attack at a target within 6 squares of them. They use the artificer's psionics skill for their accuracy. If they hit, the deals 10+ the artificer's willpower damage.

A lost supplicant can be replaced quickly by spending four hours in a Tal'darim colony.

## Data Architect (Purifier Artificer) Description

When the purifiers were created, the Aiur protoss mostly made them from brain scans of protoss from the Templar caste. Therefore, the purifiers have few innate artificers. However, since their rebellion they realized the importance of having their own engineers to maintain their technology. Thereafter, many sentinels began to branch into the path of the data architect to best ensure the future of their race. In modern times, some newly created purifiers start their lives as data architects.



### **Additional Supplicant**

**Description:** The character now has two supplicants instead of one. The second supplicant follows all the normal rules as the first, and any actions the artificer performs grants both supplicant's actions. Both supplicants can assist with attacks, make independent attacks, or perform their own skill checks.

### **Supplicant Guardians**

**Description:** Both of the character's supplicants now have an energy shield with a Shield Pool of 50. In addition, supplicants help protect their master in combat. For every supplicant that the artificer has adjacent to them, they gain +2 defense, +2 toughness, and +2 damage resistance. Finally, whenever the character has to sacrifice a healing threshold, such as for a class ability, a psionic overcharge attempt, or using the Channeled Aggression tal'darim ability, they can instead sacrifice one of their supplicants. They supplicant dies, but the artificer does not lose a healing threshold. Alternatively, the artificer can sacrifice a supplicant to recover 2 energy fatigue for every 5 hit points the supplicant had remaining.

### **War Machines**

**Description:** All allied protoss robots within 30 squares of the character gain  $\frac{1}{2}$  the character's intelligence as a bonus to their rending and penetration.

### **Master of Relics (Purifier Elite Artificer) Description**

The purifier master of relics is a part inventor, part historian. They maintain the various purifier combat vessels and oversee the creation of the new purifier constructs such as Energizers, Instigators, and Disruptors. They are masters of technology in ways that organic mind have difficulty comprehending. Accompanied at all times by floating slave servitors, it is these technological masters that oversee the foundries and purification beam of Cybros.

### **Charge Infusion**

**Description:** This character can spend a standard action charging a nearby ally's weapon or energy shield within short range. The weapon charged must be an implement or psionic weapon. If the targeted object is a weapon, they weapon gains 2 power ratings of bonus damage for a number of rounds equal to this character's intelligence. If the target is an energy shield, then this character makes a science check. The energy shield recovers a number of shield points equal to the result of the check.

### **Coordinated Data Link**

**Description:** All allied protoss robots within 30 squares of the character gain  $\frac{1}{2}$  the character's intelligence as a bonus to attack accuracy and defense. Despite being robots, this does not effect purifiers, just robot NPCs.

### **Dual Servitors**

**Description:** The character now has two servitors floating around them. These servitors function identically to having one servitor except for the following differences. The bonus to skill checks increases to +4. When working together with their manipulator beam, they have an effective strength of four and a range of 5 squares. Finally, each servitor has a weapon mount, giving the Servitor Laser Blaster the hailfire (1) trait.

## Pilot

Level	Class Bonus	Astral Hunter Bonus	Attuned Bonus
1	<i>Pilot Mastery I</i>	<i>Astral Hunter Mastery I, Command Throne</i>	<i>Attuned Mastery I, Jet Pack</i>
2	----	<i>Burn Systems</i>	<i>Deflecting Spin</i>
3	<i>Pilot Mastery II</i>	---	---
4	<i>Avenger</i>	<i>Astral Hunter Mastery II</i>	<i>Attuned Mastery II</i>
5	----	<i>Galactic Sniper</i>	<i>Extension of Will</i>
6	<i>Pilot Mastery III</i>	---	---
7	<i>Attuned Shields</i>	<i>Astral Hunter Mastery III</i>	<i>Attuned Mastery III</i>

### 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

### Pilot Description

While most protoss have some degree of ability to control flying vessels, pilots are the practiced experts of protoss combat aircraft. They treat their vessel as an extension of their own body, merging psionically with psycho-reactive controls of their vessel. This makes a skill protoss pilot the master of void combat, greater than anything the protoss or zerg can muster.

### Attuned Shields

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

### Avenger

**Description:** Once the character or their vehicle has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy and +4 defense.

### Pilot 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 +10% maximum speed and +10% energy shield pool. Rank 2 increases these benefits to +20%, and Rank 3 increases these benefits to +30%.

### Astral Hunter (Tal'darim Pilot) Description

Astral Hunters are Tal'darim pilots who actively seek out and hunt enemy aircraft. They operate like a feral pack of wolves, flying together and focusing on the weakest target. They are ruthless and vindictive, and do not permit retreat or surrender. They target dropships and medevacs before all other prey. Many astral hunters spend time as loners, patrolling the space lanes looking for victims to pounce upon, murder, and rob (on the off-chance their victims have anything they want).

### Astral Hunter Mastery I-III

**Description:** Astral Hunter 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 +2 accuracy and +1 power rating of damage. Rank 2 increases these benefits to +3 accuracy and +2 power ratings of damage. Rank 3 increases these benefits to +4 accuracy and +3 power ratings of damage.

### Burn Systems

**Description:** The character can overclock their vehicle's systems to make it faster and more effective. They can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses hit points equal to half its damage threshold, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Therefore, the first round it deals half damage threshold, the next round it deals full damage threshold, round after it deals twice damage threshold, and so on. Crippling wounds dealt from this effect are always dealt to the Vitals location.

## Command Throne

**Description:** The character has a personal command throne chair with gravity propulsion that they can summon at will. This gravity throne can be summoned after 1 minute of channeling energy. When sitting on their throne, the character can fly at a speed of 4 squares per round. While in their throne, the pilot gains cover against all attacks and they gain the benefits of their Astral Hunter Mastery with any implements that they use while on the throne.

## Galactic Sniper

**Description:** When the character deals a crippling wound with a vehicle weapon against another vehicle or construct, they chose what crippling wound location they hit. In addition, the character's vehicle weapons gain +3 rending.

## Attuned (Purifier Pilot) Description

The advantage to being a machine is that the purifiers can have a total link with their craft. While many protoss pilots can call their ship an extension of their will, purifiers can make it a literal extension by uploading themselves into the ship's subsystems. This attunement gives them greater control over the maneuverability and maintenance of their craft. This makes the 'Attuned' some of the best pilots in the Koprulu Sector.

## Attuned Mastery I-III

**Description:** Attuned 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 +1 defense and 15 acceleration rating. Rank 2 increases these benefits to +2 defense and +30 acceleration rating. Rank 3 increases these benefits to +3 defense and +50 acceleration rating.

## Deflecting Swing

**Description:** The pilot can rotate the vehicle that they are not struck by the grazing damage of missiles. If a missile or rocket misses the character's vehicle, the vehicle never takes half damage from the missed attack. In addition, their vehicle's gain +5 defense against Burst attacks in which they were not the primary target.

## Extension of Will

**Description:** The pilot and the vehicle are one. The vehicle gains a bonus to its damage threshold equal to the character's willpower.

## Jet Pack

**Description:** The pilot has modified their robotic form to have built-in jet thrusters, allowing them unrivaled mobility even outside of a vehicle. The character can fly at a speed of 5 squares as a move action. However, if they are not on solid ground at the end of their turn, they immediately fall.

## Elite Pilot

Level	Elite Class Bonus	Death Captain Bonus	Unifier Bonus
1	<i>Reflection Shielding</i>	<i>Ascendant Flight Form, Lord's Throne</i>	<i>Perfect Union, Rapid Jet Pack</i>
2	---	<i>Indestructible</i>	<i>Improved Extension of Will</i>
3	---	+1 agility and +1 maximum agility	+1 instinct and +1 maximum instinct
4	<i>Fearsome Barrage</i>	---	---

**Completion Skill Focus Options:** Defensive Training, Pilot, Ranged

## Elite Pilot Description

Protoss Elite Pilots are the aces of their people. These warriors have fought across multiple engagements, and always outmatched their opponents through skill and cunning. These pilots have earned numerous honors in warfare, and often pilot personalized craft, sometimes with their achievements sketched out in symbols alongside the hull.

### **Fearsome Barrage**

**Description:** Once per encounter, the character can activate this ability while piloting a flying vehicle. Upon activation, the character adds their PL to all vehicle weapon damage and penetration, all of the vehicle's weapons gain the Hailfire (1) weapon trait for that round but fire twice as many shots. This lasts until the start of the character's next turn. However, if the character destroys an enemy flyer of huge-sized or larger while using this ability, the ability lasts one additional round. This is cumulative, and the ability continues to have its duration extended every round the character kills a flying target while this is active. This effect can give additional time once per round, however.

### **Reflection Shielding**

**Description:** The character knows how to make best use of their vessels energy shield. While the vehicle's energy shield is active, the character's vessel gains cover against all attacks.

### **Death Captain (Tal'darim Elite Pilot) Description**

The Death Fleet is one of the greatest navies in the Koprulu Sector. This formidable armada is made up of an entourage of protoss capital ships that have been retrofitted for sinister purpose by the Forged. The Death Captain serve as the ship commanders for the vessels of the Death Fleets. Depending on how high they have reached up the Chain of Ascension, they might command anything from a wing of scouts to a planet-destroying tal'darim mothership.

### **Ascendant Flight Form**

**Description:** The character is able to get short bursts of extreme effectiveness out of their vehicle. When activating a pilot maneuver, by spending an extra minor action as part of the maneuver, they may change their final speed on a successful maneuver by their acceleration rating, but they suffer -3 defense for 1 round when they do so.

### **Indestructible**

**Description:** Whenever the character's vehicle would receive a crippling wound, they reduce the number of crippling wound points received by 1, to a minimum of 0. This stacks with the Reinforcement item trait that is associated with most vehicle's natural armor.

### **Lord's Throne**

**Description:** The pilot's summoned throne has grown larger, more powerful, and more threatening. It can now fly at 8 squares per round and has a mounted particle disruptor weapon. While aboard the throne, the pilot regains 2 energy fatigue each round and recovers 5 shield points per round.

### **Unifier (Purifier Elite Pilot) Description**

The unifier takes their control over their vessel to the next level, beyond what even the attuned are capable of. They can fly their ships with perfect form and control. They are the ultimate aircraft pilots of the Koprulu Sector, mixing skill with flawless control. Unifiers that also climb the command ranks have learned to bond with not only small vessels, but even larger command vehicles such as tempests and carriers. It is these instances their bond truly shines.

### **Improved Extension of Will**

**Description:** The pilot and the vehicle further their connection. The vehicle gains a bonus to its damage resistance equal to the character's willpower. Your vehicle also gains +20 acceleration rating.

### **Perfect Union**

**Description:** The character is capable of quickly responding to changing battlefield conditions while piloting as if it were their own body. After successfully executing a pilot maneuver, the character may make a tactics check with advantage as a free action.

### **Rapid Jet Pack**

**Description:** The pilot's jet pack increases to a speed of 10 squares per round. The purifier also gains the ability to hover in place and does not fall at the end of their turn.

## Eternal Warrior

**Special Requirements:** The Eternal Warrior class does not have an elite rank. Furthermore, to take this class, the character must be permanently imbedded into a cybernetic walker. Purifiers cannot take this class.

Level	Class Bonus	Resurrected
1	<i>War Walker</i>	<i>Resurrected Mastery I</i>
2	<i>Eternal Warrior Mastery I</i>	---
3	---	<i>Deathless Frenzy</i>
4	<i>Eternal Warrior Mastery II</i>	<i>Resurrected Mastery II</i>
5	---	<i>Arcane Construct</i>
6	<i>Eternal Warrior Mastery III</i>	---
7	<i>Swift Strider</i>	<i>Undying</i>

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

**Completion Skill Focus Options:** Defensive Training, Durability, Ranged

### Eternal Warrior Mastery I-III

**Description:** Eternal Warrior Mastery has three ranks, each rank increasing the character's passive statistics as part of their cybernetic walker. These ranks are not cumulative with one another. Rank 1 gives the character +4 damage resistance, +40 maximum hit points, and +2 accuracy with all of their cybernetic walker weapons. Rank 2 increases these benefits to +8 damage resistance, +80 maximum hit points, and +4 accuracy. Rank 3 increases these benefits further to +12 damage resistance, +120 maximum hit points, at +6 accuracy.

### Swift Strider

**Description:** Whenever the character makes an attack with their ranged weapon, they can instantly shift a number of squares equal to their shift speed for free before or after the attack. They gain +2 defense any round they do this.

### War Walker

**Description:** The character ignores difficult terrain in their walker shell. Furthermore, they gain +10 damage threshold.

### Resurrected (Tal'darim Eternal Warrior) Description

The resurrected are tal'darim who have been given prolonged life in exchange for loyal service to their Highlord. Some resurrected sacrificed their lives for this service. Others stood on death's door, and begged for it, just to prove their worth. Either way, the resurrected are amongst the toughest and more resilient cybernetic warriors available to the protoss.

### Arcane Construct

**Description:** The character has ascended their capabilities as a psionic caster since being implanted in a cybernetic shell. They gain +1 Psi Level, access to the Energy and Temporal psionic disciplines, and can affect their cybernetic body with powers from the Augmentation psychic discipline. Finally, every time they successfully manifest a psychic power, they regain a number of hit points equal to the amount of energy fatigue spent.

### Deathless Frenzy

**Description:** If the eternal warrior slays 1 or more enemies on their turn, they gain 20 temporary hit points, +5 defense, and +5 movement speed until the start of their next turn.

### Resurrected Mastery I-II

**Description:** Resurrected Mastery has two ranks, each rank increasing the character's passive statistics as part of their cybernetic walker. These ranks are not cumulative with one another. Rank 1 gives the character +10 damage threshold and 25 temporary hit points any time the eternal warriors starts their turn without energy shields. Rank 2 increases these benefits to +20 damage threshold and 50 temporary hit points.

## Undying

**Description:** Once per day, upon being reduced to 0 hit points, the eternal warrior automatically revives themselves with 20x fortitude hit points. This resets after the character takes a long rest.

## Spending Leftover Characteristic Point

After selecting the character's race, class and starting equipment, the player should have a good idea one what their character will be looking like. However, they are likely to have a few characteristic points leftover that can be spent to round off a character and make them more unique. These functions can be used any number of times, except where mentioned.

### Ability Scores

The character can spend 3 characteristic points to increase any ability score by 1.

### Talents

The character can spend 2 characteristic points to gain a talent. Unlike the bonus talents gained from race and class, the character must meet the requirement of the talent.

### Skill Points

A character can spend 1 characteristic point to gain a number of skill points equal to 2+ one-half their intelligence.

### Starting Honor

The character can spend 1 characteristic point to start with an additional 5 honor. This is an addition to the 10 honor all protoss start with to purchase gear with. This option is only available at character creation.

### Protoss of a New Age (special)

This purchase is available to all protoss and is especially common for protoss who are starting their adventurous careers after the start of the End War. Protoss of a New Age have a greater comradery with both protoss of other factions as well as an understanding of their terran neighbors. This option, chosen only at character creation, costs 1 characteristic point. For that characteristic point, the character gains both the Daelaam Unification talent and the Racial Familiarity talent.

### Finishing Details

After spending the last of the character's characteristic points, all that remains is to use any remaining honor and purchase any additional gear the character might need, and then calculate the numbers and values. Once everything is finished, the player will have a completed character. Now the player should start to think about what type of back story and personality the character will have. The choices made in character creation should give a good framework for what type of individual the protoss character is.

## Protoss of a New Age

Protoss of a New Age is an important starting feature for all four major subraces of protoss. The Racial Familiarity talent is vitally important for mixed terran and protoss parties, especially when the protoss is on terran worlds. This allows the protoss to start with that talent at half the normal characteristic cost. Daelaam unification is equally important, giving a protoss character a second starting power source and more flexibility with their character design. This is especially important for Aiur protoss characters, who need a new psionic power source after their loss of the Khala. Most use it to choose the Void power source.

This isn't ideal for every protoss, however. Not all protoss have accepted unification or alliance with terran cultures. These traditionalist individuals will not have taken this talent. The largest group of these protoss is the Tal'darim who remained with Alarak on Slayn and have not joined the Daelaam. They are not the only examples, however. Nerazim and Aiur protoss who fear the loss of their ancient customs may decline this package, as may purifiers who are still harboring grudges against ancient templar.

## Starting Honor at Higher Level

When creating a protoss character at higher levels, they start with an increased amount of honor, reflecting their past deeds from before the campaign started. Follow the table below to determine the most common amount of starting honor for protoss characters. Add the honor on top of whatever gear the character gains from their starting class.

Level	Starting Honor
1	10
2	30
3	60
4	90
5	120
6	150
7	180
8	210
9	240
10	270
11	300
12	330
13	360
14	390
15	420
16	450
17	480
18	510
19	540
20	570
21	600
22	630
23	660
24	690
25	720
26	750
27	780
28	810
29	840
30	900



## Leveling Up Characters

When character's meet the prerequisite experience to level up, they gain a level. Upon gaining a new level, follow these simple guidelines to determine what increases on a character.

-The character's gains 4 characteristic points, plus any bonus characteristic points they gain for their character tier. These characteristic points can be spent on increasing skills, ability scores, or increasing talents.

-A character's ability score and skill maximum values might increase based on level. Use the following table for guidelines on what the maximum values are at each level.

-Protoss race and classes effect some maximum values, allowing you to increase your ability scores beyond normal. For example, all protoss gain +1 maximum strength and +1 maximum intelligence. Therefore, the maximums of those values would be 6 at 1<sup>st</sup> level, instead of 5.

-Some protoss classes give skill focus, which increases the character's maximum values in a skill by 2. Multiple sources of skill focus in a single skill further enhance the skill cap by 1 for each skill focus beyond the first.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7
15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

## **Recap: Building your Character's Statistics**

This section is a quick summary on to determine all of your character's statistics on their record sheet. Many class features and masteries give bonuses in addition to normal factors.

### **Hit Points**

40 + 3x Fortitude. In addition, character gains (5 + fortitude) for every rank of the Durability skill they have

### **Healing Threshold**

5 + ½ Fortitude

### **Damage Threshold**

16 + their Durability skill + Fortitude + Size Bonus

### **Melee Accuracy**

Melee skill + their weapon's accuracy bonus

### **Ranged Accuracy**

Ranged skill + their weapon's accuracy bonus

### **Weapon Damage**

Base Weapon Damage + Additional Weapon Power Ratings based on talents and weapon tier (also adds attack overages to damage, limited by strength for melee and instinct for ranged, see Encounter Rules)

### **Defense**

10 + Defensive Training skill + agility ability score + their armor's defense penalty + size bonus or penalty

### **Toughness**

10 + Defensive Training skill + strength ability score + size bonus or penalty

### **Resolve**

10 + Mental Training skill + willpower ability score

### **Morale**

½ their Mental Training + willpower

### **Damage Resistance**

One-half Fortitude + Armor Bonus

### **Psionic Resistance**

3x willpower + psi level + one-half their mental training

### **Move Speed**

5 + one half agility

### **Initiative**

Instinct OR ranks in Tactics skill

## Recap: Advancing Your Character

This section is a quick summary on how to spend characteristic points and what increasing statistics does to your character.

### Spending Characteristic Points

Purchase	Characteristic Point Cost
+1 Ability Score (up to normal maximum)	3
1 New Talent	2
2 +1/2 intelligence skill points to distribute amongst skills	1

### Statistical Changes based on Ability Scores

Ability Score	Changes
<b>Strength</b>	+1 toughness per point, +1 maximum melee attack overage per point, +1 melee damage per even (2, 4, 6, etc) point of strength
<b>Instinct</b>	+1 maximum ranged attack overage, +1 initiative (if instinct is higher than Tactics skill ranks)
<b>Agility</b>	+1 defense, +1 move speed per even (2, 4, 6, etc) point of agility, +1 shift speed per 5 points of agility (5, 10, 15, etc), extra strikes with weapons based on attack speed (see Equipment chapter)
<b>Fortitude</b>	+1 damage threshold, +1 damage resistance per even (2, 4, 6, etc) point of fortitude, increase maximum hit points by 3 + ranks of Durability
<b>Intelligence</b>	Every even point of intelligence (2, 4, 6, etc) retroactively gives 1 skill point per skill package that has been purchased
<b>Willpower</b>	+1 resolve, +1 morale bonus for per even (2, 4, 6, etc) point of willpower, +3 psionic resistance per point

### Statistical Changes based on Prowess Skills

Ability Score	Changes
<b>Defensive Training</b>	+1 defense and toughness per point
<b>Durability</b>	+1 damage threshold per point, each point increases maximum hit points by 5+ fortitude
<b>Melee</b>	+1 accuracy with melee weapons per point
<b>Mental Training</b>	+1 resolve per point, +1 morale bonus and psionic resistance per even point (2, 4, 6, etc)
<b>Ranged</b>	+1 accuracy with ranged weapons per point

## New Talents

While protoss gain much of their power from their chosen class, they also collect talents just like any other character. This section details many important talents that protoss can take. Many of these are reprinted from Supplement 3, while others are all new. Most of the new talents relate to the new protoss factions in this resource.

### **All Serve the Chain**

Requirements: Tal'darim Protoss

Benefit: The protoss has a dutiful loyalty to those above them on the Chain of Ascension. While under the leadership combat augmentation of an allied tal'darim, this character can make an opportunity attack against anyone that attacks their leader. They can also make an opportunity attack against enemies that attack an allied Tal'darim with the Commander class.

### **Automated Repair**

Requirements: Purifier Protoss, Durability 6, Science 6

Benefit: The Purifier has upgraded their self-repair routines. They gain +3 regeneration.

### **Burning Blades**

Requirements: Purifier Protoss, Melee 6, Psionics 6

Benefit: The Purifier's psi blades have a greater intensity and releases a more powerful burn. Targets that are set on fire by their psi blades suffer +10 burn damage.

### **Channeled Strength**

Requirements: Protoss, Strength 8

Benefit: The character can channel their raw strength into their offensive psionic powers. Their damaging psionic powers, those that require attack rolls, gain bonus damage and accuracy equal to  $\frac{1}{2}$  the character's strength.

### **Crystal Focus I-III**

Requirements: Protoss, Intelligence 4/6/8

Benefit: The character is able to equip one additional augmentation crystal, to a normal maximum of 6. This talent has multiple ranks, each rank having a higher intelligence requirement. Each rank of this talent allows the character to benefit from an additional augmentation crystal.

### **Daelaam Unification (Talent)**

Requirements: Protoss

Benefit: The character has joined the united Daelaam protoss society and begun the merge their culture and psionic ability with the other protoss. This major change allows a protoss to partially adopt another psionic power source that they can use to a limited degree. By adopting a secondary psionic power source, they can use weapons that rely on either power source. Therefore, a character with the Khala and Void power sources can use either focusing or warp psi weapons, and can chose for their energy powers to be the Khala or Void power source. They cannot choose to have an energy power be both power sources or chose which one they use at any one time. Instead, when they pick an energy power, they must choose which power source variant they want to use. For example, a character with Khala and Void power sources can, upon selecting the *Psionic Wave* power, choose either the *Improved Psionic Wave* or *Astral Winds* power.

The character must meet the requirements for the psionic powers they chose, and the requirement must be the power from the same source. Therefore, if you select *Astral Winds* as a power, then you must have *Writhing Darkness* as a requirement. If you chose one power source variation on a psionic power, you can pick another power source variation on the same power as long as you meet the requirements.

When you take this talent, you can pick one additional power source for your character to use, between Khala, Void, Corruption, or Purity. Note that connection to the Khala does not give an Instinctive Telepathic Link, or access to the Khala. Replicating the Khala psionic power source is more replicating the control, focus, and discipline of manifesting through the Khala.

Finally, a character with this talent gains a +2 to influence checks when dealing with other protoss with this talent.

## **Alternate Power Sources: What do they Mean?**

Picking up an alternate power source from Daelaam Unification might be tricky. After all, what does it mean? How can a Tal'darim chose the Khala power source, when the Khala is no more? Can a purifier tap into the nature of the Void? What does it mean for a Nerazim to choose Purity? And who in their right mind would tap into Amon's corruption after all the evil that he has committed?

Choosing a power source is more about philosophy and alignment rather than a tactical choice. Choosing a psionic power source is a choice of what sort of ideals your character believes in. Do they venerate law or chaos? Good or evil? Discipline or raw talent? Do they borrow power or steal it?

Refer to these guidelines to see which power source is right for your character.

### **Khala**

By the start of the End War, the Khala is either no more, or has been corrupted by Amon. It may seem nonsensical to adopt the Khala as a power source. In truth, the Khala cannot be claimed as a power source, but a semblance of it may. The Khala represents unity, control, and focus. Characters who tap into the Khala approach psionics with rigid focus and heavy concentration. They are disciplined casters. They believe heavily in law, community, and drawing strength from their allies. Protoss who embrace the Khala believe deeply in the unity of the Daelaam society.

### **Void**

The void is the most common power source to adopt after the End War. Most Firstborn now take their power from the void, as do Tal'darim who joined the Daelaam and no longer wish the embrace corruption. The Void represents the cosmic energies from that alternate dimension. It is a wild, unpredictable, and shadowy power. It is a fit for Aiur templar who seek a solid source of energy while tapping into the chaos that is brought into their society from the removal of the caste system.

### **Corruption**

Amon sought to expunge all life in the universe, including his own followers. His arrogance and evil corrupted a large portion of the void and his followers took their strength from this corruption. While Tal'darim channel this energy by habit and tradition, it takes a truly disturbed individual of another faction to channel per corruption through their body. Most often, other characters that embrace corruption are nihilistic, power crazed, and vicious. They believe in gaining power without respect to consequences or who else will be hurt.

### **Purity**

The psionic power source of 'purity' in the hands of a purifier is less of a philosophy, but more of the method that purifiers shape energy. They manifest energy as form of absolute destruction that gives potential for rebirth. They focus destructive energies in a cleansing form that focuses on destroying corruption and impurities. Purity powers do not just belong to the purifiers, for the Xel'naga use very similar energies. When a Xel'naga, beings of creation, channel their powers for destructive purposes, it is designed to surgically cleanse their target of wrongness and sickness. Characters who chose purity as their power source may be harnessing energies in the form of the purifying flame of the mechanical protoss, or the celestial energies of destruction and creation of the uncorrupted Xel'naga. In truth, they function as one and the same.

### **Duelist I-III**

Requirements: Protoss, Melee 4/6/8

Benefit: The character is a skilled psi-blade duelist. They focus on using a psi blade in one hand while carrying nothing in their off-hand. If that condition is met, then they gain +1 accuracy, +2 damage, and +2 penetration with their psi blade. The bonus to accuracy also applies to the weapon's defensive trait. This talent has multiple ranks, each rank having a higher melee skill requirement. The second rank increases the benefit to +2 accuracy and +4 damage and penetration. The third rank increases the benefit to +3 accuracy and +6 damage and penetration.

## Enduring Shields I-V

Requirements: Protoss

Benefit: The character has learned to get the best use out of their plasma shields. All of the character's plasma shields count their Psi Level as 1 higher for determining shield pool and gains +1 Shield Armor. Any vehicle's the character is piloting also gains +5 shield pool per Psi Level, and benefit from the bonus shield armor. This talent has multiple ranks. Each rank has the character count their psi level as 1 higher for determining shield pool, increase the Shield Armor by 1, and increases vehicle shield pool by +5 per Psi Level.

## Exalted

Requirements: Protoss, must have completed 4 classes (at least 1 must be an elite or renowned class)

Benefit: The character is renowned for their heroic deeds for the Protoss race and are a legend amongst their power. They gain a onetime bonus of +100 renown for purchasing and acquiring new gear. In addition, they gain a +4 bonus to befriend or persuade a Protoss from any subspecies of the race.

## Exile Pilgrimage

Requirements: Protoss, Willpower 6, Mental Training 6, Survival 6

Benefit: The character has placed themselves into a self-imposed exile while they wander the universe in search of inner peace and understanding. This has made them far more effective when by themselves but feel more guilty about the loss of more life due to them. When the character is alone and has no allies in an encounter, they gain a free morale point every round, as well as advantage on attack rolls, skill checks, and psionic manifestation checks. They can also regain energy fatigue as a move action instead of a full-round action. The character does not gain any of these bonuses when there is an ally nearby. If they do have an ally in an encounter, they suffer -1 morale level for each ally that drops to 0 hit points or is killed.

## Firstborn Caretaker

Requirements: Protoss, Medicine 6, Cannot have the Jaded, Cynic, or Emotionless talents

Benefit: The character is accustomed to caring for their fellow protoss. They gain advantage on all medicine checks used to aid fellow protoss and heal an additional +25 hit points when they use a Protoss Medipack to perform first aid on another protoss.

## Honored

Requirements: Protoss

Benefit: The character is well respected in Protoss society, and gains a onetime bonus of +25 renown for purchasing and acquiring gear.

## Implement Focus I-III

Requirements: Protoss, Instinct 4/6/8, Ranged 4/6/8

Benefit: The character has learned to maximize the effectiveness of their implements. All implements the character uses deal +1 power rating in damage and increase their normal maximum of charges by 20%. This talent has multiple ranks, each rank having a higher instinct and ranged skill requirements. Each rank gives all implements an additional +1 power rating of damage, and an additional +20% maximum charge for their weapon.

## Iron Will

Requirements: Purifier Protoss, Mental Training 6, Willpower 6

Benefit: The Purifier has turned their mind into a bulwark of machinery that cannot be pierced. They are immune to combat influence and gain +20 psionic resistance. However, their morale bonus is only half its normal value.

## Psionic Siphon

Requirements: Protoss, Endurance 6, Psi Level 5

Benefit: The character can transfer their own vitality into pure psionic energy. As a minor action, they can sacrifice a number of healing thresholds to remove 3 energy fatigue for every healing threshold sacrificed.

## Revered

Requirements: Protoss, must have completed 2 classes

Benefit: The character and their deeds are famous across the Protoss tribes, and gains a onetime bonus of +50 renown for purchasing and acquiring gear. In addition, they gain a +2 bonus to befriend or persuade a Protoss from their same subspecies.

## Sadism

Requirements: Tal'darim Protoss, Melee 4, Mental Training 4

Benefit: The character finds enjoyment in delivering pain. When they deal a crippling wound with a melee attack, they gain a morale level. This can only occur once per round.

## Steal Energies

Requirements: Tal'darim Protoss, Lore 6, Psionics 6

Benefit: The protoss is very keen to the nature of the void and stealing their energies. They can spend a minor action to remove 5 points of energy fatigue. This can only be done once per encounter, or once per 5 minutes outside an encounter.

## Strength through Struggle

Requirements: Tal'darim Protoss, Durability 8, Fortitude 8

Benefit: The Tal'darim gains strength through self-inflicted pain. When they use an ability that spends a healing threshold (or deals damage in place of a healing threshold for cybernetic walkers), they gain temporary hit points equal to their willpower + fortitude. These temporary hit points last for 5 minutes or until the end of the encounter.

## Racial Familiarity I-II

Requirements: Protoss or Terran, Intelligence 6/8

Benefit: The character has enough practice with different races that are able to use the technology of other races without penalty. The character does not suffer the -10 penalty to using the other races technology or using medicine on the other race. If the character is protoss, then they do not suffer the penalty on terran technology of physiology. This talent has two ranks, the second rank having a higher intelligence requirement. The second rank gives the character advantage on all science and computers check related to the other races technology, and advantage on medicine checks related to the other race.

## Righteous Fury

Requirements: Protoss, Strength 6

Benefit: The protoss warrior powers their offense with strength and ferocity alone. They use their strength instead of agility for determining their attack speed with protoss melee weapons. In addition, they add  $\frac{1}{2}$  their strength to their melee penetration with protoss melee weapons.

## Unified Attack

Requirements: Purifier Protoss

Benefit: A purifier protoss can use their data web with allied protoss to perform especially coordinated attacks. When flanking an enemy with an allied protoss, this character gains +10 accuracy on their flanking attack instead of the normal bonus.

## 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

# Chapter 4: Renown and Variant Classes

Classes play an integral part in playing a protoss character. Combined with different factions, you can make a wide variety of different protoss characters. However, there are only so many classes and all of them encourage characters into a certain role.

This chapter includes a huge variety of new class options for protoss of all races. These allow protoss classes to specialize in different roles or abilities that were not available within the base classes. This comes in two new ways to do classes: class variants and renowned classes. Class variants are option versions of existing, base classes where you swap the generic abilities of the class -the class features that are the same no matter the race- and switch them to a different theme. Renowned classes, on the other hand, are new classes for high level characters. Unlike standard classes, renowned classes have a list of hefty requirements in order to walk down their path. These classes are the same no matter which race undertakes them and are incredibly powerful.



## 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 chooses 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 choose 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.

### Class Variants List

Class Variant	Base Class	Benefits
<b>Hunter</b>	Psychic Warrior	Focus in heavy strikes, light armor, and fighting larger foes
<b>Monk</b>	Psychic Warrior	Light armor, unarmed attacks, disciplined fighting style
<b>Berserker</b>	Psychic Warrior	Enters a reckless rage, sacrificing defense for overwhelming strength
<b>Implement Master</b>	Psychic Master	Slows psionic growth for overwhelming proficiency with implements
<b>Kineticist</b>	Psychic Master	Forgoes telekinesis for mastery over energy powers
<b>Telekinetic Fury</b>	Psychic Master	Forgoes energy powers for mastery over telekinesis
<b>Commodore</b>	Commander	Leading allies in vehicles, commanding capital ships
<b>Sovereign</b>	Commander	Ultimate leader, rallies allies and gives out plentiful morale
<b>Authoritarian</b>	Fateweaver	Inspires great fear, causes drastic morale and psionic damage
<b>Manipulator</b>	Fateweaver	Deceives and manipulates allies and enemies for personal benefit
<b>Shaman</b>	Scholar	Forgoes chronicles for short term powerful ally buffs
<b>Doomsayer</b>	Scholar	Forgoes chronicles for short term power enemy debuffs
<b>Lorekeeper</b>	Scholar	Special renown class; replaces racial benefit for expert use of chronicles
<b>Physician</b>	Artificer	Replaces scientific knowledge for expertise in medicine and cybernetics
<b>Combat Engineer</b>	Artificer	Science-based artificer that sacrifices general scientific skill for battlefield gadgets to use in combat
<b>Wingman</b>	Pilot	Pilot focused in defense, protecting allies, and leading squadrons
<b>Raider</b>	Pilot	Pilot focused in hit and run, stealth, and killing difficult enemies

## Psychic Warrior Variants

Level	Hunter Bonus	Monk Bonus	Berserker Bonus
1	Access to Augmentation Psionic Discipline	Access to Augmentation Psionic Discipline	Access to Augmentation Psionic Discipline
2	<i>Monster Hunter</i>	<i>Enlightened Strike</i>	<i>Zealous Fury</i>
3	---	---	---
4	<i>Maim</i>	<i>Counter</i>	Dual-Weapon Skill talent
5	---	---	---
6	---	---	---
7	<i>Recuperation</i>	<i>Meditative Shield</i>	<i>Commitment</i>

### 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 descend 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 the 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 melee 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 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.

### **Berserker Description**

The berserker is a fanatical protoss warrior who is possessed by rage and zealous commitment for their ideals. Berserkers enter a deep rage while in combat. This rage is not just emotional, or fueled by adrenaline, but psionic in nature. When a berserker channels their psionic energy into a frenzy, energy crackles across their body and their eyes burn like tiny stars. These zealous warriors are most often found amongst the Aiur and Tal'darim protoss.

### **Commitment**

**Description:** At the start of any turn in which zealous fury was already active, the character can sacrifice a morale point to further fuel their rage. If they do, the duration of their rage is extended by 2 more rounds and the bonus to melee accuracy, damage, and penetration increases by 1. However, the defense penalty is also increased by 1. This can only be done once per round.

### **Zealous Fury**

**Description:** The character can enter a psionically-enhanced state of rage. Activating zealous fury is a free action. While it is active, the character gains a bonus to melee accuracy, damage, and penetration equal to their PL. They also double their movement speed while fury is activated and are immune to combat influence and telepathic powers. They cannot perform combat augmentations or combat behaviors while fury is activated, except for heavy strike actions. They suffer a -5 penalty to their defense while this is active. They can only manifest psionic powers from the Augmentation discipline while the fury is active. The fury lasts a number of rounds equal to their fortitude. Once the effect ends, the character has the Staggered and Slowed conditions for half the number of rounds they were raging.

## Elite Psychic Warrior Variants

Level	Elite Hunter Bonus	Elite Monk Bonus	Elite Berserker Bonus
1	<i>Slayer Mastery I</i>	<i>Monk Mastery I</i>	<i>Berserker Mastery I</i>
2	<i>Swift of Foot</i>	Mountain Strike talent	<i>Palpable Rage</i>
3	<i>Slayer Mastery II</i>	<i>Monk Mastery II</i>	<i>Berserker Mastery I</i>
4	<i>Omniscient Stance</i>	<i>Omniscient Stance</i>	<i>Omniscient Stance</i>
5	<i>Slayer Mastery III</i>	<i>Monk Mastery III</i>	<i>Berserker Mastery I</i>

**Completion Skill Focus Options:** *Melee, Defensive Training, Durability*

### Elite Hunter Description

Elite Hunters, or slayers, 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 hunt 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.

## Elite Berserker Description

Elite berserkers have refined their rage into displays of true power. These vengeful agents serve as fearless, front-line combatants who charge into battle first and try to take as many foes down with them as they can. The energy they project from their rage is potent and destructive, causing the berserker to burn like a conduit of psionic energy. Elite berserkers are often as feared by their allies as they are by their foes.

## Berserker Mastery I-III

**Description:** Berserker 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 +2 damage resistance, or +4 while zealous fury is active. Rank 2 increases this benefit to +3 damage resistance or +6 while zealous fury is active. Rank 3 gives the benefit of Rank 2, but also gives the berserker +2 hit points per rank of durability.

## Omniscient Stance

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

## Palpable Rage

**Description:** When the berserker has zealous fury active, they generate a curtain of destructive psionic energy from their body. At the start of each turn, every adjacent target, friend or foe, suffers piercing damage equal to 2x this character's psi level.

## Psychic Master Variant

Level	Implement Master Bonus	Kineticist Bonus	Telekinetic Fury Bonus
1	<i>Charged Blast</i>	Access to Energy Psionic powers	Access to Telekinesis Psionic Powers
2	Implement Focus (one additional rank) talent	Psychic Discipline Focus (energy, one additional rank) talent	Psychic Discipline Focus (telekinesis, one additional rank) talent
3	---	---	---
4	Implement Focus (one additional rank) talent	<i>Augmented Energy Charge</i>	<i>Natural Manipulation</i>
5	---	---	---
6	---	---	---
7	Access to Telekinesis Psionic powers	<i>Efficient Energy Usage</i>	<i>Telekinetic Bombardment</i>

## 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

## Implement Master Description

Implement masters, instead of focusing on psionic powers, practice with the arts of using weaponized staffs, rods, and crystals. They can manipulate these weapons to deadly effect and even exert other tricks out of these items. Implement masters are often also artificers who prefer to mix science with psionic ability.

## Charged Blast

**Description:** The character is skilled at using a wide variety of implements. They can gain different effects based on what type of implement they are wielding.

**-Energy Implements:** Energy implements have the Energy Damage weapon trait. They gain +5 penetration. In addition, whenever the character attacks with an energy implement, they regain 3x PL shield points. Finally, they can spend 5 charges of an energy implement to recharge an item as if had a Crystal Charging Cell of the same tier as the weapon.

**-Telekinetic Implements:** Telekinetic Implements have the Telekinetic Weapon trait. They gain +5 accuracy. If they knock a target prone by surpassing the target's defense and toughness, they also push the target back 4 squares. In addition, the implement can be used to grab, lift, push, or project force on objects within medium range. They function as if they had a strength of 7, +2 per equipment tier above first.

**-Telepathic Implements:** Telepathic Implements have the Mental Weapon trait. They deal +10 psionic damage. Targets that suffer a crippling wound against the implement have the Tormented condition for 1 turn and lose an additional morale level. The implement can be used as an interrogating tool to force a target to reveal information and secrets. Doing so takes 1 minute per attempt. At the end of the minute, the character makes an attack roll versus the target's resolve. After they gain three successes, the target must yield all the know. If they fail three times, however, the target is immune to this effect for 24 hours.

**-Destructive Implements:** Destructive implements are any implements that do not fall under the other three categories. They gain +1 range increment (or +3 range if they do not use a standard range increment), +2 accuracy, and +2 power ratings of damage.

## 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 5 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 purifier templar can pay 2 additional energy fatigue when using Magnetic Storm. If they do, it effects all targets within 2 squares of the caster instead of adjacent targets. It also deals 4xPL EMP damage, instead of 3xPL. 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).

## Telekinetic Fury Description

The telekinetic fury focuses all their psionic practice in manipulating telekinetic energy. Their minds connect with all matter in an area around them, constantly lifting and moving objects through pure will. These wizards have an innate understanding of physics and specialize in manipulating and breaking those rules.

## Natural Manipulation

**Description:** Once per round as a free action, the Telekinetic Fury can manifest the *Manipulate* or *Move Object* psionic power. When manifested in this way, neither power requires a manifestation check but cannot be sustained over multiple rounds and still costs energy fatigue.

## Telekinetic Bombardment

**Description:** When the character uses the *Move Object* power to throw objects, the power gains +5 accuracy instead of -5 accuracy. In addition, the objects deal +10 damage.

## Elite Psychic Master Variant

Level	Elite Implement Master Bonus	Elite Kineticist Bonus	Elite Telekinetic Fury Bonus
1	<i>Relic of Power</i>	Psychic Power talent	<i>Telekinetic Focus</i>
2	---	---	---
3	Implement Focus (on additional rank) talent	Psychic Discipline Focus (energy, one additional rank) talent	Psychic Discipline Focus (telekinesis, one additional rank) talent
4	---	---	---
5	<i>Infinite Energy</i>	<i>Master of Destruction</i>	<i>Fist of the Gods</i>

**Completion Skill Focus Options:** Mental Training, Psionics, Ranged

### Elite Implement Master Description

Elite implement masters can create truly wondrous effects from whatever implement that they use. These implement masters usually always carry a variety of these instruments on them, so they have a tool for whatever they need. Implement masters often seek and collect historic and powerful implements that were used by important individuals in past eons.

#### Infinite Energy

**Description:** The character balances an implements power with their own psionic energy. When they attack with an implement, they can choose to gain 2 energy fatigue and not use any charges from their implement with the attack.

#### Relic of Power

**Description:** The character is skilled at using a wide variety of implements. They can gain different effects based on what type of implement they are wielding. The benefits of this ability are cumulative with the Charged Blast ability.

**-Energy Implements:** Energy implements have the Energy Damage weapon trait. They gain +5 penetration and gain the Stun weapon trait.

**-Telekinetic Implements:** Telekinetic Implements have the Telekinetic Weapon trait. They gain +5 accuracy, and if they knock a target prone, the target is also Staggered for 1 round.

**-Telepathic Implements:** Telepathic Implements have the Mental Weapon trait. These weapons gain +10 damage and cause 3 points of energy fatigue when they damage a psychic.

**-Destructive Implements:** Destructive implements are any implements that do not fall under the other three categories. These weapons gain +6 rending.

### 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. Kineticists 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.

### Elite Telekinetic Fury Description

An elite telekinetic fury has maximized their power to truly amazing levels. They can learn to lift buildings, crush tanks, and disintegrate enemies who dare cross them. Physics and science are playthings to them; they exist to be broken and manipulated as needed. With full mastery of telekinetic powers, a fury has a solution to every possible obstacle.

#### Fist of the Gods

**Description:** The character has an otherworldly grasp with their telekinetic powers. They count their Psi Level as 2 higher for determining the damage with the following telekinetic powers: *Telekinetic Impact*, *Telekinetic Shockwave*, *Telekinetic Grasp*, *Crush*.

#### Telekinetic Focus

**Description:** All the character's elite psychic master abilities that are derived from their racial subrace are instead based on telekinesis. Replace any mention of psychic master energy powers or psionic power source energy powers with telekinesis instead.

## Commander Variant

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

Level	Sovereign Bonus	Commodore Bonus
1	<i>Grand Strategy, Resilience of the Firstborn</i>	<i>Commodore Mastery I, Flight Leader</i>
2	---	---
3	<i>Overwhelming Maneuver</i>	<i>Commodore Mastery II</i>
4	Grand Leader talent	<i>Flight Plan</i>
5	<i>Coordinated Strike</i>	<i>Commodore Mastery III</i>
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.

### Commodore Description

Commodores are commanders who have focused their strategy and leadership into naval combat. They are gifted commanders who organized attacks wings and waves of ships to fight with expert precision, even beyond what is normally expected from a protoss commander. Low level commodores lead attacks wings of smaller fighters as they earn the prestige to serve as the commander of colossal flagship.

### Commodore Mastery I-III

**Description:** Commodore Mastery has three ranks, each rank giving a passive bonus to all characters within vehicles that are affected by this character's leadership combat augmentation. These ranks are not cumulative with one another. Rank 1 gives +2 accuracy, +2 defense, and +5 to pilot checks to all allies that are under the character's leadership combat augmentation and piloting a vehicle. Rank 2 increases this benefit to +4 accuracy and defense and +10 to pilot checks. Rank 3 gives the rank 2 benefits and causes all effected allies to deal +10 penetration with all vehicle weapons.

## Flight Leader

**Description:** When you are piloting a vehicle that is colossal-sized or smaller, the vehicle gains +20 shield armor and +1 range increment with all vehicle weapons. When you are leading a squadron, all ships in your squadron gain these benefits.

## Flight Plan

**Description:** When the commodore gives two morale points to a single ally that is currently piloting a vehicle, they can gain one of the following effects: apply a free target (if they don't already have one), instantly change their speed by their acceleration rating, or gain one extra morale level.

## Elite Commander Variant

Level	Elite Sovereign Bonus	Elite Commodore Bonus
1	Inspirational Presence talent	<i>Flagship Commander Mastery I</i>
2	<i>Worth Believing In</i>	<i>Organized Crew</i>
3	---	---
4	Empowering Command talent	<i>Flagship Commander Mastery II</i>

**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.

## Elite Commodore Description

Elite commodores are venerable commanders who serve as the lead officer aboard a gigantic flagship, such as a carrier or mothership. Commodores have spent years studying the details of running such a large vessel. In addition to understanding the navigational and offensive capabilities of such a ship, they also understand the logistics and responsibilities of the vessel's crew members. They know how to make the best use of their crew and maximize the effectiveness of their ship.  
**Note:** See StarCraft Supplement 6 for the rules on capital ships and how crew actions work.

## Flagship Commander Mastery I-II

**Description:** This character is the ideal commander for a massive capital ship. They gain passive bonuses whenever they pilot a vehicle that is at least massive size and has crew actions. At rank 1, their vehicle gains +10 damage resistance and +20 shield armor. At rank 2, their vehicle gains +20 damage resistance and +40 shield armor.

## Organized Crew

**Description:** The character knows how to make the best use of their crew aboard a starship. When they are commander of a ship that is at least massive size and has crew actions, that vessel gains +2 crew actions every turn.

## Fateweaver Variant

Level	Authoritarian Bonus	Manipulator Bonus
1	<i>Authoritarian Mastery I</i> , Jaded and Cynic talents	<i>Manipulator Mastery I</i>
2	<i>Wave of Fear</i>	<i>Compel Attack</i>
3	<i>Authoritarian Mastery II</i>	<i>Manipulator Mastery II</i>
4	---	---
5	<i>Authoritarian Mastery III</i>	<i>Manipulator Mastery III</i>
6	<i>Despair</i>	<i>Confuse</i>

### 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 within 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.

### Manipulator Description

Manipulators are protoss who deceive and manipulate others into doing what they want. They are protoss with many allies but few friends. Manipulators are experts at glib words and fantastic visual presentations, that astound and dazzle those that hear their telepathic voice. These orators often earn places of power amongst their factions, especially in communities without the Khala, where their tricks and deception are more obvious.

### Compel Attack

**Description:** The manipulator can 'persuade' an ally to make an instant attack. They must succeed an influence check versus their ally's resolve, as if they were using combat influence on an enemy. If the check is successful, the ally loses a morale level but can instantly make a standard action attack.

## Confuse

**Description:** The manipulator can make a special combat influence action against a target. They gain +5 on their resolve against this influence. If the manipulator succeeds, the target is stunned for 1 round. Once effected by this power, a target cannot be affected by it again that encounter.

## Manipulator Mastery I-III

**Description:** Manipulator Mastery has three ranks, each rank increasing the manipulator's affinity with combat influence. This ability has multiple ranks. The first rank gives the character +4 with combat influence action. The second rank allows the character to affect an additional target with the same combat influence action whenever they use influence. The third rank causes the character to gain a morale point when they successfully use a demoralize combat influence action. If the manipulator does not want it, they can instead give that morale point to an ally within medium range.

## Elite Fateweaver Variant

Level	Elite Authoritarian Bonus	Elite Manipulator Bonus
1	Air of Authority talent	<i>Barter and Deal</i>
2	----	----
3	<i>Terror Aura</i>	Jaded talent
4	Emotionless talent	<i>Incite Betrayal</i>

**Completion Skill Focus Options:** Influence, Mental Training, Psionics

## Elite Authoritarian 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.

## Elite Manipulator Description

Elite manipulators are master liars. They are accustomed to getting what they want out of others and will say or do anything to get it. They are the protoss equivalent of a terran grifter or con artist. However, the elite manipulator enhances their use of words with telepathic impressions and images that enhance their desires as they push their will onto their targets. This sort of manipulation is very confusing, and often makes it difficult for the victim to tell fact from fiction while under their sway.

## Barter and Deal

**Description:** The manipulator knows how to improve their reputation, over embellish their abilities, and make them seem more worthwhile to protoss running the armories. Any time they requisition a weapon, armor, or implement with a cost of 25 honor or more (before or after tier multiplier), the cost of the item is reduced by this character's influence ranks. This only counts for items requisitioned using this character's honor supply.

## Incite Betrayal

**Description:** When the manipulator is missed by a single target ranged attack, they can make an influence check versus the attacker's resolve. If they succeed, the attacker must reroll the attack against one of their own allies within 6 squares of the manipulator. The manipulator chooses which one. If there are no possible allied targets to attack, they instead lose 1 morale level. This ability cannot be used on emotionless targets, beasts, robots, or zerg minions.

## Scholar Variant

Level	Shaman Bonus	Doomsayer Bonus	Lorekeeper Bonus*
1	<i>Blessing</i>	<i>Curse</i>	<i>Chronicle of the Last Defense</i>
2	---	---	<i>Relatable Story</i>
3	<i>War Blessing</i>	<i>Curse of Fumbling</i>	---
4	Access to Telekinesis psionic powers	Access to Temporal psionic powers	<i>Chronicle of Discord</i>
5	----	----	<i>Devoted Researcher</i>
6	<i>Fated Blessing</i>	<i>Curse of Weakness</i>	<i>Improved Chronicle</i>

### 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 founts 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 1<sup>st</sup> 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.

## Doomsayers Description

Doomsayers are scholars who focus on negative energies and the darkest parts of history. Such is their understanding of the darkest bits of knowledge that they are nodes for negative emotions. They can transmit this energy into an insubstantial mark where they hex a target with pure negative energy and emotion. This mark causes weakness and despair, the sort regular for someone who has suffered a great loss. Doomsayers are rarely sought for advice, unlike shamans, but instead are listened to when they see a leader on a dangerous path to self-destruction.

### Curse

**Description:** The character gains the ability to lay a psionic mark on an enemy. This mark is a hex that weakens, demoralizes, and drains the target. Placing a curse is a minor action, targeting a single living enemy within long range and line of sight. This can only be done once per round. The target of the curse suffers a -1 penalty to skill checks and defenses until the start of the doomsayer's next turn.

Many features of the racial scholar class benefits give bonuses the Chronicles or give additional chronicles to use. While the doomsayer uses curses instead of chronicles, they gain additional benefits for any racial effects relating to Chronicles. First, any time that a doomsayer learns a new type of Chronicle from their racial list, the penalty provided from their curse increases by 1. Therefore, a 1<sup>st</sup> level Tal'darim doomsayer who learns Chronicle of Discord instead provides -2 penalty to their curse 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 curse upon being earned.

### Curse of Fumbling

**Description:** The character's curses now make the target more inaccurate and clumsier with weapons. Characters under the effect of the doomsayer's curses also add the normal penalty to weapon accuracy.

### Curse of Weakness

**Description:** The character's curse now drains energy and vitality from the target, making them unable to properly recover. While under a curse of weakness, the target loses all temporary hit points and cannot gain temporary hit points while the curse is in effect. The target also cannot benefit from regeneration, cannot recover shield points, and medicine checks to restore hit points on them suffer a -30 penalty.

## Lorekeepers: Special Class Variant

Lorekeepers are a unique class variant. They are scholars who focus entirely on lore, information, and the chronicles of the protoss race. Collecting lore is their only concern; they are uninterested in the racial perks of being a scholar of the different races. Therefore, **the lorekeeper class variant replaces the racial bonuses for the class instead of the generic variants of the class.**

Many of the racial variants of scholar have a certain level of stigma or concept behind them that may not be fitting for all characters. The Aiur protoss scholar, for example, is a preserver, an individual that collects the memories of the all fallen protoss through the Khala. The Priest of Amon is a devout follower of the fallen Xel'naga, an enemy to all life. Players might want to play a protoss scholar who is not a preserver or a follower of Amon. For that purpose, the lorekeeper class variant is available to players of all races.

The lorekeeper variant is available to all protoss subraces and can even be taken in conjunction with the Shaman or Doomsayer classes. In these cases, the lorekeeper replaces the racial benefits of the class, while the generic benefits are replaced by the common class variant.

### Lorekeepers and the End War

Lorekeepers serve a special purpose during the End War, as many protoss customs have collapsed. Preservers no longer exist, for they have no Khala to recollect memories from. The bishops of Amon have fallen or realized the deception of their god. Quite simply, the class they were on no longer applies to them.

If they had yet to start scholar or have already finished scholar, then there is no problem. Continue as the character has been. They retain all bonuses of completed classes, or they simply start the class as a lorekeeper. The problem comes if the character has a major change while progressing through scholar. The most common example is a preserver losing access to the Khala. The Game Master and player should decide upon a solution in one of two ways.

- 1) From that point on, the character gains the benefits of the Lorekeeper class instead of their current racial class. Previous unlocked benefits from the racial class are retained.
- 2) The character replaces all their racial scholar bonuses with that of the Lorekeeper and advance as a Lorekeeper.

## Chronicles

**Description:** The character gains a new form of combat augmentation to use with the Lore skill. Instead of merely using Lore to give bonuses against a single race in the encounter, the character can use the skill to perform a Chronicle action as a minor action. A chronicle is a combat augmentation that is used on a single allied protoss within 100 squares, that gives a benefit based on a dice roll and the chronicle effect chosen. The effect lasts a number of rounds equal to the character's intelligence. Chronicles only function on allied protoss and stack with the benefits from tactics, pilot, or leadership. Chronicles are unlocked through levels of Scholar or Elite Scholar. Different races have access to different chronicles. The following is the list of chronicles that can be performed and unlocked via Lorekeeper. It includes both Scholar and Elite Scholar chronicles.

Tactic	DC 15	DC 20	DC 25
<b>Archon</b>	When manifesting powers with the same psionic power source as the scholar, reduce the cost of their psionics power by 2 energy fatigue (minimum 0)	When manifesting powers with the same psionic power source as the scholar, reduce the cost of their psionics power by 3 energy fatigue (minimum 0)	When manifesting powers with the same psionic power source as the scholar, reduce the cost of their psionics power by 4 energy fatigue (minimum 0)
<b>Discord</b>	Character deals +4 weapon damage against enemy protoss	Character deals +8 weapon damage against enemy protoss	Character deals +12 weapon damage against enemy protoss
<b>Last Defense</b>	Character gains 3 temporary hit points at the start of each turn	Character gains 6 temporary hit points at the start of each turn	Character gains 9 temporary hit points at the start of each turn
<b>Purification</b>	Character's offensive psionic powers deal +10 damage	Character's offensive psionic powers deal +20 damage	Character's offensive psionic powers deal +30 damage

## Devoted Researcher

**Description:** The character spends a great deal of their free time researching various topics through memory crystals. They gain a +5 bonus and advantage on any lore checks to see if they know anything about a certain subject, location, creature, or individual. In addition, if they still fail a check, they can spend 2 hours going through their notes, crystals, and memories to reroll the check. This can only be done once per topic.

## Improved Chronicles

**Description:** The character can affect additional characters with a Chronicle equal to ½ their intelligence. The character applies the same chronicle to all characters, and uses a single dice roll for all targets.

## Relatable Story

**Description:** The character can target non-protoss characters with their chronicles. They have the exact same effect.

## Elite Scholar Variant

Level	Elite Shaman Bonus	Elite Doomsayer Bonus	Elite Lorekeeper Bonus*
1	<i>Blessing of the Xel'naga</i>	<i>Psychological Trauma</i>	<i>Chronicle of Purification</i>
2	---	----	Skill Focus (Lore)
3	<i>Font of Inspiration</i>	<i>Grim Portents</i>	<i>Chronicle of the Archon</i>
4	<i>Peaceful Meditation</i>	<i>Release of Energies</i>	<i>Mastered Chronicles</i>

**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.

### Elite Doomsayer Description

The elite doomsayer has studied the paths of history leading up to the greatest conflicts and galaxy changing events. They know the worst parts of the universe and have gained a healthy respect of those terrors. Elite doomsayers keep a close eye on powerful beings and dread the effects that they can have on the cosmos. Such is their understanding of these cataclysmic creatures that they can push the dread these creatures invoke in themselves upon the targets of their curses.

### Grim Portents

**Description:** The doomsayer can spend a minute channeling psionic energy for detecting powerful creatures nearby. This power has a range of 1 mile per rank of the psionics skill. The ability detects any incredibly powerful creatures within the area. For this power, incredibly powerful creatures are any being of level 25+ that has a base threat level of formidable or higher. It does not detect swarms or vehicles, and does not reveal the nature of said creatures, only that they exist. Once detected, the character can focus on any or all said creatures. They make a lore check and the GM compares the result to each targets' level. Depending on how well they succeed on the lore, they may learn additional information about the target.

Check Result	Benefit
Equal to target's level	The learn the identity of the creature by gaining a clear mental image of the target, and its rough location.
Target's level +2	They can detect if the creature is hostile or not, and what it is currently doing. If it is moving, it detects what direction the creature is moving.
Target's level +5	They can detect whether the creature is psionic or not and learn its exact psi level.
Target's level +10	They can determine the creature's exact hit point total, level, and any special defenses it has (regeneration, energy shields, psionic auras, defensive powers, etc.)

### Psychological Trauma

**Description:** The character's curse now causes the target to lose one morale level. This does not scale with higher levels of Curses. In addition, if the cursed target manifests a psionic power, they automatically overload. The overload table gains a bonus equal to the curse modifier, worsening the outcome of the overload. If the target overloaded the power on their own, without suffering an automatic overload, they overload table gains a bonus equal to twice the curse modifier.

### Release of Energies

**Description:** When an enemy is defeated while under the effect of the doomsayer's curse, they release a blast of psionic energy. This energy deals 40 damage, with Penetration 10, to all targets within 2 squares of the target. In addition, the doomsayer then recovers 5 energy fatigue and 25 shield points.

## Elite Lorekeeper Description

The elite lorekeeper continues their delve into lost, ancient, and forbidden knowledge as part of their quest for understanding.

## Mastered Chronicles

**Description:** The lorekeeper is the master at applying chronicles. They can apply two chronicles at once with a single die roll, giving their target the full bonus of both chronicles.

## Pilot Variant

Level	Wingman Bonus	Raider Bonus
1	<i>Wingman Mastery I</i>	<i>Stealth Ship</i>
2	----	----
3	<i>Wingman Mastery II</i>	<i>Raider Mastery I</i>
4	<i>Covering Fire</i>	<i>Outmaneuver</i>
5	----	----
6	<i>Wingman Mastery III</i>	<i>Raider Mastery II</i>
7	<i>Attuned Shields</i>	<i>Disperse</i>

## 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 to 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:** Wingman Mastery has three ranks, each rank increasing the pilot's passive statistics while in a flying 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.

## Raider Description

A concept originating with the corsair pilots of Shakuras, the raider is a fast pilot that gets in, hits hard, and gets away. Corsairs are nimble yet fragile craft, and they need pilots who make best use out of those strengths and weaknesses. The raider flying style has also proven popular with Aiur and Tal'darim pilots who have adopted the Phoenix as a chosen vessel. Raiders live for excitement in danger in a way that many protoss find 'very terran'.

## Disperse

**Description:** When the pilot attacks a swarm with a vehicle weapon, they gain Hailfire (+1). This increases to Hailfire (+2) if the target was unaware of them.

## Outmaneuver

**Description:** Once per round, when the character's ship is hit by an attack from a larger target or ship, they can make a pilot check against the attack roll. If they succeed, they completely avoid the attack and suffer no damage from it. This check is easier to make at high speeds, and the pilot gains a bonus to their pilot skill check based on their speed modifier to pilot, instead of a higher DC.

## Raider Mastery I-III

**Description:** Raider 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 causes all vehicle weapons to deal +15 damage against targets that do not detect them. Rank 2 increases these benefits to +30 damage. Rank 3 retains the bonus to damage against targets, but also gives the piloted vehicle +2 to defense.

## Stealth Ship

**Description:** The character can pilot a gargantuan-sized or smaller ship in a manner that is subtle and difficult to detect. While piloting these vehicles, their vehicle is always considered Hidden unless they attacked, or were attacked, in the previous turn. This trait does not function if they are within 30 squares (or in the same starship scale square) of an enemy.

## Elite Pilot Variant

Level	Elite Wingman Bonus	Elite Raider Bonus
1	<i>Squadron Leader I</i>	<i>Flagship Hunter I</i>
2	---	---
3	---	---
4	<i>Squadron Leader II</i>	<i>Flagship Hunter II</i>

**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 stronger than the sum of its parts. Such a 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.

## Elite Raider Description

The elite raider is a vehicular hitman that goes after the largest game: enemy capital-class ships. These glory hounds know to go after the weak points in heavy armor. They apply surgical pressure at the weak points in an enemy ship, causing calamitous damage when that pressure bursts. Raiders often mark flagship kills on the hulls of their ships and record the memory in Ilhan crystals for others to relive, taking great pride in taking down the biggest game in the Sector.

## Flagship Hunter I-II

**Description:** Squadron Leader has two ranks, each rank increasing the pilot's passive statistics while in a vehicle and while attacking a flying target that is massive size or larger (see Supplement 6 for those types of ships). At Rank 1, the pilot's vehicle gains +20 damage and +10 penetration against such targets. At Rank 2, the bonuses increase to +40 damage and +20 penetration. These bonuses are cumulative with the Raider Mastery ability.

## Artificer Variant

Level	Combat Engineer Bonus	Physician Bonus
1	<i>Combat Mechanic</i>	Skill Focus (Medicine)
2	Skill Focus (Science)	+1 intelligence and +1 maximum intelligence
3	Sabotage talent	Field Medic talent
4	Skill Focus (Defensive Training)	Access to Augmentation psionic powers
5	---	---
6	<i>Combat Engineering</i>	<i>Effective Healing</i>
7	Access to Telekinesis psionic powers	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.

## Physician Description

Physicians are artificers who practice in medicine instead of technology. They are rare and valued members of protoss society who keep warriors alive between battles. They diagnose psionic related ailments, perform surgeries, and install fallen warriors into a cybernetic walker. Physicians are usually assisted by robotic assistants, as actual manpower for assistants, nurses, and orderlies is in short supply.

## Effective Healing

**Description:** The physician is capable of great works of healing. When performing a first aid check on an ally, they can sacrifice 25 points of healing to cure 1 crippling wound. This can be done multiple times; possibly healing multiple crippling wounds by reducing the hit points healed. In addition, the physician can sacrifice 50 points of healing for the first aid check not to use up a target's healing threshold. They cannot sacrifice more points of healing than they generated with the check.

## Elite Artificer Variant

Level	Elite Combat Engineer Bonus	Elite Physician Bonus
1	<i>Combat Engineering</i>	<i>Greater Healing</i>
2	---	---
3	<i>Combat Engineering</i>	<i>Prestige</i>
4	----	---
5	<i>Combat Engineering</i>	<i>Cybernetics</i>

**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.

## Elite Physician Description

The greatest protoss physicians are also masters of cybernetic grafts. Part engineer, part doctor, these experts work with phase smiths for new ways to integrate the body and consciousness with technology. Like the phase smiths they work with, elite physicians are respected members of the protoss community who are generally supplied with whatever help and supplies they require.

**Special Note:** The physician class variant does not gain the Sabotage talent, while most racial variants of the Elite Artificer gains the Fast Engineer or Calm Engineer talents. If the character does not have Sabotage when gaining those free talents, you can replace those talents with the Sabotage talent.

## Cybernetics

**Description:** All skilled medical professionals amongst the protoss know how to quickly work with and apply cybernetics to allies. The character can use medicine checks on a protoss within a cybernetic walker without penalty, even though healing them usually requires a science check. In addition, the physician can heal a living ally with a repair kit instead of a medipack. If they do so, the ally also gains +3 damage resistance until they take a long rest. However, that target also takes damage from EMP attacks as if they were a construct for the same duration.

Finally, the physician can spend time creating cybernetic grafts for protoss allies. These are long term benefits that cost their ally a portion of their honor for as long as they are used. These cybernetic grafts give an ally a bonus in exchange for a penalty and vulnerability to EMP damage. They can have any number of different grafts at once; the bonuses and penalties stack.

Graft	Bonus	Penalty
Armor Plates	+5 damage resistance	-2 agility
Augmented Legs	+2 move speed, +1 multiplier for sprinting speed	-2 instinct
Psionic Enhancer	+6 manifestation bonus	All powers cost 2 additional energy fatigue to manifest or sustain
Strength Augments	+2 strength	-3 accuracy for ranged and psionic attacks

These grafts cost the target 30 honor for parts and services. They take 24 hours for the physician to craft and 4 hours to install. The host can have them removed over another 4 hour procedure to remove each graft. When the graft is removed and scuttled for parts, they regain their spent honor.

### Greater Healing

**Description:** When using first aid to heal a target, the physician doubles the medipacks bonus to the medicine check. This results in more hit points recovered, or this healing can be sacrificed via the Effective Healing trait for additional restorative effects.

### Prestige

**Description:** Physicians are respected and venerated individuals in their society, and their connections amongst multiple different factions give them a higher allotment of inventory to choose from. Prestige gives the character a permanent +15 bonus to their honor for requisitioning gear.

## 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.

### Renown Class List

Renown Class	Requirements	Benefit
<b>Ascended Mind</b>	PL 6, Intelligence 6, Psionics 6, Influence 6, Psychic Discipline Focus (telepathy), Following Psionic Powers: <i>Compulsion, Mind Blast, Command</i>	Master of telepathy. Telepathic powers bypass resistances, take control of targets, and passively control and inspire others.
<b>Astral Mystic</b>	Nerazim, Energy (void) powers, Medicine 7, Fortitude 7, Willpower 7	Expert at psionic healing. Can sacrifice life to heal groups of allies, draw life from others to heal self, give bountiful temporary hit points to allies.
<b>Avenger</b>	Aiur, Daelaam Unification, Void psychic power source, completed two classes (one of which must be psychic warrior)	Protoss warrior who excels at staying alive. Focuses on fighting zerg, cloaking, and hit and run attacks
<b>Bane Vampire</b>	Tal'darim, Durability 6, Melee 6, Psionics 6, Survival 6, PL 5, Weapon Mastery (melee)	Corrupted protoss that feeds on the psychic energy and life force of others. Eschews weapons and armor for overwhelming personal power and the ability to drain others of essence.
<b>Blade Dancer</b>	Acrobatics 6, Weapon Mastery (melee), Dodge, completed the Psychic Warrior class	Ultimate melee duelist. Focuses heavily on parrying attacks, counters, and mobility. Mixes defense with melee offense.
<b>Crusader</b>	Strength 8, Agility 6, Melee 8, Dual-Weapon Skill, Weapon Mastery (melee), Devastating Cripple (melee), completed the Psychic Warrior class	Passionate fighter that focuses on ultimate damage. Deals area of effect melee attacks, counters swarms, heavy damage attacks, and using high morale for extra attacks.
<b>Cybroz Ascended</b>	Purifier, Instinct 7, Intelligence 7, Computers 8, Pilot 8, Science 8, 500+ honor	Versatile purifier warrior that can quickly swap between different vehicles stored on Cybroz. Upgrades these battle frames to possess great power and utility
<b>Doom Lord</b>	Tal'darim, Strength 7, Willpower 7, Melee 8, Leadership 8, Psionics 8, completed the Commander class	Brutal tal'darim leader. Deals excessive bleed damage, gains strength from the pain and suffering of others, and sacrifices allies to become virtual unstoppable
<b>Fervent Destroyer</b>	PL 6, Willpower 8, Mental Training 6, Energy psionic Discipline	Morale focused psionic caster. Gains access to Pyromancy psionic powers, positive morale empowers destructive powers, negative morale makes powers more efficient, release incendiary counter attacks to taking damage
<b>Fleet Commander</b>	Strength 8, Intelligence 8, Leadership 10, Pilot 10, Completed the Pilot, Commander, and Elite Commander classes, 750+ honor	Powerful protoss commander that leads capital ships, issues orbital strikes, launches protoss invasion forces, and utilizes the most powerful troops in the protoss arsenal
<b>Hierophant</b>	Tal'darim, PL 7, Intelligence 6, Willpower 8, Lore 8, Mental Training 8, Psionics 8, completed one of three class: psychic master, fateweaver, or scholar	Dangerous tal'darim summoner. Can create storms of terrazine, volatile entropic spheres, and summon void spirits to fight for them. Can perform rituals to summon a Void Thrasher.
<b>High Praetorian of Aiur</b>	Aiur, Durability 8, Defensive Training 8, Mental Training 8, Defensive Fighting, Hardened Survivalist, completed Psychic Warrior class	Ultimate protoss defender. Can absorb incredible amounts of damage, protect allies, and project shields to safeguard others. Fearless and resolute.
<b>Master Phase Smith</b>	Aiur or Purifier, Intelligence 7, Completed the Artificer and Elite Artificer classes	Ultimate intelligence-based character. Produces a psi matrix, can warp in cannons, repair vehicles, and have additional robotic servants
<b>Legion-of-One</b>	Purifier, Intelligence 7, Fortitude 7, Science 8, Computers 7, Sabotage, Close Combat Shot	Protoss that creates armies of nanobots and servitors to fight with. Various servitors can attack, melt vehicles, or heal. Nanobots can unleash powerful attacks or protect character.
<b>Psionic Paragon</b>	PL 8, Intelligence 8, Willpower 10, Psionics 10, Endless Energy III, Skill Focus (psionics)	Ultimate wielder of psionic powers. Can manifest psionic powers with epic effects. Can gain PL beyond mortal limits
<b>Reaper</b>	Nerazim or Tal'darim, PL 5, Strength 6, Agility 6, Fortitude 6, Melee 8, Weapon Mastery (melee II), Devastating Cripple (melee)	Wild protoss melee fighter. Relies on powerful, reckless attacks that deal tremendous amounts of damage. Deals psionic damage with melee attacks and gains extra actions for killing foes.
<b>Shadow Master</b>	Nerazim, Stealth 8, Perception 8, One with the Darkness, Chosen of Twilight	Protoss focusing on stealth and ambushes. Ultimate at killing unaware foes, hiding from detection, and masters of the Cloaking power
<b>Signifier</b>	Nerazim, PL 6, Completed Psychic Master power and one other: Elite Psychic Master, Scholar, or Fateweaver	Master of using Void energy powers. Very efficient at using energy powers, and said powers generate void energies that give the character supernatural abilities depending on how much energy they accumulate
<b>Weaver of Essence</b>	Aiur, PL 6, Willpower 8, Psionics 6, Medicine 6, Influence 6, Completed the Psychic Master, Fateweaver, or Scholar classes	Support caster that create psionic links between allies. Psionic links allow sharing damage, energy fatigue, efficient morale gain, and strengthening psionic power

## Ascended Mind

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: requires Psi Level 6 and an Intelligence of 6, must possess 6 points in the Psionics and Influence skills, requires the Psychic Discipline Focus (telepathy) talent, requires the *Compulsion*, *Mind Blast*, and *Command* psionic powers

Level	Class Bonus
1	<i>Ascended Mind Mastery I, Psionic Suggestion</i>
2	<i>Mind Reaver</i>
3	<i>Ascended Mind Mastery II, Puppet Master</i>
4	<i>Peaceful Thoughts</i>
5	<i>Ascended Mind Mastery III, Break the Will</i>

**Completion Skill Focus Options:** Influence, Leadership, Psionics

### Ascended Mind Description

Telepathy is the most natural art of psionics, available to nearly every psionic being. Protoss are often considered the masters of telepathy, for their entire culture is built around telepathic communication. Most protoss rely just on their natural mind reading to communicate, rarely specializing in the full extent of their telepathic powers. Even high templars and other powerful psychic militants do not unlock their full potential. Only the ascended mind unlocks the full capabilities of protoss telepathy.

These telepaths have evolved to natural use telepathic powers to overwhelm, control, and destroy their enemies. The ascended mind can unleash an invisible curtain of destruction that can decimate their enemies with pure mental force. They can slay a host with a single visual cue. The most powerful foes can be broken to their will, made slaves of by the gestalt consciousness of the ascended mind.

The first ascended minds were found amongst the ranks of the Judicators, who unlocked these powers to better control the protoss through the Khala.

### Ascended Mind Mastery I-III

**Description:** Ascended Mind Mastery has three ranks, each rank increasing the ascend mind's passive statistics. These ranks are not cumulative with one another. Rank 1 enhances the *Mind Blast*, *Mind Ripple*, and *Mind Onslaught* powers, giving those powers +2 accuracy and causing them to deal +10 psionic damage. Rank 2 increases those bonuses to +4 accuracy and +20 psionic damage. Rank 3 increases those bonuses to +6 accuracy and +30 psionic damage.

### Break the Will

**Description:** Such is the ascended mind's psionic power, that their *Mind Blast*, *Mind Ripple*, and *Mind Onslaught* powers ignore their target's psionic resistance. This does not affect *Mind Reaver* or any other source of psionic damage. In addition, those three powers can also activate *Puppet Master* when reducing a target to 0 hit points or lower. It functions identically.

### Mind Reaver

**Description:** The ascended mind releases a pulse that eviscerates the minds of nearby enemies. All enemies of the ascended mind within short range suffer an automatic hit of psionic damage at the start of the character's turn equal to the mind's character level. If the character also has the Presence of Will trait from *Fateweaver*, the effects stack. Therefore, a level 30 character with both *Mind Reaver* and *Presence of Will* deals 60 psionic damage to all enemies within short range.

### Peaceful Thoughts

**Description:** The ascended mind can channel positive energy to inspire and rally their allies. This gives morale to all allies within medium range as a minor action. If they spend 5 energy fatigue, all allies gain +1 morale. If they spend 10, all allies gain +2 morale. If they spend 20, all allies gain +3 morale.

### Psionic Suggestion

**Description:** The ascended mind is a natural at persuasion through hypnotic suggestion. Outside of an encounter, they gain a bonus to influence checks equal to their effective psi level for telepathic powers.

### Puppet Master

**Description:** The caster can choose to dominate targets instead of killing them with Mind Reaver. Any time they would reduce a target to 0 hit points with Mind Reaver, they can instead control them via the *Dominate* psionic power, even if they do not possess that power. Character's controlled by this ability count again the player's normal control limit via the description of the Dominate power. If they use this ability on a target, they do not deal psionic damage with their Mind Reaving. This power cannot affect creatures with the Psionic Entity creature type.



## 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	Class Bonus
1	<i>Astral Mastery I, Shared Life</i>
2	<i>Borrowed Life</i>
3	<i>Astral Mastery II, Bountiful Life</i>
4	<i>Drain Life</i>
5	<i>Astral Mastery III, Resurrection</i>

**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.



## Avenger

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

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

**Completion Skill Focus Options:** Durability, Stealth, Survival

### Avenger Description

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

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

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

### Avenger Mastery I-III

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

### Immortal Warrior

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

### Killing Spree

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

### Phase Strike

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

### **Stalker**

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

### **Vigor of the Hunt**

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



## 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	Class Bonus
1	<i>Vampiric Mastery I, Vampiric Touch, Access to Temporal psionic discipline</i>
2	<i>Siphon Energy, Emotionless</i>
3	<i>Vampiric Mastery II, Vampiric Metamorphosis, Feral</i>
4	<i>Weaken</i>
5	<i>Vampiric Mastery III, Pocket Dimension</i>

**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 mad 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 reenter 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.

## Blade Dancer

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

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

**Completion Skill Focus Options:** Acrobatics, Defensive Training, Melee

## Blade Dancer Description

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

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

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

## Artful Riposte

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

### Blade Dancer Mastery I-III

**Description:** Mastery has three ranks, each rank increasing the blade dancer's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the blade dancer +1 opportunity attack every round and increases the bonus to defense by +1 when using weapons with the defensive trait. Rank 2 increases this benefit to +2 opportunity attacks per round, and +2 bonus to defense while parrying. Rank 3 further increases these benefits to +3 and allows the character to gain the benefit of their weapon's Defensive trait even while not bobbing and weaving. In addition, all ranks of this feature allows the blade dancer to give the Defensive weapon trait to any melee weapon they wield.

### Deflection

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

### Extended Blade

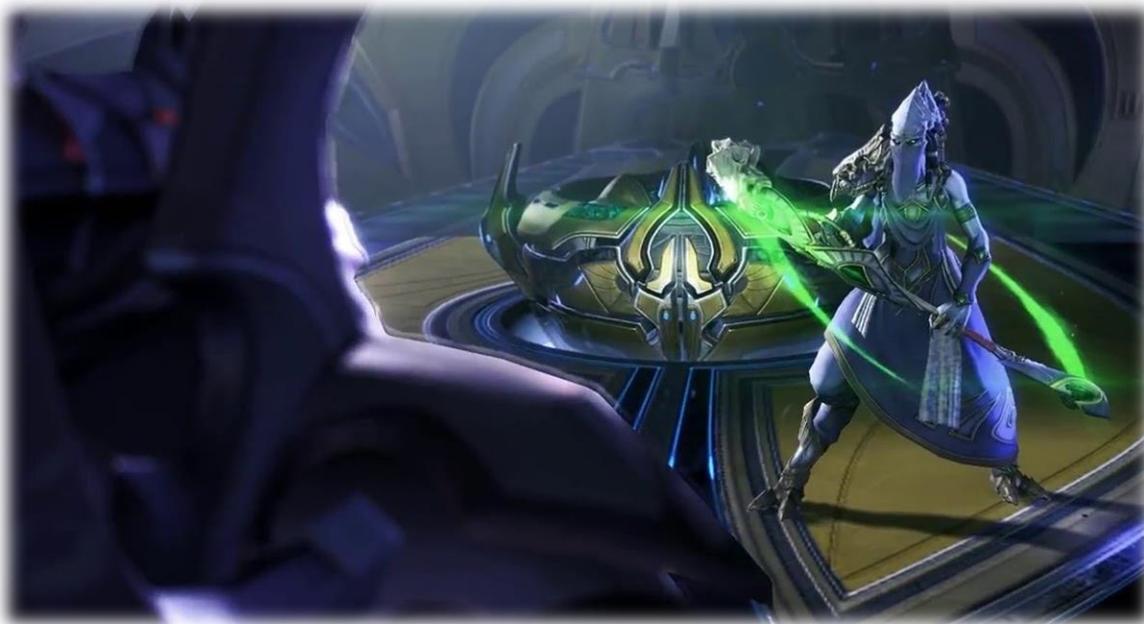
**Description:** When the blade dancer makes an attack with a melee weapon with the psionic or psionic infusion weapon trait while bobbing and weaving, they can psionically project the blade further, and the weapon gains +1 reach that turn.

### Maiming Strike

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

### Quick Strike

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



## Crusader

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: requires a strength of 8 and agility of 6, must possess 8 skill points in the Melee skill; requires the Dual-Weapon Skill, Weapon Mastery (melee) and Devastating Crippling (melee) talents, completed the Psychic Warrior class

Level	Class Bonus
1	<i>Crusader Mastery I, Zeal, Passion</i>
2	<i>Valiant</i>
3	<i>Crusader Mastery II, Sweeping Strikes</i>
4	<i>Improved Zeal</i>
5	<i>Crusader Mastery III, Pulverizing Charge</i>

**Completion Skill Focus Options:** Durability, Melee, Mental Training

## Crusader Description

The crusader is a fanatical protoss fighter that devotes themselves to a cause and follows that ideal with religious fanaticism. Crusaders dedicate themselves to the obliteration of their foes via melee combat. They fight with overwhelming zeal and charge into battle with great telepathic cries of victory and glory. Crusader is a common path for great warriors who lack leadership potential and instead dedicate themselves to serving other leaders.

Crusaders are exuberant and passionate warriors who face death and carnage with an exaggerated enthusiasm. It is only their great respect for their commanders that can cause them to withdrawal from combat. Crusaders do have some variation in their exact approach, varying from gregarious, honorable warriors to sadistic, oath-bound, marauders. Whatever path they take, crusaders are always bound to a culture or iconic leader and do whatever they can to serve that figurehead.

## Crusader Mastery I-III

**Description:** Crusader Mastery has three ranks, each rank increasing the crusader's passive statistics. These ranks are not cumulative with one another. Rank 1 causes the character to deal +2 damage with any melee weapon with the Psionic Weapon Origin trait. Rank 2 increases the bonus damage to +4. Rank 3 retains the damage bonus, but also those attacks also gain +4 penetration.

## Improved Zeal

**Description:** When the character adds their morale bonus to attack accuracy, they also gain their morale bonus as bonus damage.

## Passion

**Description:** If the character had them, they lose the Jaded, Cynic, and Emotionless talents and cannot regain them.

## Pulverizing Charge

**Description:** When fighting a swarm of enemies, the crusader can make a special pulverize melee attack to sweep through the swarm and cut down numerous foes. They make a single strike attack with their weapon, or both weapons if they are dual-wielding (when dual-wielding, they still have their dual-wielding penalties). The attack gains Hailfire (+2) against swarms. This is a full-round action.

## Sweeping Strikes

**Description:** As long as the crusader is at positive morale, their melee weapon attacks gaining Cleaving (1). If they are at five positive morale, their weapon attacks gain Cleaving (2).

## Valiant

**Description:** The crusader starts each encounter with +2 morale levels. This stacks with the Good Spirits and Excellent Spirits talents. In addition, the crusader gains 2 morale levels when they kill an enemy with a melee attack.

## Zeal

**Description:** The crusader can spend a morale level at the end of their turn to make an additional standard action melee attack, even if they have already attacked that round. If they are dual-wielding, they can attack with both weapons as normal.

## Cybro's Ascended

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: must be a Purifier protoss, requires an instinct and intelligence of 7, must possess 8 skill points in the Computer, Pilot, and Science skills; must have accumulated at least 500 honor

Level	Class Bonus
1	<i>Battle Frames, Alternate Shell, Recall</i>
2	<i>Upgraded Abilities I</i>
3	<i>Rapid Repair, Alternate Shell</i>
4	<i>Upgraded Abilities II</i>
5	<i>Warframe, Alternate Shell</i>

**Completion Skill Focus Options:** Pilot, Ranged, Science

### Cybro's Ascended Description

Modeled after the great purifier hero Talandar, the apex of the 2<sup>nd</sup> generation purifier program, the Cybro's ascended has mastered their digital architecture. They have earned a place of distinction amongst the purifier ranks and have earned their own workshop amongst the great station, Cybro's. This workshop is a bay that contains advanced teleporter technology along with a selection of the ascended's personalized vehicular craft. At will, the Cybro's Ascended can teleport back to their base, swap their consciousness to one of their vehicles, and warp that vehicle back to the battlefield. They are adaptive combatants who can switch to whatever vehicle meets their current battlefield needs.

An important requirement for a Cybro's Ascended, in addition to understanding of engineering, is esteem amongst the Daelaam. A Cybro's Ascended must have earned the respect of their community, so they can have dedicated space aboard Cybro's along with a selection of data smiths to work on their vehicles. Cybro's Ascended are esteemed members of the purifier community and are expected to represent their community with honor.

### Alternate Shell

**Description:** The character gains a new battle frame they can switch to, as per the Battle Frames rule. Whenever they gain access to this power, they chose one of three alternate shells: scout, mirage, or immortal. They gain access full access to that frame, which are identical to those vehicles.

### Battle Frames

**Description:** The Cybro's Ascended has a selection of alternate chassis prepared for them. The alternate chassis are identical to different protoss vehicles. By sending the order to Cybro's, the purifier can be warped back to the station and have the chassis teleported to their location. The chassis is then uploaded with the purifier's consciousness, and they control it as they would control a vehicle. Switching battle frames is a full-round action. The frames the purifier has available depends on what they have unlocked via the Alternate Shell trait.

If an alternate shell is destroyed, then the Cybro's Ascended's main body is teleported back within 30 squares of the location the battle chassis was destroyed. They are then stunned for 2 rounds. Destroyed frames are rebuilt after 3 days. The character can exit a battle frame as a full-round action, teleporting the frame out while teleporting the character back in. If they have multiple frames unlocked, they can even switch from one frame to another with a full-round action.

While frames are not in use, they recover 50 hit points per hour. While the character's main body is not in use, they do not benefit from their regeneration, but also recover hit points at the same rate. Out of use frames recover all lost shields after 5 minutes, but otherwise do not regain shields. No matter what frame the character is using, their energy fatigue remains unchanged even upon switching forms.

### Rapid Repair

**Description:** The ascended's frames restore themselves much more quickly. While not in use, they recover hit points every 5 minutes instead of every hour. In addition, when using an active battle frame, the frame gains the purifier's natural regeneration.

### Recall

**Description:** The Cybros Ascended has their own private workshop on Cybros that they can always return to it as a full-round action. However, if they are not switching frames, they cannot teleport back to their old location; hence they cannot freely teleport back and forth from Cybros to heal, re-arm, or resupply.

### Upgraded Abilities I

**Description:** The ascended's battle frames each gain a bonus to their effectiveness. The benefits for this are retroactive; battle frames gained after this ability also gain the benefit from this trait.

**Immortal:** The immortal gains +10 damage resistance and shield armor

**Scout:** The round a scout battle frame warps in, it can be up to 60 squares away from where the ascended teleported from. In addition, the round they warp in, they can automatically make a target lock.

**Mirage:** The mirage's weapons gain +10 damage and +10 penetration.

### Upgraded Abilities II

**Description:** The ascended's battle frames each gain an additional bonus to their effectiveness, functioning just like Upgraded Abilities I.

**Immortal:** The immortal's weapons gain +2 burst area and +2 accuracy

**Scout:** The scout can make a target lock as a minor action, and its missiles gain +20 damage, penetration, and +3 burst area.

**Mirage:** The mirage gains a +5 to pilot checks to use phase armor to avoid an attack

### Warframe

**Description:** Each of the purifier's battle frames gains +120 maximum hit points, +100 shield pool, and their weapons and armor increase by 1 equipment tier.



## 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	Class Bonus
1	<i>Doom Lord Mastery I, Grievous Wounds</i>
2	<i>Embrace their Suffering</i>
3	<i>Doom Lord Mastery II, Your Life for Mine</i>
4	<i>Demanded Obedience</i>
5	<i>Doom Lord Mastery III, God of Death</i>

**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)
<b>Suffer for Me</b>	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.



## Fervent Destroyer

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: Psi Level 6 or higher, must have access to the Energy psionic discipline; Willpower 8, Mental Training 6.

Level	Class Bonus
1	<i>Destroyer Mastery I, Passion, Access to Pyromancy psionic discipline</i>
2	<i>Psionic Fervor</i>
3	<i>Destroyer Mastery II, Incendiary Retribution</i>
4	<i>Seething Anger, Burning Rage</i>
5	<i>Cauterizing Flame, Mood Swing</i>

**Completion Skill Focus Options:** Influence, Mental Training, Psionics

### Fervent Destroyer Description

The ability to manipulate fire through psionics is a very rare gift, even amongst protoss. It has been determined that pyromancy requires passionate, powerful emotions; more than most protoss are able to utilize. The fervent destroyer is a wild protoss who has tapped into their passion, their energy, and their emotions. These emotion surges not only allow them to create psionic flames but fuel their emotional energy into their powers to make them more lethal.

Other protoss view the fervent destroyer as chaotic and unpredictable, more akin to a terran in personality. They are wild and dangerous. However, their raw power cannot be argued as they incinerate waves of enemies with passionate glee and uncontrolled fervor.

### Burning Rage

**Description:** Whenever the destroyer inflicts the Burning condition, the ongoing damage from the condition gains +5 penetration.

### Cauterizing Flame

**Description:** When a living ally would be hit by the destroyer's Incendiary Retribution, they can spend a healing threshold to heal hit points instead of taking the damage. If they do not choose to spend a healing threshold, or do not have a healing threshold, then they suffer damage as normal.

### Incendiary Retribution

**Description:** When the destroyer manifests a psionic power or suffers a crippling wound, they release an involuntary burst of flame. This effects a Burst (1/3 PL) area centered on the destroyer that does not affect them. They make a psionic attack roll against all targets in the area (gaining the normal bonuses from Destroyer Mastery). On a successful hit, this attack deals 10 damage +5 per PL, with the Energy Damage weapon trait. As normal, the attack deals half damage on a miss. They cannot choose not to use this power when it activates: it is involuntarily. This power also hits nearby allies.

### Destroyer Mastery I-II

**Description:** Destroyer Mastery has three ranks, each rank increasing the destroyer's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 accuracy and rending with any damage-dealing psionic power that requires an attack roll. Rank 2 increases this benefit to +4.

### Mood Swing

**Description:** When you gain a morale level, you recover energy fatigue equal to ½ your Psi Level. When you lose a morale level, you trigger Incendiary Retribution. You can also spend a standard action to channel your anger. By doing so, you automatically drop to -1 morale level. This triggers Incendiary Retribution, and the character gains the benefits from Seething Anger, as normal.

### Passion

**Description:** If the character had them, they lose the Jaded, Cynic, and Emotionless talents and cannot regain them.

### Psionic Fervor

**Description:** When manifesting an offensive psionic power, the character can spend a morale point before the roll to empower their power. If they do, they gain a bonus to their manifestation check and psionic accuracy equal to their morale bonus. If the power dealt damage, they gain a bonus to damage equal to twice their morale bonus if the power hit.

### Seething Anger

**Description:** When the destroyer is at negative morale, all their psionic powers cost 3 less energy fatigue to manifest (minimum 0) and Incendiary Retribution deals +20 damage.



## Fleet Commander

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: requires a strength and intelligence of 8, must possess 10 skill points in the Leadership and Pilot skills; completed the Pilot, Commander and Elite commander classes, must have at least 750 honor

Level	Class Bonus
1	<i>Fleet Commander Mastery I, Orbital Strike, Command Priority*</i>
2	<i>Temporal Mastery</i>
3	<i>Fleet Commander Mastery II, Ultimate Assets</i>
4	<i>Invasion Force</i>
5	<i>Fleet Commander Mastery III, Warship</i>

**Completion Skill Focus Options:** Durability, Melee, Mental Training

### Fleet Commander Description

The fleet commander is one of the most powerful individuals in the protoss empire. They are the leaders of armies, commanders of warships, and destroyer of worlds, if need be. They are distinguished veterans of countless battlefields, who lead with conviction, wisdom, and utmost strategy. Fleet commanders have access to the full might of the protoss and are lethal foes who can unleash hell upon their enemies.

Fleet Commanders focus on organizing their assets and controlling army movements rather than personal power. Their strength comes from the millions of protoss that are supporting and relying on them. Strategy is the sword that they wield against their enemies. Armies are the shield used to protect the innocent. And purifying orbital bombardments is the axe used to execute the greatest enemies of the empire.

Note that the Fleet Commander renowned class gives exceptional power and utility to a protoss character; along with the command of legions. It may not fit into all campaigns. You must receive your Game Master's approval to take this class.

### Command Priority\*

**Description:** If you are using the call-down abilities optional rules (available in the upcoming resource, StarCraft Heroes Guide, or the January 2019 Patreon Bonus Content), fleet commanders gain additional benefits with those powers. They gain +20 command points, advantage on tactics checks to activate command powers, and +5 accuracy with artillery strikes.

### Fleet Commander Mastery I-III

**Description:** The fleet commander is the ideal commander for a massive capital ship. They gain passive bonuses whenever they pilot a vehicle that is at least massive size and has crew actions. At rank 1, their vehicle gains an additional crew action every turn, and their capital ship gains a +2 bonus to all attacks and checks. At rank 2, this bonus increases to +2 crew actions and a +5 bonus to all attacks and checks. At rank 3, their capital ship automatically recovers 2 occupied crew actions every turn without requiring a Return to Stations action.

### Invasion Force

**Description:** The fleet commander can order a full-fledged invasion of a region. Orbital assets warp a large contingent of troops to a safe location, where they plan their attack on the enemy. The troops remain under the fleet commander's orders until the mission is complete, after which they return to their command ships. An invasion force can only be ordered once a week, and the threat must be credible. If a fleet commander orders an invasion force for a cause that is judged meaningless, petty, or with blatant disregard for the lives of the soldiers, they lose 20-50 honor for not respecting the assets they have available (GM's discretion on how much honor is lost).

The type of invasion force ordered depends on the race of the of the Fleet Commander.

**Aiur:** The invasion force consists of 30 templar zealots, with an artillery unit of 5 dragoons, and high templar sub commander.

**Nerazim:** The invasion force consists of 10 nerazim centurions, 15 dark templar, with an artillery unit of 5 stalkers, and a dark templar assassin sub commander.

**Tal'darim:** The invasion force consists of 30 tal'darim zealots, with an artillery unit of 2 vanguards, and an ascendant sub commander.

**Purifier:** The invasion force consists of 20 purifier sentinels, 3 energizers, with an artillery unit of 5 instigators, and a purifier commander leading them.

### Orbital Strike

**Description:** The fleet commander can order a massive orbital strike to hit an area once per hour. This requires a full-round action and a crystalline computing array to mark the location. They make a ranged skill check against the location, which determines the attack roll. Their orbital strike arrives 5 rounds after it is ordered. The effect of the orbital blast depends on the race of the fleet commander.

**Aiur:** A salvo of charged plasma blasts bombard the target area in a focused blast. The attack has a Burst (8) area, dealing 60 energy damage with Penetration (50) and Hailfire (3).

**Nerazim:** A group of void rays focus their attacks on a single target. The attack gains +8 accuracy, dealing 60 energy damage with Penetration (50), and Hailfire equal to the attack overages against the target.

**Tal'darim:** A large, reckless, bombardment of energy blasts incinerates the target zone. The attack has a Burst (30) area, dealing 80 energy damage with Penetration (50).

**Purifier:** The purifier fleet vaporizes the target area with fire. The attack has a Burst (12) area, dealing 60 piercing damage with the Flames and Hailfire (1) traits. The target area is then on fire for 1 hour.

### Temporal Mastery

**Description:** The fleet commander gains access to the Temporal psionic discipline. In addition, all temporal powers have their energy fatigue cost reduced by 2 (minimum of 0) for the fleet commander. This does not affect sustained costs.

### Ultimate Assets

**Description:** The fleet commander can requisition ultimate assets to be held in reserve and be deployed when the time comes. Reserving an ultimate asset requires 100 honor per asset they reserve. This honor remains spent until they no longer wish to hold the asset, or 24 hours pass since releasing the asset. Once they decide to utilize the asset, fleet operations will move it to the player's location as soon as possible. The GM decides how long it takes to utilize an ultimate asset. Once it arrives, it aids the players until no longer needed or until destroyed.

The exact ultimate asset depends on what protoss race the fleet commander is. If they are an Aiur protoss, their asset is a pair of Reavers. Nerazim gain a single Dark Archon. Tal'darim gain a single Wrathwalker. Purifiers gain a single Colossus.

### Warship

**Description:** The fleet commander gains access to a permanent warship that serves as their command vessel. They can command this warship even while not onboard, if they are nearby and communication range with the ship, it gains the benefits for being commanded by the character. The ship follows their every order and assist as needed. This is the fleet commander's personal vessel, and they can use it however they desire. The player should be encouraged to make a name for the ship and determine its purpose for their empire. Their vessel comes with a full hanger filled with whatever tier 1 protoss vehicles of gargantuan-size or smaller that they need. In addition, because they have their warship readily on hand, they can have strategic assets more readily available. Their orbital strike power gains +5 accuracy, can be made twice per hour, and arrives after 2 rounds. Ultimate assets require only 50 honor to requisition. Finally, an invasion force can be ordered once every 72 hours instead of every week.

The exact warship that the character gains depends on their race. Aiur and Tal'darim protoss gain a carrier. Purifier protoss gain a tempest. Nerazim protoss gain two separate ships; both void rays. They gain their command benefit for both ships as long as they are together.

## Hierophant

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: must be a Tal'darim protoss, requires an intelligence of 6 and a willpower of 8, must possess 8 skill points in Lore, Mental Training, and Psionics; requires a Psi Level of 7 or higher; must have completed one of following classes: Psychic Master, Fateweaver, or Scholar

Level	Class Bonus
1	<i>Void Spirits, Void Echo</i>
2	<i>Entropic Sphere</i>
3	<i>Detonating Spirit, Terrazine Storm</i>
4	<i>Reanimate</i>
5	<i>Entropic Storm, Harbinger of the End</i>

**Completion Skill Focus Options:** Lore, Mental Training, Psionics

### Hierophant Description

The hierophants were an order of Tal'darim ascendants created by Highlord Ma'lash in the years leading to the End War. The hierophants were to be the master agents of the apocalypse; wielders of corrupted powers to serve Amon in showering the universe in darkness. The hierophant were to summon void entities on unsuspecting worlds and reanimate slain hybrid. They were the ultimate agents of darkness.

Many hierophants continued to serve Amon even as Alarak stole control of the Tal'darim. They tried using Rak'shir to regain control of the Tal'darim. Some hierophants, however, betrayed Amon and used their powers for their own personal interests. Rarer still, after Amon's defeat, some Tal'darim took advantage Amon's lingering corruption on the void and continued to master their ability to use it for their own ends. These anti-heroes use the dark god's powers and former minions to wage war on their own terms, using dangerous and reckless magics to accomplish their goals.

### Detonating Spirit

**Description:** This character causes the hierophant's void spirits to detonate upon death. When a void spirit is reduced to 0 hit points, it explodes. All creatures adjacent to the spirit when it dies suffers 2x the spirit's level in piercing damage. In addition, the area that the spirit occupied when killed is filled with terrazine gas for 1 minute. See the Terrazine Storm power for the effect of terrazine gas.

Spirits that expire, instead of being killed, do not detonate. However, the hierophant can spend a standard action to detonate all their active void spirits. They cannot choose to detonate select void spirits; they must detonate all of them.

### Entropic Sphere

**Description:** The hierophant can summon an entropic sphere; an orb of pure corruption energies that consumes matter and grows. Creating the sphere is a standard action that requires 15 energy fatigue. The sphere is placed on an unoccupied square within long range and takes up a Burst (2) area. Any creature that touches the sphere's area suffers the sphere's damage, which is piercing damage equal to 10x its current burst area. In addition, the sphere constantly grows and becomes more powerful. At the start of the hierophants turn, it increases in size by Burst (+1). It also increases in size every time it hits an enemy. If it hits a swarm, it increases in size by 1 per square of the swarm it touches. Finally, if any of the entropic sphere is within an area of terrazine gas, it increases by 2 area for hitting an enemy or at the start of the caster's turn. The sphere can only damage a single target once per round, but there is no limit on how many times it can grow per round. Its damage value against a target depends on the size of the sphere when the target first encountered it that round. The entropic sphere lasts for 5 rounds, after which it dissipates. If two entropic spheres touch each other, they both fade from existence.

### Entropic Storm

**Description:** The hierophant can combine their entropic sphere and terrazine storm power to create a cataclysmic explosion of void energies. If they have an entropic storm touching or inside a terrazine storm they created, the hierophant can spend a full-round action to combine the two, causing a massive explosion of energy that instantly deals 50xPL piercing damage to everyone within the area of the terrazine storm and entropic sphere. Afterwards, both powers instantly end, the storm having consumed both the sphere and all the gas fueling it.

## Harbinger of the End

**Description:** The hierophant can signal doom and damnation for a world by summoning a void thrasher. Once summoned, a void thrasher is not under the hierophant's command and follows nothing but its own destructive directive. Summoning a void thrasher can only be performed once per week and requires a ritual that takes 10 minutes. It can be summoned in any location that has suitable room and is within line of sight and 2 miles of the caster. Once the ritual is complete, the hierophant loses all their healing thresholds and suffers a hit of 100 psionic damage. This represents their life force tearing open the rift.

If the character had the Greater Summoning class trait from Bishop of Amon, they can summon a void thrasher every 3 days instead, and they do not lose any healing thresholds upon summoning the monster.

## Reanimate

**Description:** The hierophant can reanimate the dead by infusing the broken with pure void energies. Once an ally has been reduced to 0 hit points, the hierophant 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 an ally, the hierophant must succeed a DC 30 manifestation check. The check causes 25 energy fatigue regardless of whether it is successful or not. 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). However, they suffer 2 crippling wound points to every location. They are instantly standing and conscious and can act again on their initiative.

## Terrazine Storm

**Description:** The character can spend 1 minute to summon a massive storm of terrazine gas. Once it appears, the storm takes up a burst area centered on the caster equal to 5xPL. The storm then remains for 15 minutes. Every entity that is entirely shrouded in an area of terrazine gas gains improved concealment, +1 Psi Level while within the area, and a -4 penalty to attacks, defenses, and skill checks, except psionic attacks and psionic skill checks. Other hierophant powers are bolstered while within an area of terrazine.

## Void Echo

**Description:** The hierophant is accompanied by a void echo of themselves, a quasi-real reflection that follows and supports them. The void echo always floats within 6 squares of the hierophant, in a square of their choosing, determined whenever they move. The void echo can be attacked; it has the same defenses, resistances, and energy shields as the hierophant with half of the hit points. It takes no damage from area attacks unless it is the primary target. It regains all its hit points and shields if not attacked for 5 minutes. If destroyed, it reappears after the hierophant takes a long rest.

At the start of the hierophant's turn, they choose which benefit they will gain that round from the void echo.

**-Psionic Onslaught:** The void echo mirrors the hierophant's manifested psionic power, as long as they are a corruption energy power. The power gains Hailfire (+1).

**-Donated Strength:** The void echo donates some of its life force to recharge the hierophant. The hierophant regains 5 energy fatigue, 20 shields, and 20 hit points. The void echo loses 20 shields and 20 hit points.

**-Deflection:** The void echo deflects attacks directed at the hierophant. The hierophant gains +4 defense and +10 shield armor for the next turn.

**-Phantom Strike:** If the void echo is adjacent to an enemy target, it can make a melee attack. This counts as a melee attack coming from the hierophant, with whatever weapon they are equipped with.

## Void Spirits

**Description:** The hierophant can summon void spirits from Amon's corrupted void realm to take the form of creatures in the physical universe. This requires a full-round action, can only be done once an hour, and costs 10 energy fatigue. They gain 3xPL level's worth of minions. The void spirits take the form of other creatures, so they can take the form of any creature that the caster is familiar with. Minions chosen can be of any race, or even be robots or piloted vehicles. Piloted vehicles use the average level of the vehicle and pilot to determine their level for summoning. However, the caster can only summon NPCs that are at base High threat or lower and are not higher level than the caster. The levels can be a single creature or split amongst multiple creatures.

Since these created minions are only quasi-real manifestations of energy, they are not as powerful as normal. These void apparitions have only 50% the hit points of the base creature and suffer a -5 to all attacks and skill checks. Increased exposure to the Void strengthens their strength and longevity. When summoned in an area of terrazine gas, they have 75% the hit points of the base creature, and only suffer a -2 penalty to attack and checks. Within the Void itself they are at full power. Void spirits last for 5 minutes before dissipating.

If the character had the Summoning class trait from Cleric of Amon, they instead summon 4xPL level's worth of minions, they can have minions up to Extreme threat, and they last 10 minutes.



## 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	<i>High Praetorian Mastery I, Guardianship</i>
2	<i>Divert Shields</i>
3	<i>High Praetorian Mastery II, Akhundelar</i>
4	<i>Resolute Spirit</i>
5	<i>High Praetorian Mastery III, Aura of Protection</i>

**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 praetor'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	<i>Nanobot Swarm, Offense Servitors</i>
2	<i>Self-Replicating Nanobots</i>
3	<i>Nanobot Onslaught, Destroyer Servitor</i>
4	<i>Nanobot Restore</i>
5	<i>Restoration Servitor, Sacrificial Pulse</i>

**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. These 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's 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. The 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.

## Master Phase Smith

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

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

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

### Master Phase Smith Description

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

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

### Empowered Combat Mechanic

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

### Improved Psionic Matrix

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

### Paragon of Understanding

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

### Psionic Matrix

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

### Rapid Deployment Cannon

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

## Second Probe

**Description:** The phase smith is accompanied by additional robotic familiars that aid them in their tasks. If it is an Aiur Phase smith, they are accompanied by a secondary probe identical to the first. This probe functions like the probe they gain from the Artificer class and follows all the same rules. If it is a Purifier Phase Smith, they gain a third servitor, as per the Artificer class feature. The third servitor increases their bonus to skill checks to +6. When working together with their manipulator beam, they have an effective strength of 6 and a range of 8 squares. The third servitor also has a weapon mount.

## Warp-in

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

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

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

## Wellspring of Energy

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



## 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	<i>Psionic Paragon Mastery I, Unlimited Potential I</i>
2	<i>Spell Focus</i>
3	<i>Psionic Paragon Mastery II, Unlimited Potential II</i>
4	<i>Epic Spells</i>
5	<i>Psionic Paragon Mastery III, Unlimited Potential III</i>

**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
<b>Telepathy</b>	All telepathic powers that deals psionic damage deal bonus psionic damage equal to 5x PL.
<b>Telekinesis</b>	All offensive telekinetic powers gain bonus accuracy and penetration equal to PL
<b>Cloaking</b>	While cloaked, the character gains Swiftess Boost (PL)
<b>Augmentation</b>	While effected by an augmentation power, the character gains Health Boost (PL)
<b>Energy</b>	All energy powers gain +2 base range increments and accuracy equal to PL
<b>Pyromancy</b>	All pyromancy powers that deal damage deal bonus damage equal to 5xPL
<b>Temporal</b>	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.

## Reaper

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: Must be a Nerazim or Tal'darim protoss, requires a strength, agility, and fortitude of 6, must possess 8 skill points in the Melee skill; requires the Weapon Mastery (melee II) and Devastating Crippling (melee) talents; requires Psi Level 5.

Level	Class Bonus
1	<i>Reaper Mastery I, Precise Strikes</i>
2	<i>Killing Blow</i>
3	<i>Reaper Mastery II, Reap the Weak</i>
4	<i>Execute</i>
5	<i>Reaper Mastery III, Dreaded Strike</i>

**Completion Skill Focus Options:** Defensive Training, Durability, Melee

### Reaper Description

Reapers are a clad of protoss that specialize in quick, killing blows and a reckless fighting style. Reapers learn to channel their psionic essence into their blades, empowering them to make especially lethal strikes. Such is the charge they place into their blades that targets they slay release a psionic 'death wail' that echoes their demise to their allies. Reapers focus their efforts into placing these devastating blows to quickly kill an enemy, and then move onto the next enemy.

Reapers are only found amongst the Nerazim and Tal'darim protoss. Aiur protoss and purifiers favor a regimented and organized approach to fighting that mixes attack and defense. More chaotic protoss are willing to sacrifice their defense for offense and focus their efforts on landing precise yet reckless strikes.

### Execute

**Description:** If the reaper kills an enemy with a heavy strike melee attack, they gain an additional standard and move action they can use that round. They can only benefit from Execute once per round.

### Dreaded Strike

**Description:** When the reaper kills an enemy with a melee attack, all other enemies within 15 squares lose 1 morale level and suffer psionic damage equal to 10 +5x the Reaper's PL.

### Killing Blow

**Description:** The character performs powerful but reckless heavy strike attacks. In any turn they perform a heavy strike combat behavior, they gain +25 damage and +10 penetration with melee attacks, in addition to other benefits. However, they also suffer -5 defense and cannot emergency evade until the start of their next turn.

### Precise Strikes

**Description:** The reaper knows how to land precise strikes. They gain +6 accuracy per additional strike with attacks, instead of the common +4. In addition, they gain +10 accuracy with heavy strike attacks, instead of the normal +2. Finally, a reaper chooses what location they deal crippling wounds to.

### Reaper Mastery I-III

**Description:** Reaper Mastery has three ranks, each rank increasing the reaper's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +4 rending with their melee attacks. Rank 2 gives the character +8 rending. Rank 3 gives the character +10 rending and causes them to deal +1 crippling wound points when dealing a crippling wound with a melee attack.

### Reap the Weak

**Description:** When attacking with a melee weapon with the psionic weapon origin trait, the reaper can choose for the weapon to deal normal damage or psionic damage. This is chosen before they attack.

## 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	Shadow Master Bonus
1	<i>Shadow Mastery I, Bane of Cowards</i>
2	<i>Shadow Step</i>
3	<i>Shadow Mastery II, Invisible to All</i>
4	<i>Revealing Twilight</i>
5	<i>Shadow Mastery III, Ethereal</i>

**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.

## Signifier

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

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

**Completion Skill Focus Options:** Lore, Mental Training, Psionics

### Signifier Description

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

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

### Blinding Shadows

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

### Improved Void Channeling

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

### Signifier Mastery I-III

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

### Shroud of Cloaking

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

### Void Energies

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

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



## Weaver of Essence

**Special Requirements:** In order to take this renown class, the character must fulfill the following requirements: Must be an Aiur protoss, requires a Willpower of 8, must possess 6 points in the Psionics, Medicine, and Influence skills, must have a Psi Level of 6, must have completed the elite version of the Psychic Master, Fateweaver, or Scholar class

Level	Class Bonus
1	<i>Essence Weaver Mastery I, Psionic Pairing</i>
2	<i>Focused Discipline</i>
3	<i>Essence Weaver Mastery II, Damage Sharing</i>
4	<i>Combined Power</i>
5	<i>Essence Weaver Mastery III, Network of Power</i>

**Completion Skill Focus Options:** Influence, Medicine, Psionics

### Weaver of Essence Description

The weavers of essence were the highest practitioners of the Khala back in the glory days of the protoss empire. They enhanced the Khala, turning it into tight bonds that allowed a communication of thoughts and feelings even beyond what most protoss could obtain. Many weavers were purifiers who sought to create a deeper connection though the Khala so they could communicate their knowledge on an intimate level that transcended thought, voice, and emotion.

Despite the loss of the Khala, weavers still exist but are much rarer. Many weavers after the war are trying to rebuild the connection that the Khala gave, driven by mourning over its loss. They believe in its benefits, its purity, and attempt to create isolated psionic pairings that are not infected by the void's corruption. These wise souls are greatly valued in protoss society, for the ability to connect people in a way that is now a distant dream.

### Combined Power

**Description:** When a character is part of a psionic pairing, they gain a portion of the psionic might of the other character. They gain bonus psi level for manifesting psionic powers or using a weapon with the psionic, psionic infusion, or psionic weapon origin traits. This bonus psi level is equal to  $\frac{1}{2}$  the psi level of the ally. This is bolstered psi level and cannot give the caster higher effects of the manifestation table of a power; it only effects the overall spell level.

### Damage Sharing

**Description:** The weaver of essence can now use their Psionic Pairing ability at long range, with allies needing to remain within long range of one another. In addition, they can use weaver of essence on non-protoss allies as well. Characters can only split energy fatigue with other psionic characters.

In addition, the pairing allows characters to split damage with one another as well. After a paired character suffers damage, after damage resistance, crippling wounds, and all other factors are applied, split the damage evenly between both paired characters. Both characters must consent to this. This damage cannot deal crippling wounds and is not reduced by damage resistance.

### Essence Weaver Mastery I-III

**Description:** Essence Weaver Mastery has three ranks, each rank giving a passive bonus to characters under the effect of Psionic Pairing. These ranks stack. The first rank gives paired allies temporary hit points each turn equal to their morale bonus plus their current morale level. Negative morale subtracts from these hit points (minimum of 0). The second rank means gives paired characters advantage on endurance checks and recover +10 hit points whenever they healed by first aid or a psionic power. The third rank gives paired characters +1 morale at the start of their turn.

### Focused Discipline

**Description:** When the weaver of essence performs a focus combat behavior, they instantly gain 1 morale level. In addition, their bonus to psionic attacks, morale bonus, and resolve increases to +8 while focusing.

## Network of Power

**Description:** The weaver of essence can now use their Psionic Pairing ability at distant range, with allies needing to remain within distant range of one another. In addition, the use can use an alternate version of this power to set up a psionic network. Instead of creating many pairings, a network consists of a pairing of a number of characters up to their willpower.

The network functions similarly to a pairing, except targets get to choose which allies they wish to share damage or energy fatigue with whenever the effect would occur. They also choose which ally they draw from for combined power. For a network to function, the weaver must be one member of the network. They cannot set up a network they are not part of. The weaver cannot have individual pairings active while they have a network.

## Psionic Pairing

**Description:** The weaver of essence can pair the essence of two protoss allies together as a move action. These allies must be within medium range of one another and the weaver. While paired, the allies can instantly share their thoughts and ideas with one another. They both instantly gain 1 morale level and have +4 morale bonus while paired. Whenever one protoss gains a morale, both gain a morale. In addition, if either ally manifests a psionic power, the allies can split the cost of the power as evenly as possible between the two of them. If it cannot be spent equally, the character manifesting the power must pay the steeper cost.

This psionic pairing has its drawbacks. If one protoss loses a morale, then both protoss lose a morale. If one protoss as part of the link is reduced to 0 hit points or dies, the link is severed, and the surviving member loses 2 morale levels.

The weaver can be chosen as one of the character's to be a part of the link. While only two characters can be linked, the weaver can support a number of links at once equal to  $\frac{1}{2}$  willpower. All linked characters must be within medium range of one another and the weaver of essence. A psionic pairing remains intact until range is broken, the weaver breaks it as a free action on their turn, or a paired subject break it as a free action on their turn.



# Chapter 5: New Equipment

This chapter includes new equipment for use by all protoss characters. Included are weapons, armor, and gear usable by all protoss. Many of them have strong connections to either the Tal'darim or Purifiers, or the new classes in the previous chapter.

Note that this chapter is a supplement to the equipment section in StarCraft Supplement 3: The Protoss. That resource still has all the core equipment for Protoss characters. If you are creating a new protoss character that belongs to one of the new sub-races in this supplement, you will still need to refer to Supplement 3 for the basic equipment options, including the gear that is gained from your starting class.

## New Protoss Melee Weapons

The following is the list of personal close combat weapons available to Protoss.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Honor Cost
Guardian Staff	18	Melee	+1	Slow	---	25
Phase Gauntlet	7	Melee	+0	Fast	---	30
Power Claws	15	Melee	+1	Average	---	20
Psi Reaper	30	Melee	+1	Slow	---	40
Psi Sword	18	Melee	+2	Average	---	20

### Guardian Staff

Two-handed Melee Weapon

Honor Cost: 25

Damage: 18

Accuracy: +1

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +4

Weight: 18lbs

Special Traits: Reach (1), Blocking, Augmented Shield

Description: Guardian staves are ceremonial weapons wielded by the protoss praetors in ceremony with the judicators.

However, just because they are designed for ceremony does not mean they are not useful. Guardian staves may be mediocre weapons, but they possess an extra level of shielding for the wielder and their long shafts can be used to intercept attacks against enemies.

### Phase Gauntlet

Unarmed Melee Attack

Honor Cost: 30

Damage: 7

Accuracy: +0

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +2

Weight: 1lbs

Special Traits: Unarmed, Piercing, Rending (8)

Description: Phase gauntlets are a new invention designed to complement the rising order of warrior monks. Phase gauntlets use temporal technology to completely pass through armor and hide as if it didn't exist. Using the phase gauntlet through skin and metal causes an unnatural ripple effect, like distortions on water, that causes displacement of skin, tissue, and parts.

Note: This weapon has a lower damage value than a normal unarmed attack. When using this weapon, you use its damage value instead of that of your protoss claw.

## Power Claws

### Unarmed Melee Attack

**Honor Cost:** 20

**Damage:** 15

**Accuracy:** +1

**RoF:** Average

**Range:** Melee

**Shots:** NA

**Power Rating:** +3

**Weight:** 1lbs

**Special Traits:** Unarmed, Rending (2), Psionic Infusion

**Description:** Power claws are a creation of the second-generation purifier program. They are a gauntlet affixed on the hands that possess retractable metal claws. These claws generate a power field around them that causes significant damage to tissue.

## Psi Reaper

### Two-handed Melee Weapon

**Honor Cost:** 40

**Damage:** 30

**Accuracy:** +1

**RoF:** Slow

**Range:** Melee

**Shots:** NA

**Power Rating:** +4

**Weight:** 24lbs

**Special Traits:** Psionic Infusion, Cleaving (1), Psionic Weapon Origin

**Description:** The psi reaper is a mixture between a great axe and a psi blade. It is another ancient relic that was unlocked by the Spear of Adun. Psi reapers can make great, cleaving blows capable of slicing through multiple enemies at once. It takes great strength to effectively use a psi reaper in combat.

## Psi Sword

### One-handed Melee Weapon

**Honor Cost:** 20

**Damage:** 18

**Accuracy:** +2

**RoF:** Average

**Range:** Melee

**Shots:** NA

**Power Rating:** +4

**Weight:** 8lbs

**Special Traits:** Defensive, Psionic, Psionic Weapon Origin

**Description:** Before psi blades were wrist mounted weapons, they were affixed on short shafts, or hilts, and projected a beam. These weapons had a longer, more intense beam than modern psi blades, but could not be swung as quickly and the blade was more likely to harm the user on a fumble.

## New Protoss Implements

This section contains a list of new protoss implements. They follow all the rules for implements described in Supplement 3: The Protoss.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Honor Cost
<b>Incendiary Cannon</b>	20+ 5xPsi Level	Medium	+1	Slow	5	40
<b>Photon Barrage Cannon</b>	15 + 4xPsi Level	Distant	+1	Full Auto	100	40
<b>Prism Cannon</b>	20 +5x Psi Level	Distant	+2	Slow	1	40

### **Incendiary Cannon**

**One-handed Implement**

**Honor Cost:** 40

**Damage:** 20 +5x Psi Level

**Accuracy:** +1

**RoF:** Slow

**Range:** Medium

**Shots:** 5 charges

**Power Rating:** +5

**Weight:** 20lbs

**Special Traits:** Implement (25), Penetration (5), Flames, Burst (4)

**Description:** The incendiary cannon is a reverse engineered variation of the Glaive Cannon. It was redesigned by the purifiers for their own adept soldiers. Instead of releasing a blast of explosive energy, the incendiary cannon hurls a fireball that explodes over a large area. It lacks the penetration of the glaive cannon but has a larger area and sets targets ablaze.

### **Photon Barrage Cannon**

**Two-handed Implement**

**Honor Cost:** 40

**Damage:** 15 +4x Psi Level

**Accuracy:** +1

**RoF:** Full-Auto

**Range:** Distant

**Shots:** 100 charges

**Power Rating:** +3

**Weight:** 50lbs

**Special Traits:** Implement (30), Penetration (10), Rending (2)

**Description:** The photon barrage cannon is a portable variation of the photon blaster of the scout aircraft. It is slightly less effective than the mounted gun but is still a tremendously powerful weapon with a high rate of fire. They are usually used to shoot down airborne or lightly armored zerg.

### **Prism Cannon**

**Two-handed Implement**

**Honor Cost:** 40

**Damage:** 20 +5x Psi Level

**Accuracy:** +2

**RoF:** Slow

**Range:** Distant

**Shots:** 1 charge

**Power Rating:** +5

**Weight:** 50lbs

**Special Traits:** Implement (30), Piercing, Energy Discharge

**Description:** The prism cannon is a powerful implement cannon used to breach the heaviest defenses. The prism cannon shoots a blast of multispectral light that focuses on a single target. It cycles through multiple frequencies of energy until settling with the one that can pierce through the target's armor. This weapon has a kick, however, that can be deadly to the user. It is recommended to have active energy shields before firing.

## New Protoss Armor

A new set of armor is available to protoss characters. The guardian shield is also available for defensive characters who envy the ballistic shields of terrans.

### Guardian Shield

#### Shield

**Honor Cost:** 35

**Damage Resistance:** 0

**Defense Penalty:** +2

**Resistance Rating:** +0

**Mounted Gear:** NA

**Ability Score Bonuses:** NA

**Weight:** 25 lbs.

**Special Traits:** Shield, Augmented Shield, Very Cumbersome

**Description:** The guardian shield is a deflective barrier that provides personal protection while bolstering the user's energy shield. They had gone out of use in past centuries. However, the return of the Spear of Adun unlocked many warriors from stasis who still preferred to use the guardian shield. Since then, these shields have reentered circulation amongst protoss warriors.

**Note:** Because a shield takes up one hand, a character cannot use any weapon or item in that hand. Therefore, a character cannot dual-wield or use a two-handed weapon.

### Protoss Vindicator Power Suit

#### Powered Armor

**Honor Cost:** 45

**Damage Resistance:** 9

**Defense Penalty:** -4

**Resistance Rating:** +4

**Mounted Gear:** Gravity Boots, Equipment Belt, Crystalline Computing Array

**Sockets:** 2 Vengeance Socket, 2 Dominance Socket

**Ability Score Bonuses:** Strength +2, Agility +2

**Weight:** 150lbs

**Special Traits:** Very Cumbersome, Elemental Protection, Radiation Shielding, Reactive Teleportation

**Description:** The vindicator power suit is a tight, full suit of armor designed by the Tal'darim. Unlike most protoss armor, the vindicator suit is fully enclosed, including a complete helmet. This armor has advanced systems that greatly increase the strength and agility of the user. Its heavy design, however, restricts movement and vision.

**Tier 2 Special Note:** At tier 2, this armor gains an additional +1 damage resistance and +1 instinct from the upgraded gravity boots and crystalline computing array

**Tier 3 Special Note:** At tier 3, this armor gains an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and crystalline computing array

## New Item Traits

The following are new weapon traits that correspond with new Protoss items.

### **Augmented Shield**

**Description:** When a weapon or armor with this trait is equipped, it gives the user +2 shield armor. This does not stack with multiple instances of equipment with this trait. If this item is tier 2, the bonus shield armor increases to +5. If the item is tier 3, the bonus armor is +8.

### **Blocking**

**Description:** When a character with this weapon performs a bob and weave action, all adjacent allies to the character gain a +2 bonus to defense against melee attacks.

### **Burst (X)**

**Description:** When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal. Higher-tiered variations of this weapon increase the burst size by 1 per each tier above first.

### **Cleaving (X)**

**Description:** This natural weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst, but otherwise treats this as a standard melee attack. The creature wielding the weapon can choose to omit squares from the area, to avoid hitting itself or its allies.

### **Cone (X)**

**Description:** When this weapon is fired, it affects all targets in a cone. The cone starts 1 square wide adjacent to the attacker, and spreads outwards as it travels further. The value by the trait shows how long the cone is. The width of the cone is at the end of its length is equal to  $\frac{1}{2}$  the X. Therefore, a cone 6 starts 1 square wide next to the attacker but ends after 6 squares where it is 3 squares wide at the end. The attack is made against every square it passes over. Everything between the attacker's square and the squares at the end of the cone, even if there is only partial overlap, get a single attack made against them.

### **Cumbersome**

**Description:** Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources, such as armor and a shield, the effects stack.

### **Defensive**

**Description:** When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they add the weapon's accuracy bonus to their defense against melee attacks.

### **Double Weapon**

**Description:** This weapon has two damaging ends. The character can use Dual-Weapon fighting with this weapon, and count this weapon as two separate, identical weapons. In addition, when a character dual-wields a double weapon, the dual-wielding penalties are reduced by 2.

### **Elemental Protection**

**Description:** This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments, and makes the character immune to energy damage resulting from exposure to extreme ambient temperatures.

### **Energy Damage**

**Description:** This weapon deals damage in the form of some manner of energy, such as a laser, flame, or electricity. Certain traits are more resistant against energy damage attacks.

### **Energy Discharge**

**Description:** This weapon has a backlash that deals damage to the user or their shields. Upon being fired, it deals a hit of 30 damage back to the user, ignoring shield armor and damage resistance.

### **Extremely Cumbersome**

**Description:** Cumbersome armor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

### **Fall Protection (X)**

**Description:** This armor has automated systems to reduce impact from falls, and ignores a number of squares for determining fall distance based on the value under the armor's description.

### **Flames**

This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 30 damage (penetration 5) at the start of each of their turns. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

### **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).

### **Hailfire (X)**

**Description:** This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 2: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage, and scaling up from there. Multiple sources of hailfire stack with one another.

### **Hold**

**Description:** If an attack from this weapon surpasses both the target's resolve and toughness, the target loses their move action on their next turn.

### **Implement**

**Description:** Implements function like ranged weapons that can only be used by characters with a Psi Level, and the base damage of the weapon depends on the user's Psi Level. One of the primary differences between implements and ranged weapons is that while implements have limited ammunition, they do not require reloading in the traditional sense. Psychic characters can try to concentrate and channel psychic energy to regenerate charges to an implement, much like trying to get rid of energy focus. A character can make a full-round action to recharge a single implement held in hand. Doing this requires a DC 10 willpower test. They stop sustaining all psionic powers while making this check. On a success, the character recovers a number of weapon charges equal to their willpower, +1 for every point they surpassed the DC.

### **Limited Range**

**Description:** This weapon can only be used within 3 squares, and cannot fire at increased range increments. However, it does not suffer a penalty for being used within melee.

### **Line (X)**

**Description:** When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the traits value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

### **Macro**

**Description:** The macro weapon is more effective against larger targets and has difficulty aiming at small figures. It gains -5 to accuracy against targets that are smaller than colossal sized. It instead has -10 to accuracy when targeting enemies that are medium-sized or smaller. If a macro weapon misses a large-sized or smaller target by more than 10, it does not deal half damage on a missed area attack.

### Missile

**Description:** This weapon cannot be used to target a creature or a square within medium range, only areas at long range or longer. In addition, the user must perform expend a target locate to attack with this weapon (see the Target Guidance System vehicle upgrade). Finally, **when** missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target. On a 11-20, or automatically if it is an airborne target, the rocket keeps going, making the same attack at the next target in line at -2 penalty. It continues to make attacks against targets until it strikes a target, the ground, terrain, or flies off harmlessly.

### Penetration (X)

**Description:** A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

### Piercing

**Description:** This weapon ignores all damage resistance.

### Psionic

**Description:** This weapon can only be used by a psionic character. It gains an amount of penetration equal to the character's Psi Level.

### Psionic Infusion

**Description:** This weapon can only be used by a psionic character. It gains an amount of penetration equal to twice the character's Psi Level.

### Psionic Weapon Origin

**Description:** This weapon is designed and used by multiple different protoss factions, each who empower the blade with their own form of psionic energy. Every weapon with this weapon trait is keyed in with a certain power source and can only be used by character's that make use of that power source. A weapon with this trait can be of any of the four protoss power sources. Depending on the power source, the weapon gains additional traits. The energy blade's color also depends on what type of weapon it is.

Weapon Type	Psionic Power Source	Color	Special Trait
<b>Bane</b>	Corruption	Red	Weapon attack ignores energy shield's shield armor and deals 2 bleed damage on successful hit against hit points
<b>Focus</b>	Khala	Blue	On a successful weapon attack, the wielder restores 2+ ½ psi level energy fatigue
<b>Purity</b>	Purifier	Yellow	If the weapon attack roll surpasses the target's defense and toughness and deals damage, the target gains the Burning condition. However, the damage per round from burning is 5xPL instead of the normal 30 (penetration 5)
<b>Warp</b>	Void	Green	The weapon deals bonus damage equal to the caster's Psi Level.

### Radiation Shielding

**Description:** The wearer of this armor is immune to the penalties dealt by ambient radiation, but not the damage.

### Reach (X)

**Description:** This weapon has very long and can be used against enemies that are outside the character's natural reach. This weapon increases the users reach by the variable of the weapon trait.

### Reactive Teleportation

**Description:** This armor is designed to teleport the user back to home base if they suffer any terrible injuries on the battlefield, in order to save their life. The reactive teleport system can return the character to any teleportation platform that the character has noted as home base. This safe haven must be in the same star system, so either on the same planet, or in orbit of the planet. The teleportation system is designed to teleport the character to safety the moment they are reduced to 0 hit points. The teleportation cannot be activated manually. This effect can only trigger once every 72 hours. The character can chose not to use the reactive teleportation when reduced to 0 hit points.

**Reinforcement (X)**

**Description:** Any construct wearing armor with this trait reduces the number of crippling wound points they suffer by the value of this trait.

**Rending (X)**

**Description:** A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack by up to 20. Any rending over 20 converts one-to-one into base damage for the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

**Sweep**

**Description:** When this weapon attacks, mark two targetable points within 20 squares of one another, and then draw a line between. This weapon makes its attack to every target touched by the line. When targeting a swarm, a sweep attack counts as a line.

**Triple-linked**

**Description:** This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. As long as the character does not aim on their turn, a triple-linked weapon gains the Hailfire (2) special rule. The weapon uses three times as much ammunition for each attack.

**Twin-linked**

**Description:** This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. As long as the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule. The weapon uses twice as much ammunition for each attack.

**Unarmed**

**Description:** This is an attack with the body of the character, such as a kick or punch. Unarmed weapons benefit from any talent that increases unarmed effectiveness. Furthermore, a character is always considered to be armed with an unarmed weapon, and can dual-wield using unarmed as a secondary attack even if the primary attack is also unarmed. This has all of the normal penalties for dual-wielding attack.

**Unstoppable**

**Description:** If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues on and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target.

**Very Cumbersome**

**Description:** Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources, such as armor and a shield, the effects stack.

## New Augmentation Crystals

The following is a list of new augmentation crystals for protoss characters to use in games of Starcraft.

### **Bloodshard Crystal**

#### **Augmentation Crystal**

**Honor Cost:** 25

**Normal Socket:** The character gains a +2 rending with all of their offensive psionic powers.

**Wisdom Socket:** Whenever the character would spend a healing threshold, roll a d20. On a 15+, the healing threshold is not spent.

**Immortality Socket:** Whenever the character spends a healing threshold to regain hit points, they also recover twice their Psi Level to their Shield Pool, up to their normal maximum.

**Vengeance Socket:** The character gains a +2 bonus to manifest powers from the Energy discipline. Furthermore, all their energy powers cause 3 bleed on a successful hit.

**Dominance Socket:** Whenever the character spends a healing threshold, they gain temporary hit points equal to ½ their damage threshold for every healing threshold spent.

**Description:** Bloodshard crystals are a rare substance mined on Slayn and other worlds with a large amount of terrazine. These crystals are prized by the ta'darim for their connection to life energies. They have both the power to grant life, as well as cause it to wither and die. While many would object to their use, none can deny their effectiveness. They are gathered in great amounts for use in ta'darim destroyers.

### **Solarite Shard**

#### **Augmentation Crystal**

**Honor Cost:** 25

**Normal Socket:** The character's energy shield gains +2 shield pool per Psi level they possess.

**Wisdom Socket:** Once per encounter, when the character spends an action to recover energy fatigue, they can instantly spend some of that energy to manifest a psionic power. That psionic power must be able to be manifested as a standard action or less and be of the Augmentation or Energy psionic disciplines. Its energy fatigue cost is subtracted from the energy recovered by the character.

**Immortality Socket:** While the character's energy shield is active, they gain a +5 bonus to their defense and +10 shield armor against attacks with the Energy Damage trait, as their shields simply absorb the energy.

**Vengeance Socket:** Any target that wounds the character with a melee weapon attack takes 10 damage with the Piercing weapon trait. This only triggers if they wound the target themselves, not their energy shields.

**Dominance Socket:** The character gains a +2 bonus to manifest powers from the Augmentation discipline. Furthermore, all augmentation powers can be manifested as a minor action, unless they already required a lesser action.

**Description:** Solarite is a crystal that emits artificial sunlight. It is a powerful energy source, possibly the best in the galaxy, but is notoriously unstable. Individual solarite shards can be used to augment protoss warriors, by giving them extra energy and power. The power they exude is difficult to hide, as is the effects they have on their warrior's person.

### **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.

## Teleportation Unit

### Augmentation Crystal

**Honor Cost:** 50

**Normal Socket:** The character can use the teleportation unit as a full-round action. They can teleport to any location they can see that is within 1,000 squares. Once used, it must recharge for an hour before being used again.

**Wisdom Socket:** The character can use the teleportation unit after charging it for 1 minute. Charging the teleporter requires a standard action each round. They can teleport to any location they can see or have been to within 10 kilometers. Once used, it can be reused for another hour.

**Immortality Socket:** When the character suffers hit point damage from an attack, they can activate the teleportation unit. It teleports them to a location they can see within 50 squares. Once used in this way, it must be recharged before being used again. Recharging takes a dedicated full-round action.

**Vengeance Socket:** The character can use the teleportation unit as a standard-round action. They can teleport to any location they can see that is within 100 squares. Once they arrive at their destination, they deal a hit of 20 +10xPL damage to every target within 3 squares of them. The teleportation unit then requires 5 minutes to recharge.

**Dominance Socket:** The character can use the teleportation unit as a full-round action. They and up to 5 allies within medium range can teleport to a location the user chooses that they can see that is within 500 squares. All teleported characters go to the same location. Once used, it cannot be reused for another hour.

**Description:** The teleportation unit is not a standard crystal, but a personal teleporter that is affixed to the user's armor. Protoss warriors can tap into their teleportation unit in a wide variety of different ways, depending on what type of armor socket it is placed into, thus how they are manipulating the teleporter's energy and functions.

## Void Fragment

### Augmentation Crystal

**Honor Cost:** 150

**Normal Socket:** You manifest all psionic powers as if you have 2 boosted psi levels. However, manifesting a psionic power gives you 2 random crippling wound points, applied after the effects of the power. The crippling wounds are randomly distributed to different limbs.

**Wisdom Socket:** You can tap into the infinite knowledge of the void as a minor action. If you do, you gain +20 to all checks over the next round. However, you gain the Staggered and Tormented conditions for the next 3 rounds afterwards. The void fragment cannot be used again until these conditions are lost.

**Immortality Socket:** You tap into the void, filling yourself with its infinite power. You instantly gain 250 hit points. Any hit points that would bring you over your maximum HP value is retained as temporary hit points. Starting with the next round, you suffer 50 damage per round, ignoring resistances and shields but not causing crippling wounds. This damage hits every round for the next 8 rounds. After being used, it cannot be used again for another hour.

**Vengeance Socket:** You can tap into your void fragment as a standard action, releasing a massive blast of void energy. This deals an automatic hit of 100 damage, Penetration (10), to every target within 5 squares of you. This damage also harms you, and gains Hailfire (1) against you.

**Dominance Socket:** You create a void duplicate of yourself, a simulacrum that has all your attributes and abilities. Using this effect is a full-round action that costs 3 healing thresholds. Whenever your turn comes around, you can take your full turn worth of actions with both yourself and your duplicate. It has all the abilities, attributes, and equipment that you possess, and is created with the same amount of hit point, crippling wounds, energy fatigue, and shield points you possess. Every round the duplicate is active you lose a healing threshold and suffer 1 crippling wound to your vitals. It dissipates when you run out healing thresholds, either you or the duplicate are killed, or you dismiss it.

**Description:** A void fragment is a piece of crystal of one of Amon's void shards that he sent into the sector. After the void shard was destroyed, the void fragment was collected and labored upon. In its natural form, it is too dangerous to use. After being modified, it can still channel incredible void energies through the wielder. The void fragment is undoubtedly the most powerful augmentation crystal, but it comes at a great cost. Using the crystal gives brief surges of unnatural energy while simultaneously tearing the user apart. Only the most brave or foolish protoss use such a fragment.

## New Gear

These new gear items are powerful devices that would be incredibly useful to protoss adventurers. Most of them are quite powerful and beyond the technology of what other factions are capable of. Many of these items excel for protoss parties that are acting as the vanguard of other protoss forces or are a part of a larger war campaign.

### Beacon

#### Expendable Gear

**Honor Cost:** 8

**Weight:** 5lbs

**Tier 1:** Beacons are signal markers for the protoss. They are used to coordinate warp-ins and artillery bombardments in the area. A beacon is deployed as a full-round action. The square the beacon is in can be used as a warp-in point for medium-sized protoss forces, as if it was an area of psi-matrix. One target can teleport to the beacon every round, as long as the beacon's square is unoccupied. In addition, any artillery strikes placed within short range of the beacon gains +5 accuracy. Artillery strikes typically destroy the beacon once they land.

**Tier 2:** As tier 1, except the beacon provides +10 accuracy for artillery strikes and provides the accuracy bonus for attacks within medium range of the beacon. In addition, the beacon's psi matrix extends to 3 squares around it, allowing it to teleport in larger and more numerous forces to the battlefield.

**Tier 3:** Instead of the previous benefits, a tier 3 beacon allows a protoss structure to warp into the target location. This functionality requires that there is a protoss building on standby and the user has the clearance to move the structure to that location. The GM determines how long the structure takes to arrive and what size and form it takes when it shows up.

**Description:** The protoss beacon is a small cylinder that can be deployed. When deployed it expands into a disk that is rooted in the ground. It provides a signal to all protoss forces and creates a localized psi matrix that allows forces to teleport into the field. They are vital items for forward vanguard forces.

### Gravity Lift

#### Expendable Gear

**Honor Cost:** 10

**Weight:** 20lbs

**Tier 1:** These expandable pads supply a beam of gravity that lifts a user upwards. Deploying a gravity lift is a full-round action. When deployed, the user sets how many squares it raises a target above the ground, up to 6 squares. When a character moves onto the gravity lift, they can choose for it to instantly raise them that many squares off the ground. They can then continue their movement, if they have any left. Once placed, a gravity lift is permanent until destroyed. It only takes up a single square.

**Tier 2:** As tier 1, expect the gravity lift can reach 20 squares upwards, and can lift targets within a burst 1 of its occupied square.

**Tier 3:** As tier 1, expect the gravity lift can reach 50 squares upwards, and can lift targets within a burst 3 of its occupied square.

**Description:** Deployable gravity lifts are used by the protoss instead of ropes or ladders in areas that are entering. Once deployed, a gravity lift is an ongoing device that creates a column of pure light that elevates its passengers to a higher level. They are one of the first aspects set up in an elevated forward base, so protoss warriors can quickly navigate to whatever level of a location that they choose.

### Particle Turret

#### Expendable Gear

**Honor Cost:** 20

**Weight:** 10lbs

**Tier 1:** The particle turret is a floating device that can be set up in air as a full-round action. Once deployed, it expands into an energy cannon turret that fires at any enemy target that comes within range. When deployed, the user sets the parameters of the turret. The turret uses the weapon profile listed below and lasts until it runs out of ammunition or is destroyed. It does not use any of the deploying character's statistics but does count as a protoss robot for effects that bolster them. It counts as a tiny-sized unbreakable object for being attacked. It never fires beyond its base range.

**Tier 2:** As tier 1, except the turret gains +10 damage, +3 accuracy, and has a 20-shot capacity.

**Tier 3:** As tier 1, expect the turret gains +30 damage, +8 accuracy, and has a 50-shot capacity. It can also spot enemies within 15 squares as a detector.

**Description:** A particle turret is a floating probe that fires concentrated beams of energy against intruding enemies. It is designed as a short-term area deterrent weapon, often to protect outposts and defensive locations from spies and attackers.



## Shield Projector

### Carried Gear

**Honor Cost:** 25

**Weight:** 30lbs

**Tier 1:** The shield projector is deployed as a full-round action. Once deployed, it creates a shield dome in a Burst (5) around it. Everything under the shield benefits from a single shield pool of 500. The shield lasts until used up, 1 hour passes, or the generator is destroyed (small-sized unbreakable object). The shield does not protect against melee attacks or attacks from enemies that are within the shield's area; only from outside of it. The shield projector can be recharged, and must be powered with, a tier 2 crystal charging cell. It can be packed up as another full-round action and redeployed elsewhere.

**Tier 2:** As tier 1, except the shield projector covers a Burst (10) area and gains 10 shield armor.

**Tier 3:** As tier 2, except the shield projector increases to 1,000 shield points and covers a Burst (20) area. It requires a tier 3 crystal charging cell instead of tier 2.

**Description:** The shield projector is an important defensive emplacement that covers a wide area with a protective shield. It is used to protect vital targets from long ranged bombardments. While it does not last infinitely long, it can provide a bulwark against ranged attacks until a counter attack is possible.

## Stasis Prison

### Carried Gear

**Honor Cost:** 15

**Weight:** 10lbs

**Tier 1:** The stasis prison can imprison a medium-sized or smaller target in a temporal prison. To use, the device must be set up in a location as a full-round action. Afterwards, a helpless or willing target must be placed within the area. Afterwards, they are locked in stasis and unable to perform any actions. They also have no physical needs and cannot take damage or suffer from effects. The stasis field can be lowered as a full-round action by interacting with the prison disk. The stasis prison can be partially lowered to allow telepathic communication with the prisoner. While partially lowered, the target's physical needs are reduced by 90% instead of removed. They can also use telepathy powers while the shield is partly down.

**Tier 2:** As tier 1, except the stasis prison can hold targets up to huge size.

**Tier 3:** As tier 2, except the stasis prison can be used as a trap. It is activated once an enemy moves into the square that it occupies. Seeing the stasis prison requires a spotter action. Once a target steps on the prison, it makes a +25 attack against their toughness. If it hits, the target becomes the captive of the stasis prison.

**Description:** The stasis prison is a large disk that is placed onto the ground. Once deployed, it can create a temporal dome around a target, imprisoning them within the area of the prison. The target can be held indefinitely or until it is time for their release or questioning. These deployable disks are important for field operatives who wish to take enemies captive for interrogation or mental probing. They are also used to collect zerg and beasts captive for experimentation.

## **Artifact Creation System**

Xel'naga ruins and technology cover the galaxy. While not common, they are certainly widespread and present. Ruins are buried under mountains, shrines are located amidst vast forests, and their world ships are lost in the vast tracks of space. Most of this technology is beyond the understanding of mortal races, even the protoss. However, the greatest phase smiths have determined how to use Xel'naga materials and components to instill power within their own technology. This is the artifact creation system; a protoss mechanic for combing Xel'naga artifacts into protoss items to create powerful artifacts.

This system is an optional rule that appeals mostly to mid-high level protoss characters. This gives a different identity to the various relics retrieved from a Xel'naga ruin. It also gives protoss character an incentive to search these ancient sites for different pieces in order to craft the item they want.

Artifact Creation differs from terran item crafting in several regards:

- You are not creating an item, you are empowering it. You need the base item to empower.
- Instead of needing a collection of various crafting generalized crafting components in differing quantities, you need a small selection of very specific and rare components.
- Unlike terran upgrade, the changes are powerful and permanent, and a single item can only be one type of artifact.

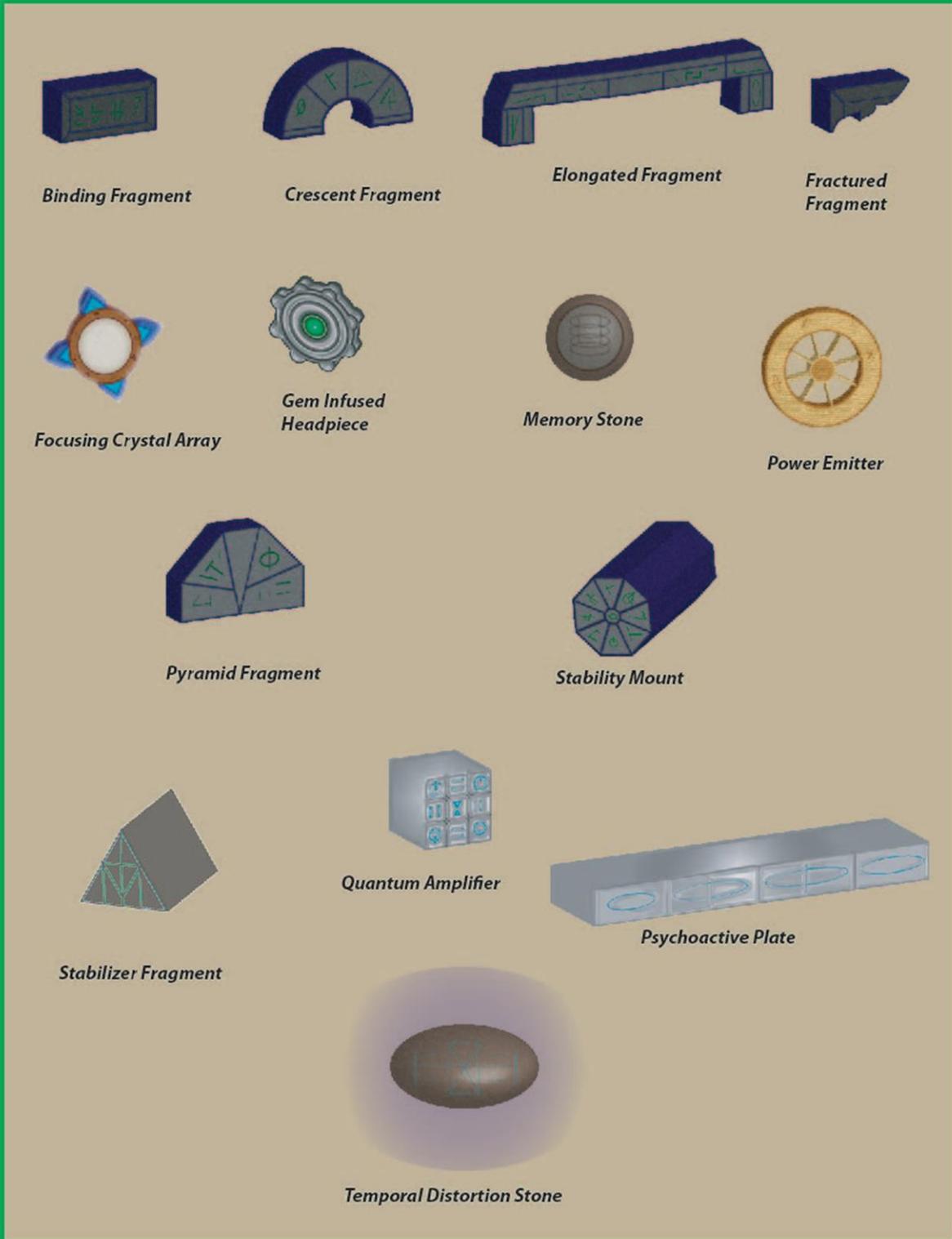
### **Xel'naga Relics**

The core of the artifact creation system is collecting Xel'naga relics. These are pieces or fragments of that race's technology. Their purpose is often mystical, even to the protoss, as even these pieces of technology treat information, matter, and psionics as interchangeable entities. While the true purpose of such a piece is lost with the Xel'naga, protoss artificers are able to tap small amounts of their power to supercharge their own items.

When a Xel'naga relic is found, you can determine what type of item or fragment it is, using the detailed list of fragments below. Previously, all a protoss could do with a relic is donate it to the reliquary for extra honor. This can still be done. If you are uninterested in crafting a relic, found a piece you don't need, or simply need the favor of your peers, you can still donate these different relics. However, some relics are more valuable than others. This system replaces the rules for Xel'naga renown rewards found in Supplement 3. Instead, each relic has its own value.

If crafting a powerful artifact is more your interest, you can hold onto the ancient relic and collect it while looking for more pieces. Each different relic varies slightly from other pieces, and most artifact relics are used for a specific purpose when used to craft a protoss artifact.





## List of Relics

Xel'naga Relic	Honor Reward	Weight/ Inventory Size	Description
<b>Binding Fragment</b>	10	5lbs/ 1	<i>Small, rectangular stone fragment that projects focused, intense power in a contained area</i>
<b>Crescent Fragment</b>	10	5lbs/ 1	<i>Crescent stone fragment that projects great, but focused power across a large object</i>
<b>Elongated Fragment</b>	15	30lbs/ 4	<i>Long, oddly shaped stone fragment that enhances the strength and stability of the object it is mounted upon</i>
<b>Fractured Fragment</b>	5	5lbs/ 1	<i>Broken pieces of a larger Xel'naga fragment, still projects great energy, but unfocused and uncontrolled</i>
<b>Focusing Crystal Array</b>	30	15lbs/ 2	<i>Metal ring containing several otherworldly crystals charged with psionic energy, acting as a battery or supercharger</i>
<b>Gem Infused Headpiece</b>	50	5lbs/ 1	<i>Ornate sphere or disk containing a gemstone that empowers psionic energy when channeled through it</i>
<b>Memory Stone</b>	30	5lbs/ 1	<i>Small spherical stone that contains intelligence, absorbs knowledge, and possess low-level sentience</i>
<b>Power Emitter</b>	25	10lbs/ 2	<i>Round metal device that can take a psionic augmentation crystal and multiple its effects, projecting its power through a larger object</i>
<b>Psychoactive Plate</b>	25	50lbs/ 6	<i>Solid plates of strange metal that reacts and feeds off of psionic energies</i>
<b>Pyramid Fragment</b>	25	5lbs/ 1	<i>Small, pyramid stone fragment that transfer personal psionic energy into palpable power</i>
<b>Quantum Amplifier</b>	50	5lbs/ 1	<i>Square metal device that, when used in conjunction with other Xel'naga relics, greatly amplifies their strength to unpredictable levels</i>
<b>Stability Mount</b>	20	50lbs/ 2	<i>Small stone pillar that possess basic awareness of surroundings, automatically adjusts itself to shape to its environments and provide stability and strength</i>
<b>Stabilizer Fragment</b>	20	25lbs/ 2	<i>Small, prism-shaped stone fragment that absorbs energy harmlessly, used to dampen the effect of uncontrolled psionics</i>
<b>Temporal Distortion Stone</b>	100	30lbs/ 1	<i>Small, round stone with unique symbols, unnaturally heavy, exists in multiple different time zones and multiverses at once, moving or interacting with the stone can affect multiple cosmos or open a rift to the Void</i>
<b>Thought Weave</b>	10	0lbs/ 1	<i>A self-replicating, self-repairing cloth that learns, adapts, and reacts to psionics, ideal for lining garments with psionic power</i>

## Crafting an Artifact

Once you have the base items and the relics required, you can spend the time to create the item. You need several things in order to craft such a powerful object: concept, work space, manpower, time, and a skill check.

### Concept

Before you create an artifact, you must decide what type of artifact you are creating. See the extended list later in this section for the detailed list of all the artifacts you can make. When you are getting ready to craft the artifact, you have probably done detailed research into the artifact as you've been collecting the relics you need to forge your specific item.

Every artifact requires a single base item. This base item is the what you are transforming into an artifact. It still retains all its statistics, functions, and powers as before it was empowered. The artifact profile is a template that modifies the item. For example, if you are taking a Tier 2 Focusing Psi Blade and applying the Storm Blade artifact to it, it would still be a Tier 2 Focusing Psi Blade, except it would also have the powers of Storm Blade artifact ability.

Because creating an artifact is a long term and permanent investment, it is best to use higher tiered base items. You don't want to use valuable relics to empower a tier 1 weapon that will be quick invalidated once you have a higher tiered weapon, unless you have an overabundance of relics. Tier 3 items make the best artifacts, because they are as powerful as they will become and transform into the ultimate items.

## Workspace

Creating an artifact is a long process that takes the proper equipment. The creation process must take place in a protoss workstation. Most protoss settlements have some sort of workstation within their forge, cybernetics bay, or robotics facility. Terran workstations will not do for this type of work: creating an artifact requires specialty protoss equipment. The work will require using hand tools, robotic labor, and automated fabricators. It is a process that requires space, patience, and proper equipment. Without full access to all the facilities, the work cannot commence.

## Manpower

Creating an artifact is not easy. It requires incredibly high difficulty science checks, usually 30 or higher. This restricts their creation to high intelligence, high science skill characters. Characters with the Artificer class are ideal choices, because the class gives bonus to max science and intelligence. However, not everyone will have access to such characters in their party. Even if they do have a phase smith, the costs of failure are high, and they may look for additional help.

Crafting an artifact is like any other skill check; one person makes the check and others can assist. Because creating an artifact is such a difficult activity that involves a whole crew, upwards of 20 people can assist on an artifact creation check. To assist with this check, the character must be either a protoss or have the Racial Familiarity II talent. As normal, assisting requires a DC 15 science check. Every character that succeeds gives +2 to the main characters science skill check.

If you do not wish to risk creating the item yourself and wish for a team of phase smiths to build the item for you, you can request such a service. Doing so usually requires a larger protoss settlement, where teams of individuals labor. To get them to craft such an item for you requires you to permanently give up honor points equal to the crafting DC. Therefore, if you were hiring a team to create an Entropic Blade with a DC 30, it would cost you 30 honor, tradable social currency, with your people to have them do that work for you. This honor is not refundable.

## Time

Creating an artifact requires time, usually 10 hours or more. In general, a hero can work up to 12 hours in a day before the quality of work begins to significantly deteriorate. To give their assist bonus, all additional manpower must be working for roughly the same amount of time as the primary crafter. Like any long term project, the creation process can, and often will, be spaced out over multiple days. The skill check to create the item is not made until all the requisite hours of creation have been made.

## Skill Check

You and your team have put in many long hours to the project, laboring away in a forge to create the ultimate expression of power. Finally, it comes to making the skill check. Your assistants roll their assist science checks, giving you +2 for every assisted check. Then you make your science check to craft the item. If your check is successful, then you, or the party member you are crafting it for, have a new artifact.

If you fail the DC, you do not create the artifact. Even worse, you might damage some of the components. If you fail the check by 10 or more, you cannot repeat the check and all the Xel'naga relics are destroyed. If you fail the check by 20 or more, the base item is also destroyed.

## The Created Artifact

Once the check is done, you have created the artifact! You should have a good idea of what it does at this point. Many artifacts base their power off the user's Psi Level. Others, namely artifact garments, rely on being filled with augmentation crystals for the user to gain their benefit. Unless stated otherwise, to use an artifact garment it must be filled with augmentation crystals that you are currently attuned to. Specifically, it must be augmentation crystals that you have active on your limited list of augmentation crystals you can have at once.

You may decide you no longer want your artifact for some reason and decide to donate it to the reliquary. If it was a found and recovered item that you did not requisition, it is worth twice as much honor for donating it. If it was an item that you requisitioned and upgraded, you still only regain the cost that you paid for it. If it was a starting item, it is still worth no bonus honor.

To make your item more than a statistic block, you should give any crafted artifact a unique, compelling, and epic name. The *Blade of the Hierarch* is much more interesting than a Tier 3 Focusing Psi Blade with Storm Blade.

## Artifact Template List

Artifact	Base Item	Effect
Anti-Gravity Rod	Staff of Force	+10 accuracy and slows target
Argus Talisman	Amulet	+5 accuracy with psionic powers
Charged Implement	Implement (any)	+1 PL for using the implement, +2 penetration
Cloak of Levitation	Cloak	Removes falling damage, allows levitation, improves jumps checks
Cosmic Beamer	Focusing Crystal OR Prism Cannon	+2 Rending, +1 range increment, increases ammunition capacity to 3
Entropic Blade	Psionic Melee Weapon	+5 rending, +1 crippling wounds (one-handed) or +1 cleaving (two-handed)
Focusing Bracers	Bracer	+5 damage with psionic powers
Hood of Eversight	Hood	Make detector actions as a minor, allows sight and attacking phase shifted targets
Infused Blade	Psionic Melee Weapon	Weapon gains bonuses depending on which psionic power is in it
Lightweight Recovery Armor	Light or Heavy Protoss Armor	Regains 1 extra energy fatigue and gains 5 temporary hit points each turn
Memory Hood	Hood	+2 to lore checks, perfect memory, recovers 1 extra energy fatigue per turn
Might of the Gods Armor	Protoss Powered Armor	+4 armor bonus to strength
Obliteration Rod	Plasma Rod	+30 penetration
Overcharged Implement	Implement (any)	+2 PL for using the implement, +5 penetration, weapon has less ammo capacity and causes energy fatigue
Powered Strife Blade	'Strife' Melee Weapon	+1 power rating, gains psionic or psionic infusion weapon traits
Prism Ring	Ring	+5 damage and penetration with psionic powers
Psionic Bulwark Armor	Protoss Powered Armor	+10 personal shield armor
Psionic Empowerment Armor	Protoss Powered Armor	+4 manifestation bonus, regains 1 extra energy fatigue each round
Psionic Plating	Protoss Powered Armor	Bonus damage resistance equal to PL
Psionic Reinforced Light Armor	Light or Heavy Protoss Armor	Bonus damage resistance and shield armor equal to ½ PL
Purification Cannon	Glaive Cannon OR Incendiary Cannon	+2 burst area, +10 penetration, +2 accuracy
Recollection Ring	Ring	Changes socket type, gives three times normal bonus for Ilhan crystal
Ring of Time Manipulation	Ring	Allows looking forward or backwards in time
Robe of Focusing	Robe	While focusing, gains +4 psionic accuracy and +1 PL
Sacred Pendant	Amulet	+2 resolve, +10 psionic resistance, +5 damage resistance
Scepter of Dominance	Staff of Command	+5 rending and gives Tormented condition
Shadow Cloak	Cloak	+10 stealth checks, bonus move speed while cloaking, harder to detect with spotter or detector actions
Shielding Harness	Harness	Gives extra-large personal shields
Solarite Blade	Psionic Melee Weapon	+5 penetration and +1 cleaving (two handed) or +10 penetration (one-handed)
Solarite Bombardment Cannon	Photon Barrage Cannon	-2 accuracy, +10 penetration and +15 damage
Staff of Time Warping	Staff of Force OR Staff of Thunder OR Staff of Command	Manifest <i>Time Rift</i> psionic power once per day, targets of weapon are flat-footed
Storm Blade	Psionic Melee Weapon	Weapon deals area effect damage upon hitting a target
Teleportation Harness	Harness	Can use multiple functions of a teleportation unit, can teleport twice as far
Temporal Armor	Protoss Powered Armor	Can phase out of reality, becoming harder to hurt
Thundergod Scepter	Electro Rod OR Staff of Thunder	+2 accuracy, Hailfire (+1), Stun weapon trait
Unnatural Speed Armor	Protoss Powered Armor	+2 armor bonus to strength and agility
Void Blade	Psionic Melee Weapon	+15 base damage (one-handed) or +25 base damage (two-handed)
Vorpal Blade	Psionic Melee Weapon	+10 base damage, +10 penetration, +1 cleaving
Warrior's Bracer	Psi Blade	Psi Blade gains vengeance socket, gives +1 defense and +2 shield armor, gains extra damage based on augmentation crystal in socket
Warrior's Robe	Protoss Armor Suit	Gains extra wisdom and immortality socket, +2 damage resistance, gives +10 shield pool and +2 shield armor per attuned augmentation crystal

## Artifact Description

These are all the artifacts that can be created with Xel'naga relics, their difficulty to craft, their components, and their costs.

### Anti-Gravity Rod

**Base Item:** Staff of Force

**Required Components:** Uraj Fragment, Khaydarin Crystal, Elongated Fragment, Power Emitter, Focusing Crystal Array

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The Staff of Force gains +10 accuracy and applies the Slowed condition for 2 rounds if the attack bypasses toughness.

### Argus Talisman

**Base Item:** Amulet

**Required Components:** Argus Crystal, Gem Infused Headpiece

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** When the amulet has an argus crystal that the user is attuned to, they gain +5 accuracy with all psionic powers.

### Charged Implement

**Base Item:** Implement (any)

**Required Components:** Pyramid Fragment, Focusing Crystal Array, Stabilizer Fragment, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The implement has an enhanced power charge. The implement counts the user's PL as 1 higher for all effects, and the implement gains +2 penetration.

### Cloak of Levitation

**Base Item:** Cloak

**Required Components:** Thought Weave

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** While the cloak is filled with augmentation crystals that the user is attuned with, it helps the wearer defy physics. The user always slow falls, suffering no falling damage. They also gain +20 to jump checks and can benefit from the *Levitation* psionic power as if manifested by a caster of their Psi Level.

### Cosmic Beamer

**Base Item:** Focusing Crystal OR Prism Cannon

**Required Components:** Focusing Crystal Array, Khaydarin Crystal x2, Power Emitter

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The chosen implement is greatly empowered, gaining +2 rending and increasing its base range by one increment. It also increases its base ammunition capacity by 3.

### Entropic Blade

**Base Item:** Psionic Melee Weapon

**Required Components:** Power Emitter, Bloodshard Crystal, Pyramid Fragment, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** The chosen psionic weapon gains +5 rending. If it is a one-handed weapon, it deals +1 crippling wound point upon dealing a wound. If it was a two-handed weapon, it gains Cleaving (+1) instead.

### Focusing Bracers

**Base Item:** Bracer

**Required Components:** Pyramid Fragment, Stabilizer Fragment

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** When the bracer is full of augmentation crystals that the user is attuned to, they deal +5 damage with all psionic powers that deal damage.

## Hood of Eversight

**Base Item:** Hood

**Required Components:** Thought Weave, Temporal Distortion Stone

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** The hood allows sight into the beyond. The character can make detector actions as a minor action, with a range of 5xPL squares. Once they make the detector action, they can also see creatures that are phased out of the time, in an alternate dimension, or otherwise incorporeal. In addition, in the turn they make the detector action, they can harm such characters with their psionic powers, even though such foes normally cannot be harmed or interacted with.

## Infused Blade

**Base Item:** Psionic Melee Weapon

**Required Components:** Pyramid Fragment, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** The character can manifest a psionic power and, instead of channel the power normally, can place the effect into their blade. The wielder's psionic weapon gains a special benefit for 5 rounds based on psionic discipline of power they channeled into the blade. They cannot benefit from multiple effects at once. Applying a new effect replaces the old one.

-Telepathy: Weapon deals Psionic damage and gains +5 rending

-Telekinesis: If weapon bypasses defense and toughness, gives target the Slowed and Staggered conditions for 1 round

-Cloaking: Targets of the weapon attack are always flat-footed and denied their agility bonus

-Augmentation: Weapon gains +6 damage

-Energy: Weapon gains +10 penetration

-Temporal: User can make 2 additional strikes beyond normal when attacking with that weapon

-Pyromancy: Weapon gains the Flames trait, and gains +10 attacks versus toughness to set foes on fire

-Technopathy: Weapon deals EMP damage.

## Lightweight Recovery Armor

**Base Item:** Light or Heavy Protoss Armor

**Required Components:** Thought Weave, Stability Mount, Memory Stone

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** While wearing the armor, the character recovers 1 extra energy fatigue at the start of every turn and gains 5 temporary hit points at the start of each turn. These hit points are not cumulative.

## Memory Hood

**Base Item:** Hood

**Required Components:** Thought Weave, Ilhan Crystal, Memory Stone

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** While wearing the hood, the character has perfect recollection of all their previous memories. This perfect recollection gives a +2 bonus to lore checks to know about a subject, and the GM should remind the player any information that they forgot over time. In addition, the character recovers 1 extra energy fatigue at the start of every turn. These effects only function as long as the character is attuned to all of the crystals within the hood.

## Might of the Gods Armor

**Base Item:** Protoss Powered Armor

**Required Components:** Elongated Fragment, Stability Mount

**Crafting Requirements:** 30 Science and 40 hours of work

**Benefit:** While worn, this armor's strength modifier increase by 4, cumulative with whatever strength modifier the armor already has.

## Obliteration Rod

**Base Item:** Plasma Rod

**Required Components:** Gem Infused Headpiece, Focusing Crystal Array, Binding Fragment

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** This rods energy projectile is even more difficult to stop, gaining +30 penetration value.

## Overcharged Implement

**Base Item:** Implement (any)

**Required Components:** Pyramid Fragment, Focusing Crystal Array, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The implement is charged with psionic energy beyond its intended use. The implement counts the user's PL as 2 higher for all effects, and the implement gains +5 penetration. However, the weapon causes 2 energy fatigue to the user whenever used and has half its normal ammunition capacity (minimum of 1).

## Powered Strife Blade

**Base Item:** 'Strife' Melee Weapon

**Required Components:** Pyramid Fragment, Power Emitter, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** The archaic strife blade now has a destructive energy current around it. The weapon gains +1 power rating to its damage. One-handed strife weapons gain the Psionic weapon trait, while two-handed weapons gain Psionic Infusion weapon trait.

## Prism Ring

**Base Item:** Ring

**Required Components:** Pyramid Fragment, Khaydarin Crystal, Power Emitter

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** This ring amplifies psionic powers. While this ring has a crystal within that is attuned to the wielder, the ring gives +5 damage and penetration to all offensive psionic powers.

## Psionic Bulwark Armor

**Base Item:** Protoss Powered Armor

**Required Components:** Focusing Crystal Array, Plasma Shielding Crystal, Stability Mount, Psychoactive Plate, Power Emitter

**Crafting Requirements:** 35 Science and 60 hours of work

**Benefit:** This armor has an improved shield project that adds extra durability and layers to the character's personal shields. The character's personal energy shields gains +10 shield armor.

## Psionic Empowerment Armor

**Base Item:** Protoss Powered Armor

**Required Components:** Khaydarin Crystal, Stability Mount, Psychoactive Plate, Memory Stone, Gem Infused Headpiece

**Crafting Requirements:** 35 Science and 60 hours of work

**Benefit:** This armor recharges the character's focus and psionic energies. They gain +4 to manifestation checks to manifest psionic powers and regains 1 extra energy fatigue every turn.

## Psionic Plating

**Base Item:** Protoss Powered Armor

**Required Components:** Psychoactive Plating, Stability Mount, Elongated Fragment

**Crafting Requirements:** 30 Science and 40 hours of work

**Benefit:** The armor hardens based on the character's psionic power level. The armor gains bonus damage resistance equal to the wearer's Psi Level.

## Psionic Reinforced Light Armor

**Base Item:** Light or Heavy Protoss Armor

**Required Components:** Thought Weave, Stability Mount, Psychoactive Plating

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** The armor projects an aura that displaces incoming attacks. When worn, the armor gains bonus damage resistance equal to  $\frac{1}{2}$  the user's PL. They also gain an equal amount of shield armor for their personal shields.

## Purification Cannon

**Base Item:** Glaive Cannon OR Incendiary Cannon

**Required Components:** Elongated Fragment, Quantum Amplifier, Stability Mount, Stabilizer Fragment

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The artifact implement gains a more powerful, destructive, projectile. The implement gains +2 burst area, +10 penetration, and +2 accuracy.

## Recollection Ring

**Base Item:** Ring

**Required Components:** Memory Stone, Power Emitter, Ilhan Crystal

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** When transformed into an artifact, the socket in the ring can be changed to any other socket type of the crafter's choosing. For example, it can be transformed into a Vengeance or Dominance socket, if desired. In the meantime, if an Ilhan crystal is placed within the recollection ring and attuned by the wearer, it gives three times the normal bonus. For example, an Ilhan crystal within the ring's Vengeance socket instead gives +3 accuracy instead of +1.

## Ring of Time Manipulation

**Base Item:** Ring

**Required Components:** Temporal Distortion Stone, Power Emitter, Void Fragment Crystal, Stabilization Fragment

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** This ring has a connection to the time stream and can be used to view events in the past or future around the character's present location. It can only be used in this way once every 24 hours. Viewing past events in a location requires a DC 15 psionics check. The check gains +1 DC for every day beyond the first you want to rewind. Looking into the future is identical, except it requires a DC 20 psionics check by base. Failing a check wastes the ring's usage for that time span. Failing by 10 or more causes the user to suffer psionic damage equal to 4x the DC of the check. Note that the ring only allows you to view events, not change time. It is simply a method to review what has happened or will happen in an area. Note that viewing the future is unpredictable, because it is always in flux. It only views the most likely events that are going to happen.

## Robe of Focusing

**Base Item:** Robe

**Required Components:** Thought Weave, Ilhan Crystal, Power Emitter, Quantum Amplifier

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** When the artifact robe is full of augmentation crystals, and the user is attuned to all the crystals, they gain extra bonus while performing a focus combat behavior. While focusing, the character gains an addition +4 psionic accuracy and manifests powers at +1 Psi Level.

## Sacred Pendant

**Base Item:** Amulet

**Required Components:** Memory Stone, Gem Infused Headpiece

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** The sacred pendant protects the user from psionic assault. When all the crystal slots in the amulet are attuned, the amulet gives +2 resolve and +10 psionic resistance. It also gives the user +5 damage resistance against all psionic powers that are not apart of the telepathy discipline.

## Scepter of Dominance

**Base Item:** Staff of Command

**Required Components:** Elongated Fragment, Khaydarin Crystal, Power Emitter, Crescent Fragment

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The artifact staff causes crippling psionic pain and loss of control for the subject. The implement gains +5 rending, and struck targets gain the Tormented condition for one round.

## Shadow Cloak

**Base Item:** Cloak

**Required Components:** Thought Weave, Power Emitter, Khalis Fragment

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** The shadow cloak hides its user from sight by manipulating shadows for their favor. It only functions while filled with augmentation crystals that the user is attuned to. When active, it gives the user +10 to stealth checks and +4 movement speed while effected by the *Cloaking* psionic power. In addition, anyone trying to spot you with a spotter or detector action must make a perception check to notice you, DC 10+ ranks of stealth + ranks of psionics.

## Shielding Harness

**Base Item:** Harness

**Required Components:** Power Emitter, Quantum Amplifier, Plasma Shielding Crystal

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** This harness provides an improved energy shield to the user. While the harness is equipped with two plasma shielding crystals, and both are attuned, the user gains a shield pool equal to 30x their Psi Level instead of the normal amount.

## Solarite Blade

**Base Item:** Psionic Melee Weapon

**Required Components:** Power Emitter, Solarite Shard, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** The psionic weapon is infused with solar energy, allowing it to cut through any target. The weapon gains +5 penetration, or +10 penetration if it was a one-handed weapon. If it was a two-handed weapon, it also gains Cleaving (+1).

## Solarite Bombardment Cannon

**Base Item:** Photon Barrage Cannon

**Required Components:** Power Emitter, Solarite Shard, Focusing Crystal Array, Stabilizer Fragment, Elongated Fragment

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** The artifact implement has been redesigned to fire a barrage of solar energy blasts instead of lesser photon blasts. It suffers -2 accuracy because of the slower speed of the projectile, but it gains +10 penetration and +15 base damage.

## Staff of Time Warping

**Base Item:** Staff of Force OR Staff of Thunder OR Staff of Command

**Required Components:** Temporal Distortion Stone, Memory Stone x2, Elongated Fragment, Crescent Fragment, Quantum Amplifier, Stabilizer Fragment

**Crafting Requirements:** 40 Science and 100 hours of work

**Benefit:** This staff can control time in an area around it, making it incredibly deadly. The user of this staff can spend a full-round action to manifest the *Time Rift* temporal psionic power as if manifested at a Psi Level of 10. This usage can only be done once per 24 hours but does not cost the user any energy fatigue. The effect lasts for 5 minutes. In addition, the target of any of this implement's attacks are flat-footed.

## Storm Blade

**Base Item:** Psionic Melee Weapon

**Required Components:** Power Emitter, Fractured Fragment, Stabilizer Fragment, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** This psionic blade releases a destructive energy current when it attacks. When this weapon hits a target, all enemy targets adjacent to the primary target suffer a hit of energy damage equal to 4 times the user's PL. If this artifact weapon is two-handed, it deals 8xPL energy damage instead.

## Teleportation Harness

**Base Item:** Harness

**Required Components:** Fractured Fragment x2, Stabilizer Fragment, Teleportation Unit

**Crafting Requirements:** 30 Science and 10 hours of work

**Benefit:** When the harness is imbued with two teleportation units augment crystals, the teleportation harness can be used as if it had the effect of any and all socket options for a crystal. For example, a teleportation harness gains the usage of a Normal, Wisdom, Vengeance, Immortality, and Dominance sockets. Each teleportation method shares a recharge time and is not separate from one another. The teleportation unit has a recharge time based on the last type of teleportation used. When the unit recharges, any teleportation method can be used. In addition, no matter the type of teleportation used, you can teleport twice as far as normal.

## Temporal Armor

**Base Item:** Protoss Powered Armor

**Required Components:** Temporal Distortion Stone, Plasma Shielding Crystal, Memory Stone, Stability Mount, Psychoactive Plate, Thought Weave x2

**Crafting Requirements:** 40 Science and 150 hours of work

**Benefit:** The artifact temporal armor can slowly phase the user out of existence, making them difficult to harm. This temporal phasing feature has 3 phases. It can move to the next phase by spending a minor action once per turn. The first phase gives the user +5 damage resistance and defense, but a -2 penalty to their attack accuracy as their attacks are out of phase as well. In this phase, they also ignore difficult terrain. The second phase increase the damage resistance and defense bonus to +10, and the penalty to attacks to -5. In this phase, they can pass through immovable objects as long as they end their movement outside of an object. They also do not provoke opportunity attacks in this phase. Once they reach phase three, they blink of existence for 2 rounds. They are essentially gone. They reappear in their original square, or the nearest unoccupied square, on the third round after they disappear. Once they reappear, the temporal armor has reset and has no phasing bonuses or penalties.

## Thundergod Scepter

**Base Item:** Electro Rod OR Staff of Thunder

**Required Components:** Focusing Crystal Array, Gem Infused Headpiece, Elongated Fragment, Stabilizer Fragment

**Crafting Requirements:** 35 Science and 20 hours of work

**Benefit:** This artifact implement is charged with even more lightning. The weapon gains +2 accuracy, Hailfire (+1), and the Stun trait.

## Unnatural Speed Armor

**Base Item:** Protoss Powered Armor

**Required Components:** Elongated Fragment, Quantum Amplifier, Stability Mount

**Crafting Requirements:** 30 Science and 40 hours of work

**Benefit:** This artifact armor greatly enhances the character's speed and power. The armor's ability score bonuses increases by +2 strength and +2 agility, cumulative with the existing ability score modifier for the armor type.

## Void Blade

**Base Item:** Psionic Melee Weapon

**Required Components:** Void Fragment Crystal, Stabilizer Fragment, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** The weapon is empowered with void energies, striking even harder than before. One-handed weapons with this power deal +15 base damage, while two-handed weapons with this power deal +25 base damage.

## Vorpal Blade

**Base Item:** Psionic Melee Weapon

**Required Components:** Fractured Fragment x2, Quantum Amplifier, Pyramid Fragment, Stabilizer Fragment, Temporal Distortion Stone, Crescent Fragment (two-handed weapon) or Binding Fragment (one-handed weapon)

**Crafting Requirements:** 40 Science and 100 hours of work

**Benefit:** This weapon is unnaturally power, slicing clean through any target as if they did not exist. Its touch is pure annihilation. The weapon gains +10 base damage, +10 penetration, and the Cleaving (+1) weapon trait.

## Warrior's Bracers

**Base Item:** Psi Blade

**Required Components:** Bracer, Psychoactive Plate, Binding Fragment

**Crafting Requirements:** 30 Science and 20 hours of work

**Benefit:** This psi blade now provides a vengeance socket. It also gives the user a +1 shield bonus to defense and +2 shield armor. Finally, the psi blade gains +10 damage if it has an attuned augmentation crystal in its socket that matches the psionic weapon origin of the weapon.

-Focusing Blade: Uraj Fragment

-Warp Blade: Khalis Fragment

-Bane Blade: Bloodshard Crystal

-Purity Blade: Solarite Fragment

## Warrior's Robe

**Base Item:** Protoss Armor Suit

**Required Components:** Robe, Thought Weave, Stability Mount, Quantum Amplifier

**Crafting Requirements:** 30 Science and 40 hours of work

**Benefit:** This protoss armor suit has been refined into a suit of robed armor that possess an extra wisdom and immortality socket on top of the normal defenses. It improves its base damage resistance by 2. In addition, for every attuned augmentation crystal within the armor, the character gains +10 shield pool and +2 shield armor.

## Random Xel'naga Relic Pieces

You may want to quickly and randomly determine the Xel'naga relics that a location contains. This can be rolled once or multiple times, based on how many relics you want to be within a location. This can be used to determine the relics within an archeological dig, a research lab, protoss temple, or certain part of a Xel'naga worldship. Roll a d20 on this table to determine what you find. Most results will require you to roll one or more additional d20s for exact results.

Dice Roll	Items Found
1	Fractured Fragment
2	Roll d20: on a 1-10, 2 Fractured Fragments, on a 11-20, a Thought Weave
3	Roll d20: on a 1-10, a Binding Fragment, on a 11-20, a Crescent fragment
4	Elongated Fragment
5	Roll two d20s: on each 1-10, 2 Fractured Fragments, on each 11-20, a Thought Weave
6	Roll two d20s: on each 1-10, a Binding Fragment, on a 11-20, each crescent fragment
7	Roll d20: on a 1-10, a Stability Mount, on a 11-20, a Stabilizer Fragment
8	Elongated Fragment x2
9	Roll three d20s: on each 1-10, a Binding Fragment, on each 11-20, a Crescent fragment
10	Roll d20: on a 1-7, a Power Emitter, on a 8-14, a Psychoactive Plate, on a 15-20, a Pyramid Fragment
11	Focusing Crystal Array
12	Roll five d20s: on each 1-10, 2 Fractured Fragments, on each 11-20, a Thought Weave
13	Memory Stone
14	Roll two d20s: on each 1-7, a Power Emitter, on each 8-14, a Psychoactive Plate, on each 15-20, a Pyramid Fragment
15	Elongated Fragment x3
16	Focusing Crystal Array
17	Roll five d20s: on each 1-10, a Binding Fragment, on each 11-20, a Crescent fragment
18	Gem Infused Headpiece
19	Roll a d20: on a 1-7, a Memory Stone, on a 8-14, a Focusing Crystal Array, on a 15-20, a quantum amplifier
20	Roll a d20: on a 1-5, a Memory Stone, on a 6-10, a Focusing Crystal Array, on a 11-15, a quantum amplifier, on a 16-20, a temporal distortion stone

# Chapter 6: New Protoss

## Constructs

The new protoss subraces in this resource use a variety of different vehicles and war machines in their conquest of the Koprulu Sector. The Tal'darim use their own cybernetic walkers, slayers and vanguards, while also utilizing variant militant engines such as havocs and wrathwalkers. The Purifiers, masters of robotics, utilize non-sentient combat drones, time-manipulating energizers, mirage strike fighters, and towering megalith defensive machines.

### Tal'darim Cybernetic Walkers

These are a selection of new cybernetic walkers available to the Tal'darim. They are the Tal'darim equivalent of dragoons and immortals for the Aiur protoss. They follow all rules for cybernetic walkers as discussed in Chapter 6 of Supplement 3: The Protoss, reprinted here for convenience.

When a Protoss character is placed into a cybernetic walker, they modify their statistics based on their new body. They gain a permanent bonus to their strength and fortitude. In addition, their maximum ability scores are modified by their new size. This is not considered an armor bonus; this is their new statistics from now on. Therefore, the character's hit points are re-done based on the construct's size and fortitude. Essentially, the construct and the character are one, and not two separate entities as is normally the case with vehicles.

The character uses the base speed of the construct modified by their agility as normal. They determine their damage resistance as normal, using the character's fortitude as normal, and gaining the damage resistance of the construct on top of their inherent sources of damage resistance. Those interred within a cybernetic walker cannot wear any armor or have any equipment within the walker, so there is not a chance of stacking personal armor with the cybernetic walker's armor. The character can still manifest Psionic powers but cannot affect themselves with powers from the *Cloaking* or *Augmentation* psychic disciplines unless they have a specific rule that states otherwise.

Cybernetic Walkers do not have healing thresholds and cannot be healed through usage of the medicine skill and are instead repaired like vehicles. However, they are still able to be healed via morale or psionic based healing. This includes psionic powers such as *Astral Winds*, *Regeneration*, or *Soul Eater* and effects that would grant healing based on gaining morale points. This is because these walkers are enhanced cybernetics that draw strength from the psionic prowess of the wielder.

All Cybernetic Walkers have a number of Augmentation Crystal sockets, allowing them to be customized to some degree by their user. This is all the customization available to them, however, as walkers cannot use weapons, armor, garments, or gear items other than what is built into the armor.

Cybernetic walkers do not receive disfigurements upon being reduced to 0 hit points. Upon reaching 0 hit points, they check to see if they explode or are wrecked, as normal for constructs. If the vessel explodes, the pilot is killed. If the vehicle is wrecked, they count as suffering a 31+ torso disfigurement. If they survive, they can be interred in another walker.

Purifiers do not use cybernetic walkers. They are already digital information stored in a robotic shell. If they are killed, their consciousness is just uploaded by the Cybros and placed in a new body. Therefore, cybernetic walkers are redundant for them. However, they have adopted the chassis of the Immortal cybernetic walker and frequently use it as a vehicle to load their consciousness into. Therefore, you will see the Immortal walker as an example purifier vehicle later in the chapter.

## Slayer

### Large-sized Cybernetic Walker, High Threat

**Strength:** +6

**Fortitude:** +3

**Space:** 2 by 2 squares

**Reach:** 2

**Base Speed:** 6

**Defense:** 7 +Defense Training +Agility

**Equipment Loadout:** Twin-linked Particle Disruptor, Large Bash, Reinforced Hull

**Sockets:** 2 Dominance Sockets, 1 Vengeance Socket

**Special Ability (Phase Shift):** The character imbedded within the slayer gains the *Phase Shift* psionic power if they did not already possess it, and even if they were incapable of casting or meeting the requirements for it. However, the slayer is only capable of manifesting the *Phase Shift* power on itself and can spend an opportunity attack to manifest it on itself any time it suffers a crippling wound. If they do so, the *Phase Shift* power of the slayer has half the energy fatigue cost (3), does not require a manifestation check, and the caster never overcharges when casting *Phase Shift*. When activating *Phase Shift* as a reaction, they can end the effect instantly at the beginning of any turn.

**Special Ability (Taxing Hatred):** Any ability that allows the tal'darim to sacrifice a healing threshold for an effect, such as the tal'darim Channeled Aggression ability, instead causes the tal'darim to take 20+ level damage, ignoring damage resistance and energy shields.

**Special Ability (Power of Spirit):** The stronger of character the pilot within is, the stronger the exoskeleton becomes. At 10<sup>th</sup> level, the slayer's weapon and armor increase to tier 2. At 20<sup>th</sup> level, the slayer's weapons and armor increase to tier 3.

**Special Ability (Strider):** The slayer ignores all difficult terrain.

**Special Ability (Cumbersome):** The cumbersome exoskeleton gives the character a -2 penalty to athletics, acrobatics, and stealth checks.

**Description:** The Slayer is the tal'darim remodel of the Stalker exoskeleton and is very similar to that frame. Like the stalker, the slayer is entered when the essence of a tal'darim warrior is melded with the exoskeleton and becomes its new body. Unlike the stalker, tal'darim often enter the slayer willingly. They sacrifice their ability to ascend the Chain of Ascension in order serve their High Lord eternally as living weapons.

**Restriction:** A Slayer only supports a Tal'darim protoss, and one that is at least 8<sup>th</sup> level.

## Particle Disruptor

### Vehicle Ranged Weapon

**Damage:** 30

**Accuracy:** +1

**RoF:** Average

**Range:** Long

**Shots:** NA

**Power Rating:** +4

**Special Traits:** Penetration (15), Psionic Power Source, Energy Damage

**Description:** The weapon of choice of the Tal'darim slayers, these beams of energy destroy matter that they come in contact with. They are similar to phase disruptors, except are more focused and less powerful. Particle disruptors also channel the user's psionic power source for increased effectiveness.

## Vanguard

### Huge-sized Cybernetic Walker, Extreme Threat

**Strength:** +10

**Fortitude:** +8

**Space:** 3 by 3 squares

**Reach:** 2

**Base Speed:** 6

**Defense:** 5 +Defense Training +Agility

**Equipment Loadout:** Tier 2 Scatter Cannon, Tier 2 Huge-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull

**Sockets:** 2 Vengeance Sockets, 1 Immortality Socket, 1 Normal Socket

**Special Ability (Power of Spirit):** The stronger of character the pilot within is, the stronger the exoskeleton becomes. At 20<sup>th</sup> level, the vanguard's weapons and armor increase to tier 3.

**Special Ability (Empowered Shield Generator):** The Vanguard gains +100 shield pool over what the character would normally possess.

**Special Ability (Extremely Cumbersome):** The cumbersome exoskeleton gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

**Special Ability (Taxing Hatred):** Any ability that allows the tal'darim to sacrifice a healing threshold for an effect, such as the tal'darim Channeled Aggression ability, instead causes the tal'darim to take 20+ level damage, ignoring damage resistance and energy shields.

**Description:** Like the Immortal it is based on, the Vanguard is a heavy assault cybernetic walker that contains a wounded or maimed tal'darim warrior. The tal'darim do not treasure their vanquished dead as more civilized protoss do and falling in battle is considered a disgrace rather than an honor. Those who are too wounded to keep fighting often beg to be inserted into a Vanguard, so they may redeem their reputation in the eyes of their comrades. Once part of a Vanguard, they fight at the frontline of every engagement without fear or mercy, hoping their vicious and valiant fighting vindicates their failures before the Highlord.

**Restriction:** A Vanguard only supports a Tal'darim protoss, and one that is at least 15<sup>th</sup> level.

## Scatter Cannon

**Damage:** 28

**Accuracy:** +0

**RoF:** Full Auto

**Range:** Distant

**Shots:** NA

**Power Rating:** +4

**Special Traits:** Penetration (20), Burst (2), Hailfire (2), Ground Fire, Cluster Blast, Grenade

**Description:** The scatter cannon is the ubiquitous weapon of the vanguard. It fires a volley of tiny energy spheres, which arc through the air and then bombard a target area. The sheer volume of shots every time the scatter cannon fires means it is difficult to avoid its onslaught, and a direct hit with all the projectiles is simply devastating.

### \*Cluster Blast

**Description:** When making an automatic area burst, increase the area of the burst to triple the burst radius. When making a focused burst, increase its burst area to double the burst radius. For example, for a Burst 2 attack, a standard burst would become a burst 6 and a focused burst would become a burst 4.



## New Protoss Vehicles

This section are new protoss vehicles that are available for your StarCraft campaigns. See StarCraft Supplement 6 for rules on capital ship and other larger vehicles, that you may see referenced throughout this resource.

### Immortal, Purifier

#### Huge Protoss Walker, Extreme Threat

**Hit Point:** 408

**Strength/ Fortitude:** 18

**Pilot Requirements:** 3

**Base Speed:** 6

**Energy Shield:** 200

**Crew:** Uploaded Pilot

**Base Gear:** Tier 2 Twin-linked Phase Cannon, Tier 2 Huge-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull

**Damage Threshold:** 50

**Structure Rating:** 8

**Space:** 3 by 3 squares

**Defense:** 5 +Defensive Training +Agility

**Toughness:** 44

**Damage Resistance:** 37

**Reach:** 2 squares

**Special Ability (Hardened Shields):** The pilot of the immortal can focus to activate their hardened shields, causing their shields to take very little oncoming damage. Any round they perform a Focus combat behavior, the immortal gains +20 shield armor.

**Special Ability (Data Consciousness):** The purifier immortal does not have room within for a pilot. Instead, the pilot of the immortal is a purifier warrior whose consciousness is uploaded into the immortal shell. If the immortal is destroyed, the purifier is uploaded back to either Cybros or their current primary body. However, the trauma of the immortal's destruction stuns the purifier for 2 rounds.

**Special Ability (Repair Subroutines):** The Immortal, while it has a purifier consciousness within, has a regeneration value of 5.

**Special Ability (Extremely Cumbersome):** The cumbersome exoskeleton gives the piloting character a -4 penalty to athletics, acrobatics, and stealth checks.

After their introduction in the Daelaam, the Purifiers devised a version of the Immortal cybernetic walker. Rather than placed a gravely wounded protoss warrior within the shell, they simply upload the consciousness of one of their own soldiers into the Immortal. Purifiers use immortals as heavy artillery units to support their ground forces. When not in use, the data smiths switch the pilot back into the physical body while they repair the immortal.



## Mirage, Purifier

### Gargantuan Protoss Aerial Vehicle, Extreme Threat

**Hit Point:** 480

**Strength/ Fortitude:** 17

**Pilot Requirements:** 6

**Acceleration Rating:** 120

**Energy Shield:** 180

**Crew:** Pilot

**Base Gear:** Tier 2 Front-Mounted Twin-linked Ion Cannon, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 2 Reinforced Hull

**Damage Threshold:** 56

**Structure Rating:** 7

**Space:** 4 by 4 squares

**Max Speed:** 1,000

**Toughness:** 50

**Damage Resistance:** 29

**Reach:** NA

**Defense:** 4 +Defensive Training +Agility

**Special Ability (Mobile Craft):** The mirage has advanced targeting systems, and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

**Special Ability (Ion Barrage):** When attacking a foe that the mirage is moving faster than, the mirage gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive a number of bonus strikes this way equal to their agility.

**Special Ability (Phasing Armor):** The mirage can occasionally phase out of reality to avoid enemy attacks. These engines allow the purifier to 'blink' out of reality when suffering an attack. When the vehicle is attacked, once per round the defender can make a pilot check against the attack role. If they succeed, the vehicle phases out of the time stream when the attack comes, and it simply passes by them. The mirage immediately phases back in. This function cannot be used unless the pilot is a purifier protoss.

The mirage is a purifier modification of the Daelaam phoenix. While mostly the same vehicle, the mirage replaces the phoenix's gravity beam with phase-shifting technology that allows the mirage to blink out of reality to avoid an attack. This technology is experimental and is deadly for biological pilots to use. However, the phase armor has no ill effects on a purifier pilot, therefore these vehicles are generally reserved for the race that crafts them. Alongside fleets of purifier scouts, mirages form the core of the purifier's strike-fighter armada.



## Star Relic

### Massive Protoss Aerial Vehicle, Epic Threat

**Hit Point:** 1,586

**Strength/ Fortitude:** 26

**Pilot Requirements:** 8

**Acceleration Rating:** 100

**Energy Shield:** 800

**Crew:** Pilot, Room for 20 passengers or equivalent vehicles or cargo

**Base Gear:** Tier 2 Turret-Mounted Void Orb Cannon, Navigation System, Telepathic Augmenter, Advanced Thrusters, Tier 2 Heavy Plated Hull, Warp Drive, Afterburners

**Damage Threshold:** 114

**Structure Rating:** 8

**Space:** 30 by 30 squares

**Max Speed:** 2,000

**Toughness:** 108

**Damage Resistance:** 41

**Reach:** NA

**Defense:** 0 +Defensive Training +Agility

**Special Ability (Automated Command Crew):** The star relic is only piloted by a single character, relying on automation for most of its functions. However, this automation is so precise that it gains extra actions as if it had a complement of crew. The pilot of the star relic has complete control over the vehicle in a way that is unheard of for such a large vessel. The star relic has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

- Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.
- Recover Shields:** Immediately perform a science check with a +20 bonus. The vessel recovers that many shield points.
- Extra Attacks:** The star relic's void orb cannon attacks gain Hailfire (1) that turn.
- Use Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)
- Psionic Thrusters:** The vehicle gains +200 acceleration rating that turns and benefits from *Displacement Engine*.
- Activate Teleporters:** The vehicle can use its built-in teleporters to either teleport willing passengers to another ship or nearby planet, or teleport willing subjects (or inanimate cargo) aboard the ship. Every crew action allows the transportation of 9 squares worth of people or cargo.
- Charge Void Barrage:** The vehicle recharges one step of the void barrage weapon.
- Cloaking Field:** The vehicle can maintain its cloaking field

**Special Ability (Void Barrage):** The star relic can release a powerful, void barrage at a target location. The location must be beneath the vessel, up to 5 kilometers away. Releasing a void barrage is a standard action that requires 5 Charge Void Barrage crew actions to prepare. Once prepared, the pilot makes a ranged skill check at -2 versus the target location. This is the attack roll. The attack deals 60 damage, Penetration (30), Hailfire (3), and Burst (8). After being used, it requires 5 more charge actions to be used again. Tier 2 star relics instead do 80 damage with void barrage. Tier 3 star relics instead deal 100 damage.

**Special Ability (Cloaking Field):** The star relic can activate a massive cloaking field that surrounds it at will. Maintaining the cloaking field requires a crew action. This cloaking field can be manifested in one of two methods at once. The first is a personal cloaking that gives the Star Relic the Cloaking condition. The second is providing a cloaking aura for nearby allies but not the star relic itself. All allies that the star relic's pilot chooses within its area count as being cloaked. This area extends 1 kilometer in tactical scale, or a Burst 1 area in starship scale. The area is always centered on the star relic. The star relic is not cloaked by the area cloak effect, nor can it gain the benefit of cloaking for any reason while it is active.

**Special Ability (Displacement Engine):** When the pilot is using a crew action to activate Psionic Thrusters, the star relic benefits from its displacement engine which creates mirror images and hallucinations to shield the ship. While this is in effect, all attacks against the star relic suffer a -10 penalty. Anyone applying a target lock must make an opposed pilot check against the pilot of the star relic while the effect is active.

The star relic is an advanced Nerazim ship used for deep space exploration. An ideal vessel of the cause, the star relic is an incredibly fast, warp capable vessel that possess a cloaking field, teleportation platform, energy shields, powerful engines, and defensive energy weapons. It is intended to be controlled by a single pilot who relies on automation to control the ship. However, this vessel can easily be home to a party of protoss heroes who live and operate aboard the vessel. While it won't win a fight against other capital ships, the star relic is a versatile craft that can fill a wide variety of needs for explorers.

## Tal'darim Robots

These robots are used almost exclusively used by the Tal'darim. They are variants of other war machines crafted by other protoss faction, except remodeled for aid in the conquests of the Forged.

### Havoc Description

Havocs are the Tal'darim variant for sentries. Sentries were taken from raids on Daelaam installations then remodeled and repurposed for aggressive tactical support. These havocs are support drones that, instead of protecting their allies, aid their targeting to deal maximum damage upon their foes.

### Tactics

Havocs are back line support drones that aid bands of Tal'darim warriors and robots. Their primary purpose is to remain close to their ranged allies and passively use Squad Sight to bolster them. Afterwards, they spend their rounds aiming and making a Target Lock attack on an enemy that needs to be quickly eliminated. Between Squad Sight and Target Lock, the havoc vastly improves the offense of their ranged allies, and make great complements to Slayers, Vanguard, Wrathwalkers, and Tal'darim aircraft.

When necessary, a havoc can function like a sentry by using *Force Field* and *Hallucination* to set up the battlefield advantageously. *Force Field* is used to cut off enemy forces so they can be picked off one at a time by bloodthirsty Tal'darim. *Hallucination* is used to perform feint attacks before battle to allow the Tal'darim to outflank their enemy or used amidst battle to force enemies to redeploy to deal with 'reinforcements'. While the havoc has no weapons, it can overcharge its psionic lattices to release explosive energy bursts, replicating the effects of *Psionic Bolt* and *Psionic Burst*. These effects are rarely used, unless the havoc's support is needed, or the havoc is the only battle participant left on the field.

**Havoc's Favored Psionic Powers:** Psi Level 6, 48 energy reservoir, recovers 2 energy per turn

**-Force Field;** Manifested as standard action; 12 energy cost; creates 6 cubic squares of unbreachable terrain that cannot be passed or attacked through, and perception tests through them take a -10 penalty. Squares must be adjacent to another square, and last 12 rounds.

**-Hallucination;** Manifested as standard action; 4 energy cost; creates 2 hallucinations within distant range that last 18 rounds, hallucinations can be anything up to huge size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

**-Psionic Bolt;** Manifestation as a standard action; 6 energy cost; +16 attack at long range, target takes 38 damage, Penetration 12.

**-Psionic Burst;** Manifestation as a standard action; 8 energy cost; +14 attack versus defense in a burst 3 centered on caster, target whose defense is struck suffers 28 damage with Penetration 12

## Havoc

**Level 12 Medium-sized Construct (Non-heroic Robot), High Threat**

**Skill Purchases:** 10

**Talent Purchases:** 6

**Ability Score Purchases:** 9

**Hit Points:** 86

**Healing Threshold:** NA

**Damage Threshold:** 26

**Defense:** 25

**Toughness:** 22

**Resolve:** NA

**Speed:** 6

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +7

**Damage Resistance:** 20

**Psionic Resistance:** NA

**Shield Pool:** 60

**Energy Reservoir:** 48

**-Target Lock** 1d20+13 accuracy, distant range; *Special Traits:* Special

**Skills:** Computers 6, Defensive Training 8, Durability 6, Lore 4, Perception 6, Ranged 8, Science 6, Stealth 2, Tactics 6

**Skill Focuses:** Durability +2, Defensive Training +2, Perception +2, Ranged +2

**Talents:** Awesome Abilities (intelligence), Close Combat Shot, Defensive Fighting II, Resistant III

**Creature Abilities:** Support Parameters II, Energy Shields, Squad Sight\*

**Strength:** 4

**Instinct:** 7\*

**Agility:** 5

**Fortitude:** 4

**Intelligence:** 6

**Willpower:** NA

**Gear:** Tier 2 Light Hull, Tier 2 Crystalline Computing Array

**Special Ability (Target Lock):** Instead of weapon, the havoc possesses an advanced target lock system that pins on a target and gives telemetry data against said target. The havoc attacks with their target lock, making a ranged attack roll with +5 accuracy. If they hit, they've applied the target lock. All allies with a digital uplink or crystalline computing array gain +10 accuracy against the target until the start of the havoc's next turn. In addition, any allies with ordinance weapons can perform missile attacks against the target as if they had made a target lock against them. This does not expend the havoc's lock.

**Special Ability (Power Manifestation):** The havoc can manifest a number of abilities that replicate the effects of psionic powers. The robot has an effective Psi Level of 6. It has access to the following powers: *Hallucination*, *Hidden Sight*, *Manipulate*, *Move Object*, *Psionic Bolt*, *Force Fields*, *Psionic Burst*, *Telekinetic Push*, *Levitation*, *Telekinetic Impact*, *Telekinetic Push*, and *Stop Organ*. It still does not have a willpower score or the psionics skills. It does not need to test to manifest its powers, cannot overload, and does not gain energy fatigue. It uses its Ranged skill for psionic attacks. However, it has an energy reservoir of 48. Any energy fatigue that it would gain from manifesting or sustaining powers goes against its energy reserve. It must have the requisite energy to maintain or sustain its powers. The havoc recovers 2 energy points per round.

**Special Ability (Squad Sight):** The havoc provides active range finding and telemetry data to its allies. All allies within 15 squares of the havoc that possess a digital uplink or a crystalline computing array gain extra bonuses with ranged attacks. These allies gain +2 accuracy when aiming and reduce the accuracy penalties from concealment and shooting beyond their weapon's base range by half.

**Special Ability (Hover):** The Sentry can hover over the ground indefinitely and avoids ground-based hazards such as difficult terrain and land mines. It does not possess actual flight, however.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 60. These energy shields automatically recover while outside combat, at a rate of 12 shield points per minute.



## War Prism Description

The war prism is the Tal'darim variant of the firstborn Warp Prism. It is a variant designed less for temporal manipulation abilities, and more for destructive capabilities. War Prisms ride at the forefront of Tal'darim attack ways, bombarding ground troops with their cannons while moving into position to drop off elite soldiers and provide their own psi-matrix.

### Tactics

War Prisms generally serve as transports. They 'upload' individuals to their core, then recreate them elsewhere. When carrying living protoss within its core, the warp prism dedicates itself to the survival of its passengers. It quickly travels to unload its precious cargo. As it approaches, it uses tactics to improve its defense while making phase disruptor attacks at the closest concentrations of enemies, especially those that might shoot it down. Because of the way it works, war prisms do not need to touch ground to upload or recreate personnel and can do so within long range. Once it unloads its cargo, it usually either returns to base or shifts into projection mode releases a psi matrix. Cunning commanders have troops in wait for this exact moment, who begin warping in as soon as the field is available. A GM who uses this method may choose to have certain troops spawn in whenever they want (as fitting the story), can use the random method for reinforcements, or can chose to have nothing happen in the encounter.

War Prisms can use their psionic cores to manipulate and create large discharges of energy. Once they enter combat as a stationary target, they transform an enemy into energy without drawing them into their core, replicating the *Phase Shift* power. This power is used on the most lethal enemies on a battleground. Once several enemies are out of phase, it overloads its core to create powerful explosions of psionic energy, then utilize their phase disruptors to weaponize that energy in concentrated blasts. In short, it manifests the *Psionic Burst* and *Psionic Missile* powers to overwhelm and punish their foes. *Psionic Missiles* is the preferred power to soften enemies for ground forces, while *Psionic Burst* is used for self-defense. War Prisms cannot use their phase disruptors in stationary form, so they rely on these powers to fight.

**War Prism's Favored Psionic Powers:** Psi Level 8, 48 energy reservoir, recovers 2 energy per turn

**-Phase Shift;** Manifested as standard action; 6 energy fatigue; +30 attack versus toughness against two gargantuan-size or smaller targets 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 8 rounds or until target succeeds DC 25 willpower check as full-round action

**-Psionic Burst;** Manifestation as a standard action; 8 energy cost; +12 attack versus defense in a burst 4 centered on caster OR a Line (16) OR a Cone (8), target whose defense is struck suffers 28 damage with Penetration 16

**-Psionic Missiles;** Manifested as a standard action; 8 energy cost; releases 5 missiles at different targets, +12 attack versus defense, struck takes 39 damage with Penetration 16 trait; can double energy cost to 16 to generate 10 missiles instead

## War Prism

**Level 16 Gargantuan-sized Construct (Non-heroic Robot), Extreme Threat**

**Skill Purchases:** 12

**Talent Purchases:** 10

**Ability Score Purchases:** 21

**Hit Points:** 516

**Healing Threshold:** NA

**Damage Threshold:** 48

**Defense:** 15

**Toughness:** 45

**Resolve:** NA

**Acceleration:** 50

**Max Speed:** 300

**Morale Bonus:** NA

**Space:** 4 by 4 squares

**Reach:** 0 squares

**Initiative:** +8

**Damage Resistance:** 34

**Psionic Resistance:** NA

**Shield Pool:** 320

**Energy Reservoir:** 32

**-Phase Disruptor** 1d20+11 accuracy, 55 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 15, Burst 4, Energy Damage

**Skills:** Defensive Training 8, Durability 8, Perception 6, Pilot 8, Ranged 10, Tactics 8

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

**Talents:** Awesome Abilities (intelligence), Defensive Fighting II, Resilience, Resistant V, Weapon Mastery (ranged II)

**Creature Abilities:** Frenzy, Energy Shields, Support Parameters II

**Strength:** 14

**Instinct:** 5

**Agility:** 5

**Fortitude:** 16

**Intelligence:** 4

**Willpower:** NA

**Gear:** Tier 2 Front-Mounted Phase Disruptor, Tier 2 Reinforced Hull

**Special Ability (Power Manifestation):** The war prism is able to manifest a number of abilities that replicate the effects of psionic powers. The robot has an effective Psi Level of 8. It has access to the following powers: *Temporal Storage*, *Phase Shift*, *Manipulate*, *Move Object*, *Psionic Bolt*, *Psionic Burst*, *Psionic Missiles*, and *Psionic Wave*. It still does not have a willpower score or the psionics skills. It does not need to test to manifest its powers, cannot overload, and does not gain energy fatigue. It uses its Ranged skill for psionic attacks. However, it has an energy reservoir of 32. Any energy fatigue that it would gain from manifesting or sustaining powers goes against its energy reserve. It must have the requisite energy to maintain or sustain its powers. The war prism recovers 2 energy points per round.

**Special Ability (Energy Transfer):** The war prism can, as a standard action, choose to transform one or more willing allies within 30 squares into pure energy, and load their energy signature onto the war prism. Size is no limitation, and the war prism can contain as many entities as it needs to. As another standard action, it can restore those imbedded within it back into physical form within any location within 30 squares. If the War prism is destroyed, all those imbedded in the prism are also destroyed.

**Special Ability (Psi Matrix Projection):** As a full-round action, the war prism can enter a stationary form, hovering over the ground providing a Psionic energy matrix in a Burst (15) area around it. This area allows the war prism to activate powerless devices, such as Photon Cannons, or allow Protoss reinforcements to warp in. While the war prism is in stationary mode, roll a d20 at the start of each of its turns. On an 11-20, the War prism will warp in reinforcements, either 4 Tal'darim Zealots, 2 Tal'darim Blood Hunters, or 2 Tal'darim Slayers, or any reinforcements the GM finds to be suitable. It can still use its actions to manifest Psionic powers while stationary. It takes a full-round action to switch back into its mobile form. The war prism cannot use its phase disruptor cannon while in stationary mode.

**Special Ability (Reinforcement):** The reinforcement value from the war prism's plated hull reduces all crippling wound points it suffers by 1. This is cumulative with its Resilience trait.

**Special Ability (Frenzy):** The war prism can spend a move action to fire its phase disruptor more quickly. If it does, the weapon gains the Twin-linked trait that round.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 320. These energy shields automatically recover while outside combat, at a rate of 64 shield points per minute.

**Special Ability (Flight):** The war prism is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.



## Wrathwalker Description

The Wrathwalker is the Tal'darim variant of the mighty Colossus. Scavenged from old destroyed colossus on ancient battlefields, Tal'darim ascendants and tech pirates repurposed them to be the ultimate destroyers. Wrathwalkers forgo their sweeping thermal lances for charged pulse blasters strong enough to tear a battleship out of the sky.

### Tactics

Wrathwalkers seek out the largest target in battle. Their macro weapon trait enforces this fighting style, giving them massive penalties to accuracy against smaller targets. Wrathwalkers generally ignore any target smaller than a tank, unless they are somehow still threatening the walker. It still prefers still simply stomp and smash any smaller targets.

Hitting is everything for a Wrathwalker, so they use their tactics to improve accuracy. Against colossal or massive targets, they forgo aiming to and activate their Frenzy ability to gain double damage with their pulse blasters. Against smaller than colossal targets that are still targeted by the pulse blaster, wrathwalkers instead aim to ensure that they hit. The wrathwalker's primary weapon needs to recharge after being fired, so their terrifying destructive potential is curbed by them only using their weapons every other round. This is another reason they prefer to stomp smaller targets, so not to waste a charge of their blasters when they might need the weapon against larger and more serious foes.

## Wrathwalker

### Level 26 Colossal-sized Construct (Non-heroic Robot), Formidable Threat

**Skill Purchases:** 20

**Talent Purchases:** 21

**Ability Score Purchases:** 39

**Hit Points:** 1,150

**Healing Threshold:** NA

**Damage Threshold:** 83

**Defense:** 21

**Toughness:** 83

**Resolve:** NA

**Speed:** 16

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 8 by 8 (36 tall)

**Reach:** 4 square

**Initiative:** +8

**Damage Resistance:** 49

**Psionic Resistance:** NA

**Shield Pool:** 520

**-Charged Pulse Blaster** 1d20+19 accuracy, 300 damage, 1 strike maximum, strategic range +250; *Special Traits:* Piercing, Burst 3, Macro Weapon\*, Recharge\*

**-Colossal Bash** 1d20+43 accuracy, 79 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Cleaving 2, Smashing

**Skills:** Acrobatics 10, Athletics 10, Defensive Training 11, Durability 11, Melee 10, Perception 10, Ranged 12, Tactics 10

**Skill Focuses:** Defensive Training +3, Durability +3, Ranged +3,

**Talents:** Awesome Abilities (intelligence), Close Combat Shot, Combat Reflexes, Devastating Cripple (ranged II), Far Shot, Master Tactician, Power Strike II, Resilience II, Resistant V, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II, ranged III)

**Creature Abilities:** Frenzy, Energy Shields, Stomp\*

**Strength:** 30

**Instinct:** 8

**Agility:** 8

**Fortitude:** 25

**Intelligence:** 4

**Willpower:** NA

**Gear:** Tier 3 Charged Pulse Blaster, Tier 3 Heavy Plated Hull, Tier 3 Colossal-sized Bash

**Special Ability (Macro Weapon):** The wrathwalker's pulse blaster is more effective against larger targets and has difficulty aiming at small figures. It gains -5 to accuracy against targets that are smaller than colossal sized. It instead has -10 to accuracy when targeting enemies that are medium-sized or smaller. If the pulse blaster misses a large-sized or smaller target by more than 10, it does not deal half damage on a missed attack.

**Special Ability (Recharge):** The wrathwalker's pulse blaster needs to recharge between being fired. It cannot be fired two turns in a row.

**Special Ability (War Strider):** The wrathwalker can ignore all difficult terrain and can pass through the squares of targets up to huge size without penalty, while moving through the square of a gargantuan creature counts as difficult terrain. The wrathwalker can also walk over cliffs or chasms up to 4 squares tall/wide without slowing its movement speed.

**Special Ability (Frenzy):** The wrathwalker can spend a move action to fire its charged pulse blaster more quickly. If it does, the weapon gains the Twin-linked trait that round.

**Special Ability (Stomp):** The wrathwalker can attack with its bash attacks as a minor action, with no penalties for dual wielding. It can also use multiple minor actions to do bash attacks. In addition, if any of its bash attacks surpass both the target's defense and toughness, it can make the attacks count as knock down or push attempts towards the target.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 520. These energy shields automatically recover while outside combat, at a rate of 104 shield points per minute.

**Special Ability (Reinforcement):** The reinforcement value from the wrathwalker' plated hull reduces all crippling wound points it suffers by 1. This is cumulative with its Resilience trait.

**Special Ability (Inside Shield Radius):** Due to its great size, the wrathwalker shields extend a great deal, and it is possible to get within its energy shields. Any directly adjacent melee attacks against the wrathwalker, or attacks from within the wrathwalker' square, bypass the energy shields of the wrathwalker. When a target from within the wrathwalker space is attacked from outside, they get the benefit from the wrathwalker energy shield.



## Purifier Robots

As robotic beings themselves, the Purifiers have developed many forms of powerful and intelligent robotic warriors to aid them in their conquests.

### Disruptor Description

The disruptor is a purifier artillery piece. Powered by a solarite reactor, the disruptor can release a powerful orb of solarite energy that seeks out victims and explodes in a massive blast. They are lethal robots that can deal considerable damage to enemy forces. They are often found alone or in pairs, supplementing other purifier forces.

Unlike many other purifier combat robots, disruptors are quite intelligent and are capable of verbal communication rather than simple binary. While they do not have replicated personalities, they do have powerful processors. When not in battle, disruptors commonly float around the interiors of purifier ships, running calculations on subsystems and making sure the solarite engine cores are in functional shape.

### Tactics

Disruptors are simple combatants, that only possess two attacks. They are very reliant on other forces protecting them in combat. Their primary attack is to release a purification nova. Once they create the nova, they have two rounds to move it into position. The nova does considerable damage over a massive area. They try to aim it at a location where they can deal damage while sparing their own troops. Once the nova is fired, it is another six rounds before they can release another. Therefore, after firing, a disruptor tries to hide from combat for a time, allowing its allies to fight on its behalf until it is ready to fire.

If a disruptor is unable to escape and enemies continue to push against it, it uses its purification discharge ability. Not nearly as powerful as the nova and ineffective against distant foes, the discharge will act as a defensive measure to repel enemies that try to swarm it. However, the discharge power will slow the recharge of the nova, so it does not do this unless completely necessary.

Whenever the disruptor is hovering in place, they will use Impact Brace to steady themselves and protect them from incoming attacks against them.

### Disruptor, Purifier

**Level 17 Huge-sized Construct (Non-heroic Robot), Extreme Threat**

**Skill Purchases:** 17

**Talent Purchases:** 12

**Ability Score Purchases:** 18

**Hit Points:** 320

**Healing Threshold:** NA

**Damage Threshold:** 42

**Defense:** 26

**Toughness:** 36

**Resolve:** NA

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** NA

**Initiative:** +10

**Damage Resistance:** 40

**Psionic Resistance:** NA

**Shield Pool:** 170

**-Purification Nova** 1d20+16 accuracy, 100 damage, 1 strike maximum; *Special Traits:* Penetration 40, Burst 10, Energy Damage

**Skills:** Computers 8, Defensive Training 10, Durability 8, Lore 8, Perception 8, Pilot 8, Ranged 11, Science 8, Stealth 8, Tactics 8

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

**Talents:** Awesome Attributes (intelligence), Defensive Fighting II, Devastating Cripple (ranged), Resilience, Resistant V, Survival Instincts, Weapon Mastery (ranged II)

**Creature Abilities:** Energy Shields, Automated Repair, Impact Brace, Purification Nova\*, Purification Discharge\*, Containment Shielding

**Strength:** 8

**Instinct:** 5

**Agility:** 5

**Fortitude:** 10

**Intelligence:** 6

**Willpower:** NA

**Gear:** Tier 2 Heavy Plated Hull

**Special Ability (Purification Nova):** The disruptor can release a purification nova when fully charged. Upon doing so, they create a sphere of exceptionally volatile solar energy in a square adjacent to them. That sphere may instantly move 20 squares. On the next turn, it may move another 20 squares. After moving second time, it explodes, using the purification nova profile listed in the attacks above. The purification nova can be evaded. Once a purification nova has been released, it must recharge before being used again. The disruptor recharges after 6 rounds.

**Special Ability (Purification Discharge):** The disruptor can release a defensive blast of solar energy to protect itself from attackers. This is used as a standard action. Doing so, it makes a +11 attack against all enemies within 2 squares of it. If hit, those targets take 40 damage, Penetration 20. They take half damage on a missed attack. If this ability is used while the disruptor is recharging its purification nova, it pushes back the recharge time 1 round.

**Special Ability (Containment Shielding):** The disruptor has three shielding plates that contain the energies with the construct. These shielding plates also deflect enemy attacks. The plates give the disruptor a +6 shield bonus to DC.

**Special Ability (Hover):** The disruptor can hover over the ground indefinitely and avoids ground-based hazards such as difficult terrain and land mines. It does not possess actual flight, however.

**Special Ability (Impact Brace):** By spending a move action to brace, the disruptor cannot move on its turn but gains 30 temporary hit points.

**Special Ability (Automated Repair):** As a minor action, the disruptor activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 24 hit points.

**Special Ability (Reinforcement):** The reinforcement value from the disruptor's plated hull reduces all crippling wound points it suffers by 1. This is cumulative with its Resilience trait.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 170. These energy shields automatically recover while outside combat, at a rate of 34 shield points per minute.



## Energizer Description

The energizer is a purifier robot that appears very similar to the sentry and serves a support function for protoss forces. However, the energizer performs its task in a very different way. The energizer can instill a target with energy that boosts their speed, reflexes, and reaction time. The energizer is a very intelligent robot that can has the ability to release a psionic matrix and override the systems of other robots. Its utility makes it both a prized worker around purifier ships and an important support combatant.

### Tactics

The energizer has a potent sanitization beam that vaporizes opponents. However, its real power is to use chrono boost to bolster the speed of its allies. It spends most rounds using its chrono boost to speed up its allies. This massive boost gives an ally Swiftiness Boost (5) for 3 rounds. It spends most rounds cycling through different allies, making sure as many friends as possible are boosted. It only uses its sanitization beam to finish off enemies or if there is no one needing a boost.

The energizer can also enter phase deployment mode, which is like the ability of a warp prism. It provides a psi matrix in an area around it, also allowing purifier forces to be warped directly to the battlefield. The GM might have specific forces to warp in for the energizer, or you can use the random chance of a sentinel drone coming in, as mentioned under phase deployment. The energizer cannot use its sanitization beam while in deployment, but it can use chrono boost.

If the purifiers are facing considerable opposition in enemy robotics, especially protoss constructs, the energizer might substitute using chrono boost to activate Remote Override to take control of a dangerous enemy.

## Energizer, Purifier

### Level 12 Medium-sized Construct (Non-heroic Robot), High Threat

**Skill Purchases:** 10

**Talent Purchases:** 6

**Ability Score Purchases:** 9

**Hit Points:** 95

**Healing Threshold:** NA

**Damage Threshold:** 27

**Defense:** 24

**Toughness:** 22

**Resolve:** NA

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +7

**Damage Resistance:** 17

**Psionic Resistance:** NA

**Shield Pool:** 60

**-Sanitization Beam** 1d20+11 accuracy, 12 damage, 1 strike maximum, long range; *Special Traits:* Piercing, Focusing Beam, Flames, Energy Damage

**Skills:** Computers 6, Defensive Training 8, Durability 6, Lore 4, Perception 6, Ranged 8, Science 6, Stealth 2, Tactics 6

**Skill Focuses:** Defensive Training +2, Durability +2, Perception +2, Ranged +2

**Talents:** Awesome Abilities (intelligence), Defensive Fighting II, Precision Shot, Sabotage, Weapon Mastery (ranged II)

**Creature Abilities:** Chrono Boost\*, Phase Deployment\*, Remote Override\*, Energy Shields

**Strength:** 4

**Instinct:** 7\*

**Agility:** 4

**Fortitude:** 5

**Intelligence:** 6

**Willpower:** NA

**Gear:** Tier 2 Sanitization Beam, Tier 2 Light Hull, Tier 2 Crystalline Computing Array

**Special Ability (Chrono Boost):** The energizer can supercharge an ally as a standard action, giving them greater speed for a brief time. It can target any ally within medium range. The ally gain Swiftiness Boost (5) for three rounds. This is not cumulative with multiple uses of chrono boost on the same target. Instead, using chrono boost on a boosted target refreshes the duration.

**Special Ability (Remote Override):** The energizer can attempt to override and take control of target robot within medium range. Taking control of a robot requires a computer skill check, with the DC equal to 15+ the robot's Intelligence +the robots Instinct. Success allows them to take control of the robot. Failure prevents them from accessing that robot for 24 hours. Once it gains control, the Energizer determines all the robot's actions on their turn. The Energizer can only control one target at a time. A hacker or base AI can attempt to make opposed computer checks with the Energizer to regain control of the target, as long as they can network into the robot.

**Special Ability (Phase Deployment):** As a full-round action, the energizer can enter a stationary form, hovering over the ground providing a Psionic energy matrix in a Burst (6) area around it. This area allows the energizer to activate powerless devices, such as Photon Cannons, or allow Protoss reinforcements to warp in. While the energizer is in stationary mode, roll a d20 at the start of each of its turns. On an 11-20, the energizer will warp in reinforcements, in the form of 1 Purifier Sentinel Drone. It can still use its actions to use Chrono Boost or System Override while in deployment mode. It takes a full-round action to switch back into its mobile form. The energizer cannot use its sanitization beam while in stationary mode.

**Special Ability (Hover):** The energizer can hover over the ground indefinitely and avoids ground-based hazards such as difficult terrain and land mines. It does not possess actual flight, however.

**Special Ability (Energy Shield):** This energizer has a protective energy shield, with a shield pool of 60. These energy shields automatically recover while outside combat, at a rate of 12 shield points per minute.



*~Purifier Energizer (above)*

*~Purifier Instigators (below)*



## Instigator Description

Instigators are combat drones deployed alongside purifier warriors. They are designed strictly for combat and possess only a basic combat artificial intelligence. They are some of the older purifier constructs, having been sealed away with the purifiers on Cybros. After the introduction of the purifiers into the Daelaam, they have largely been replaced with newer robots, such as the purifier immortal. However, legions of instigators still exist to provide fire support for purifier forces. They are often deployed alongside sentinel drones, as expendable legions of basic combat AIs.

### Tactics

The instigator stays at a range and fires its sanitization beam at foes. It prefers large, heavily armored targets. The beam ignores damage resistance and gains bonus hailfire with attack overages. In addition, it does not need to aim against larger targets, which allows it even more hailfire with its twin-linked trait. They deal with the heavy armor while the purifier warriors deal with infantry.

Instigators are very mobile combatants thanks to their rapid teleportation technology. They store up to 3 charges of teleportation at a time and can teleport as a minor action. When performing hit and run attacks, they may teleport out, fire their weapon at a target, and then teleport out of sight. More often, they teleport to avoid hits from enemy anti-armor attacks. Once they are attacked by a weapon, they make a tactics check (+8 bonus) against the attack roll. If they succeed, they teleport up to 20 squares before the attack lands. Otherwise, they teleport after the attack hits. This causes them to be very frustrating for opponents sometimes, as they constantly blink away to avoid attacks.

## Instigator, Purifier

**Level 10 Large-sized Construct (Non-heroic Robot/ Assailant), High Threat**

**Skill Purchases:** 17

**Talent Purchases:** 5

**Ability Score Purchases:** 7

**Hit Points:** 198

**Healing Threshold:** NA

**Damage Threshold:** 36

**Defense:** 20

**Toughness:** 29

**Resolve:** NA

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +6

**Damage Resistance:** 25

**Psionic Resistance:** NA

**Shield Pool:** 100

**-Twin-linked Sanitization Beam** 1d20+12 accuracy, 16 damage, 1 strike maximum, long range; *Special Traits:* Piercing, Focusing Beam, Twin-linked, Flames, Energy Damage

**-Bash** 1d20+8 accuracy, 27 damage, 1 strike maximum; *Special Traits:* Penetration 2, Smashing

**Skills:** Athletics 4, Computers 4, Defensive Training 8, Durability 8, Melee 4, Perception 4, Ranged 9, Science 4, Tactics 6

**Skill Focuses:** Defensive Training +2, Durability +2, Perception +2, Ranged +3

**Talents:** Awesome Abilities (intelligence, instinct), Close Combat Shot, Defensive Fighting II, Weapon Mastery (ranged II)

**Creature Abilities:** Energy Shields, Automated Repair, Rapid Teleportation\*

**Strength:** 7

**Instinct:** 4

**Agility:** 2

**Fortitude:** 8

**Intelligence:** 2

**Willpower:** NA

**Gear:** Tier 2 Twin-linked Sanitization Beam, Tier 2 Large-sized Bash, Tier 2 Reinforced Hull

**Special Ability (Rapid Teleportation):** The instigator has a rapid teleportation system that allows it to teleport quickly on a reactionary basis. It stores up to 3 charge of teleportation at once and regains 1 charge at the start of any round. It can teleport up to 20 squares at once, useable as a minor action that can be done multiple times in a single round. Therefore, it can teleport to a location, attack, and then teleport elsewhere. Furthermore, it can try to teleport to avoid an attack against it. Once it is attacked, the instigator can declare it is trying to avoid the attack with a teleportation. It makes a tactics check against the attack roll. If it equals or bypasses the attack roll, then it teleports before the attack, bypassing it entirely. If it fails the tactics check, then it teleports after being hit by the attack.

**Special Ability (Automated Repair):** As a minor action, the robot activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 8 hit points.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 100. These energy shields automatically recover while outside combat, at a rate of 20 shield points per minute.

## Sentinel Drone Description

Purifier drones are mimics 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 simply 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.

## Sentinel Drone, Purifier

### 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.

## Warden Description

The warden is a pinnacle purifier war machine, designed to lead massive onslaughts towards the enemy and vaporize enemy legions. During the purifier rebellion against the conclave, wardens were used to deadly effect against the forces of Aiur. They became symbols of terror for the templar to fight against. The long civil war saw most wardens destroyed by the forces of Aiur, and the rest were imprisoned on Cybros.

With the Purifiers joining the Daelaam, the few remaining wardens joined the fight for supremacy in the sector. More wardens were created as well, but only in small quantities, as they are very difficult constructs to recreate. Now, wardens serve as the ultimate protoss answer to zerg infestation, able to purify entire colonies with overwhelming fury and firepower.

### Tactics

The warden flies low in over a battle, dealing ultimate purification upon its foes. It is always supported by two warden support drones, usually one alpha and one omega. The alpha stays close, usually behind the warden, and focuses on recovering the warden's shields. The Omega, on the other hand, stays at the forefront and blasts enemies with a powerful electrostatic charge. The warden can replace a lost support drone every 5 rounds.

The warden itself uses a minor action every round to fire its thermal lance, sweeping through the ranks of its enemies. In the meantime, it chooses whether to activation its Sanitization Beam Array or its Targeted Purification. When facing large hosts of enemies, its primary purpose, it uses its sanitization array. This dangerous power strikes up to 10 nearby enemies with piercing damage that can light foes on fire. This can quickly eliminate armies of foes, and even drain elite heroes of their will to fight back. However, if the warden is against slow, powerful enemies such as tanks, artillery, or turrets, it can use its targeted purification instead, releasing a powerful disintegrating blast at a chosen target. This allows it to remove key, distant threats while it moves amongst its enemies and drains them with its array and lance.

## Warden, Purifier

**Level 28 Colossal-sized Construct (Heroic Robot), Epic Threat**

**Skill Purchases:** 21

**Talent Purchases:** 17

**Ability Score Purchases:** 45

**Hit Points:** 1,960

**Healing Threshold:** NA

**Damage Threshold:** 108

**Defense:** 14

**Toughness:** 78

**Resolve:** NA

**Acceleration:** 10

**Max Speed:** 100

**Morale Bonus:** NA

**Space:** 10 by 10 squares

**Reach:** NA

**Initiative:** +14

**Damage Resistance:** 68

**Psionic Resistance:** NA

**Shield Pool:** 560 (25 shield armor)

**-Thermal Lance** 1d20+17 accuracy, 75 damage, 1 strike maximum, distant range +20; *Special Traits:* Piercing, Hailfire 1, Flames, Energy Damage, Sweep

**-Sanitization Beam Array** 1d20+18 accuracy, 16 damage, 1 strike maximum, 10 targets within long range; *Special Traits:* Piercing, Focusing Beam, Flames, Energy Damage

**-Targeted Purification** 1d20+9 accuracy, 300 damage, 1 strike maximum, remote range +100; *Special Traits:* Penetration 50, Burst 10

**Skills:** Computers 12, Defensive Training 12, Durability 15, Lore 8, Perception 8, Pilot 10, Ranged 14, Science 14, Tactics 12

**Skill Focuses:** Computers +2, Durability +3, Pilot +2, Ranged +2, Science +2

**Talents:** Awesome Attributes (intelligence), Bulwark, Close Combat Shot, Devastating Cripple (ranged II), Far Shot, Master Tactician, Resilience II, Resistant V, Survival Instincts, Weapon Mastery (ranged III)

**Creature Abilities:** Energy Shields, Automated Repair, Automated Fire\*, Sanitization Beam Array\*, Targeted Purification\*, Craft Support Units\*, Improved Shield Projectors\*

**Strength:** 24

**Instinct:** 10

**Agility:** 1

**Fortitude:** 45

**Intelligence:** 6

**Willpower:** NA

**Gear:** Tier 3 Thermal Lance, Tier 3 Sanitization Beam Array\*, Tier 3 War Machine Hull

**Special Ability (Automated Thermal Lance):** The warden can fire the thermal lance as a minor action once per round. When the warden attacks with a thermal lance, mark two targetable points within 20 squares of one another, and then draw a line between. This weapon makes its attack to every target touched by the line, dealing half damage on a missed attack. When targeting a swarm, a sweep attack counts as a line.

**Special Ability (Sanitization Beam Array):** The purifier warden is covered with smaller sanitization beams, designed to be unleashed to vaporize all impure foes with an area. As a standard action, the purifier warden makes a sanitization beam attack against up to 10 targets within long range. It cannot attack a single target more than once per round with a sanitization beam; all beam attacks must be against different targets. It gains attack overages against each struck target.

**Special Ability (Craft Support Units):** The purifier wardens is always accompanied by two warden support units, either two alphas, two omegas, or one of each. Once one of the warden's support units is destroyed, it manufactures another one and replaces it after 5 rounds. It can only craft one support unit at a time and cannot replace two support units simultaneously.

**Special Ability (Targeted Purification):** As a standard action, a purifier warden can target a certain area for targeted purification. This is a ranged skill attack with a -5 accuracy, using Targeted Purification attack profile. This attack can be evaded.

**Special Ability (Flight):** The warden is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

**Special Ability (Improved Energy Shield):** This construct has a protective energy shield, with a shield pool of 560. These energy shields automatically recover while outside combat, at a rate of 112 shield points per minute. Its energy shields gain +25 shield armor. In addition, any warden support units within short range of the warden can utilize its shields before their own.

**Special Ability (Automated Repair):** As a minor action, the disruptor activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 24 hit points.

**Special Ability (Reinforcement):** The reinforcement value from the warden's war machine hull reduces all crippling wound points it suffers by 2. This is cumulative with its Resilience II trait.

## Warden Support Drone Description

Warden support drones are powerful robotic servants that are created by and aid a purifier warden. They have very little autonomy and no functions besides aiding the warden in battle.

## Warden Support Drone, Purifier

**Level 28 Large-sized Construct (Non-heroic Robot), Medium Threat**

**Skill Purchases:** 24

**Talent Purchases:** 7

**Ability Score Purchases:** 25

**Hit Points:** 220

**Healing Threshold:** NA

**Damage Threshold:** 38

**Defense:** 34

**Toughness:** 34

**Resolve:** NA

**Acceleration:** 25

**Max Speed:** 150

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** NA

**Initiative:** +8

**Damage Resistance:** 17

**Psionic Resistance:** NA

**Shield Pool:** 280

**-Electrostatic Charge** 1d20+16 accuracy, 100 damage, 1 strike maximum, short range; *Special Traits:* Stun, Energy Damage

**Skills:** Computers 12, Defensive Training 12, Durability 8, Perception 12, Pilot 8, Ranged 14, Science 14, Stealth 8, Tactics 8

**Skill Focuses:** Computers +2, Durability +3, Pilot +2, Ranged +2, Science +2

**Talents:** Awesome Abilities (intelligence), Close Combat Shot, Defensive Training III, Devastating Cripple (ranged), Weapon Mastery (ranged II)

**Creature Abilities:** Energy Shields

**Strength:** 8

**Instinct:** 8

**Agility:** 8

**Fortitude:** 10

**Intelligence:** 4

**Willpower:** NA

**Gear:** Electrostatic Charge OR Shield Battery, Tier 3 Reinforced Hull

**Special Ability (Warden Support Parameters):** Every warden support drone is built with one of two different functions. The Warden Support Alpha has a shield battery. The shield battery can be used as a standard action to recharge 50 shields to an ally within short range. The Warden Support Omega has an electrostatic charge weapon that it can attack with as a standard action. This weapon has an accuracy bonus of +2, deals 100 damage, short range, and has the Stun and Energy Damage weapon traits

**Special Ability (Flight):** The warden support drone is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

**Special Ability (Energy Shield):** This warden support drone has a protective energy shield, with a shield pool of 280. These energy shields automatically recover while outside combat, at a rate of 56 shield points per minute.



*~Purifier Warden (top, bottom left)*

*~Wardens Support Omega (bottom center)*

*~Warden Support Alpha (bottom right)*



## Guardian Constructs

These robots are used by all the protoss factions after the End War. Unlike other robots, they are designed to protect an area and repel enemies rather than function with any autonomy.

### Khaydarin Monolith Description

The Khaydarin Monolith is a massive defensive emplacement invented by the Nerazim as a sentry for their cities. This structure is essentially a giant beam cannon powered by a titanic khaydarin crystal. The psionic beam of a monolith is terrifyingly effective, able to disintegrate most foes with a single shot. After the End War, the monolith was adopted by other protoss cultures.

#### Tactics

The monolith is a simple combatant. Once every 3 rounds, it aims and fires at the most powerful target it detects. Aiming gives it a mighty +18 accuracy and 20 attack overages. The weapon itself deals considerable damage. It prioritizes large monsters, heavy war machines, and capital ships above all other targets. The larger, the more priority they are to attack. The attack does have the unstoppable rule, meaning it pierces through targets to hit other foes. However, the monolith rarely aims to do so.

### Khaydarin Monolith

#### Level 20 Massive-sized Construct (Non-heroic Robot), Formidable Threat

Skill Purchases: 13

Talent Purchases: 16

Ability Score Purchases: 26

Hit Points: 1,550

Healing Threshold: NA

Damage Threshold: 90

Defense: 1

Toughness: 84

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 20 by 20 squares

Reach: 0

Initiative: +10

Damage Resistance: 52

Psionic Resistance: NA

Shield Pool: 1,000

-**Khaydarin Beam** 1d20+13 accuracy, 260 damage, 1 strike maximum, strategic range +100; *Special Traits*: Penetration 105, Unstoppable

**Skills**: Computers 6, Defensive Training 6, Durability 7, Perception 5, Ranged 9, Tactics 6

**Skill Focuses**: Ranged +4, Durability +2

**Talents**: Awesome Abilities (intelligence, instinct), Balanced Shot, Far Shot, Penetration V, Rain of Firepower, Resistant V, Weapon Mastery (ranged)

**Creature Abilities**: Focus, Energy Shields, Impact Brace

**Strength**: 35

**Instinct**: 10

**Agility**: 1

**Fortitude**: 35

**Intelligence**: 3

**Willpower**: NA

**Gear**: Tier 3 Khaydarin Beam, Tier 3 Heavy Plated Hull

**Special Ability (Recharge)**: After firing the Khaydarin Beam, the monolith must recharge for 2 rounds before firing again. Thus, it can only fire once every 3 rounds.

**Special Ability (Focus Fire)**: When aiming, the monolith gains +5 accuracy and counts its instinct as 20 for overages.

**Special Ability (Reinforcement)**: The reinforcement value from the monolith's plated hull reduces all crippling wound points it suffers by 1.

**Special Ability (Immobile)**: The monolith has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

**Special Ability (Energy Shield)**: This construct has a protective energy shield, with a shield pool of 1,000. These energy shields automatically recover while outside combat, at a rate of 200 shield points per minute.

**Special Ability (Psi Matrix Reliance)**: The Khaydarin Monolith is completely reliant on a nearby Psi Matrix, provided either by a Warp Prism or a nearby Protoss base. Without a Psi Matrix to power it, the Monolith deactivates and is an inert object



*~Khaydarin Monolith (above)*

*~Stone Zealot (below)*



## Stone Guardian Description

The Stone Guardian is an ancient protoss creation, a guardian entity that protects their holy sites. Both the Tal'darim and the Judicator Conclave were known to make use of these guardians. They closely resemble gigantic statues of protoss warriors and are often indistinguishable from an ordinary statue. Once they are triggered, however, stone guardians step off of their pedestals and become lethal foes. They attack the intruders with thermal lances and heavy stomps, and then return to their pedestals once the invaders are crushed.

### Tactics

Stone guardians are exceptionally powerful combat, particularly for their level, but have numerous drawbacks. While their thermal lances can disintegrate most foes, the simple AIs are rather unskilled and inaccurate with their beams. They rely on luck, more than skill, to land a successful attack. They have better luck with their Earthquake ability, which allows them to stomp and crush nearby foes. Even this is unreliable, as a stone guardian is a slow, lumbering combatant that is easily evaded.

While its attacks are unreliable, its form is very durable and can endure considerable punishment. Artillery and anti-armor attacks are important for cracking its earthen hide. Once it is heavily damaged, below 200 hit points, its shell breaks and it becomes more vulnerable to attacks as it starts to fall apart.

## Stone Guardian

**Level 10 Gargantuan-sized Construct (Non-heroic Robot/ Bruiser), Formidable Threat**

**Skill Purchases:** 9

**Talent Purchases:** 0

**Ability Score Purchases:** 30

**Hit Points:** 514

**Healing Threshold:** NA

**Damage Threshold:** 64

**Defense:** 1

**Toughness:** 52

**Resolve:** NA

**Speed:** 4

**Shift Speed:** NA

**Morale Bonus:** NA

**Space:** 5 by 5 squares

**Reach:** NA

**Initiative:** +3

**Damage Resistance:** 33

**Psionic Resistance:** NA

**-Thermal Lance** 1d20+6 accuracy, 50 damage, 1 strike maximum, distant range; *Special Traits:* Piercing, Hailfire 1, Flames, Energy Damage, Sweep

**Skills:** Durability 6, Melee 6, Ranged 6

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

**Talents:** Awesome Attributes (fortitude)

**Creature Abilities:** Quake, Stone Form\*

**Strength:** 26

**Instinct:** 3

**Agility:** 1

**Fortitude:** 26

**Intelligence:** 1

**Willpower:** NA

**Gear:** Thermal Lance, Stone Form

**Special Ability (Thermal Lance):** When the stone guardian attacks with a thermal lance, mark two targetable points within 20 squares of one another, and then draw a line between. This weapon makes its attack to every target touched by the line, dealing half damage on a missed attack. When targeting a swarm, a sweep attack counts as a line.

**Special Ability (Stone Form):** The guardian is made of solid stone. It gains +20 damage resistance, toughness, and damage threshold. It suffers -3 defense and reduces its speed by half. It cannot shift, sprint, or charge. If its current hit points is brought below 200, it cracks and it suffers -20 damage resistance until repaired.

**Special Ability (Still as a Statue):** The stone guardian is indistinguishable from a large statue when standing still. When it is in its resting place and not moving, it takes a DC 40 perception check to reveal that it is actually an active construct and not a mere decoration.

**Special Ability (Earthquake):** The guardian stomps the ground, sending out shockwaves in the area around it. Releasing an earthquake is a full-round action. The creature makes +26 check versus the toughness of every target along the ground within the area. Any struck targets take 52 damage and are knocked prone. Targets take half damage on a missed attack and are not prone. The area of this attack is a Burst 5 centered on the creature.

## Tesseract Monolith Description

The Tesseract Monolith is a new protoss defensive emplacement designed after the End War. It was created from Xel'naga artifacts that were found on Ulnar and then applied to create a variation of the Khaydarin Monolith. The Tesseract Monolith is designed as a versatile, mobile defensive emplacement that can hold off armies advancing from multiple points with a powerful scatter beam and phase shifting technology.

### Tactics

Tesseract Monoliths use their scatter beams to fire into the tightest concentrations of approaching enemies. Their beam splits to hit every target within line of sight and 15 squares of their primary target. In addition to powerful damage, the tesseract beam also stuns enemies if it bypasses defense and toughness. Whenever the tesseract monolith fires, it gains +5 accuracy and double attack overages for its Focus Fire ability, allowing it to reliably hit and stun multiple targets. Because of its recharge trait, however, it can only fire once every other round. If the monolith is under attack and loses its shields, it spends one of its recharge rounds to instantly activate shield barrier to recover all lost shields.

The tesseract monolith can create a shield projection at a distant location. This is usually done in advance, such as when a protoss commander realize that an enemy is moving to outflank their defenses where the monolith would not be able to provide defense. Therefore, players attacking such a base may see the tesseract monolith use a shade projection redeployment to cover an unexpected firing arc. They may have to fight the monolith's projection in an encounter on its own, giving them reason to seek out and destroy the actual monolith. If the party is just fighting the projection, and not the monolith itself, count it as a Extreme Threat opponent instead.

## Tesseract Monolith

### Level 20 Colossal-sized Construct (Non-heroic Robot), Formidable Threat

**Skill Purchases:** 13      **Talent Purchases:** 17      **Ability Score Purchases:** 28

<b>Hit Points:</b> 1,070	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 90
<b>Defense:</b> 1	<b>Toughness:</b> 76	<b>Resolve:</b> NA
<b>Speed:</b> 0	<b>Shift Speed:</b> 0	<b>Morale Bonus:</b> NA
<b>Space:</b> 10 by 10 squares	<b>Reach:</b> 0	<b>Initiative:</b> +10
<b>Damage Resistance:</b> 52	<b>Psionic Resistance:</b> NA	
<b>Shield Pool:</b> 400		

-**Tesseract Beam** 1d20+17 accuracy, 60 damage, 1 strike maximum, distant range +40; *Special Traits:* Penetration 45, Stun, Scatter Beam Array

**Skills:** Computers 9, Defensive Training 9, Durability 10, Perception 5, Ranged 13, Tactics 6

**Skill Focuses:** Ranged +4, Durability +2

**Talents:** Awesome Abilities (intelligence, instinct), Devastating Cripple (ranged), Far Shot, Penetration V, Rain of Firepower, Resistant V, Weapon Mastery (ranged II)

**Creature Abilities:** Focus, Energy Shields, Scatter Beam Array\*, Shade Barrier\*, Shade Projection\*

**Strength:** 25      **Instinct:** 10      **Agility:** 1      **Fortitude:** 32

**Intelligence:** 5      **Willpower:** NA

**Gear:** Tier 3 Tesseract Beam, Tier 3 Heavy Plated Hull

**Special Ability (Recharge):** After firing the Tesseract Beam, the monolith must recharge for 1 round before firing again. Thus, it can only fire once every other round.

**Special Ability (Scatter Beam Array):** The tesseract beam fires an array of projectiles that home in on enemies close to their primary target. When the beam fires, it makes the attack against each other enemy within 15 squares of the primary target, if it has line of sight to the targets. This is not a burst, does not do half damage on a miss, cannot be evaded, nor does it strike allies. It only gains attack overages against the primary target, as normal.

**Special Ability (Shade Barrier):** Once per encounter, the tesseract monolith can spend a full-round action to instantly recover all lost shield points.

**Special Ability (Shade Projection):** Once per hour, the tesseract monolith can project itself to another location as a full-round action. This location must be within 10 kilometers of its current location. The location must be large enough to support the monolith and it must have some knowledge of that location, such as from the uplinks of allies. The projection functions identically to the tesseract monolith, except it has 0 damage resistance and -2 to attack accuracy. The projection has no energy shields, but its hit points are equal to the monolith's normal maximum. The projection lasts for 15 minutes or until destroyed.

While the monolith is using shade projection, the actual monolith is inert and inactive. Its robotic consciousness is controlling the shade projection. If the actual monolith is destroyed, then the shade projection is also destroyed.

**Special Ability (Focus Fire):** When aiming, the monolith gains +5 accuracy and counts its instinct as 20 for overages.

**Special Ability (Reinforcement):** The reinforcement value from the monolith's plated hull reduces all crippling wound points it suffers by 1.

**Special Ability (Immobile):** The monolith has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 400. These energy shields automatically recover while outside combat, at a rate of 80 shield points per minute.







## Vehicle Armor List

### Heavy Plated Hull

Vehicle Powered Armor

Damage Resistance 24

Defense Penalty: -2

Resistance Rating: +4

Special Traits: Reinforcement (1)

**Description:** Heavy Plated Hull is the quintessential tank armor; a strong bulwark that is designed to fully stop bullets, as well as even providing protection against armor piercing rounds. These vessels are made out of reinforced neosteel, and are often on the front lines, preparing to take incoming fire.

### Light Hull

Vehicle Heavy Armor

Damage Resistance: 12

Defense Penalty: 0

Resistance Rating: +3

Special Traits: None

**Description:** This level of vehicle armor isn't real armor, but merely the framing of the vehicle and enclosed plating. It is typically found on civilian vessels that are not designed to be used in combat or take oncoming fire.

### Reinforced Hull

Vehicle Heavy Armor

Damage Resistance: 18

Defense Penalty: -1

Resistance Rating: +3

Special Traits: Reinforcement (1)

**Description:** Reinforced Hull has some level of protection, with light armor over the framing of the vehicle, so it can sustain fire but not be too encumbering to the vehicle. It is typically used on military vehicles that still prize mobility and speed.

### War Machine Hull

Vehicle Powered Armor

Damage Resistance: 30

Defense Penalty: -3

Resistance Rating: +5

Special Traits: Reinforcement (2)

**Description:** War Machine Hull is only used on the largest and toughest of vehicles that are designed for the thick of combat. This type of armor is typically found on capital ships or other large combat vessels.

# Chapter 7: Example Protoss

## NPCs

This chapter contains a wealth of new protoss non-player characters to include in your StarCraft campaigns. This section focuses on the new protoss races, the Tal'darim and Purifier protoss. However, it also contains new protoss of the Aiur and Nerazim tribes to include in your games as well. The statistics contained here are designed to be common, generic NPCs that might commonly be encountered on StarCraft adventures. Included in this section are piloted vehicles and cybernetic walkers, with the vehicles already stated out based on example pilots.

This chapter is organized by protoss faction.



## The Tal'darim

The Tal'darim are a ruthless, militant sect that contains many warriors, psychic masters, and protoss with dark intentions. Tal'darim make excellent villains in a StarCraft campaign

### 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 par 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 recovery 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 4<sup>th</sup> 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; +15 accuracy, targets an enemy within long range, deals 50 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 Socket), 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 (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 (Resilience of the Firstborn):** When the ascendant rallies an allied protoss with a leadership check, those allies regain 19 shield points.

**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 or 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 Ascendant followed by his supplicants*

## Tal'darim Aspirant Description

Aspirants are mid-ranking Tal'darim who apprentice to an Ascendant. They fulfill the Ascendant's wishes and perform whatever dirty task their master needs. In return, the ascendant guides their career and helps them overcome rivals and excel along the Chain of Ascension. If an Aspirant becomes too successful, however, their master often prepares some elaborate betrayal to eliminate a potential rival. Such is the way of the Tal'darim.

Aspirants can be found in any number of different capacities in service to their ascendant. They might be found attending their master, in packs of aspirants all dedicated to the same ascendant, or with other Tal'darim forces acting as a liaison of their master's will.

### Tactics

An aspirant is a powerful, low level psionic caster. Because they are dedicated to psionic prowess, they are fairly poor direct combatants. Aspirants fight by hanging back beyond the battle lines and bombarding enemies with *Life Drain* and *Move Object*. If they are approached in direct combat, they use *Dark Matter Surge* to repel attackers. Their staff of force is used once they are out of energy and don't have time to recharge their power.

A powerful ability of the aspirant is their ability to curse their foes. Their curse, used as a minor action, gives an enemy a -2 penalty on skill checks and defenses for 1 round. They often use their curse on the focus target of their ally's attacks, particularly if they are allied with tal'darim zealots or warriors. They try to perform their curse action every round if possible. If they are surrounded, they can instead curse every enemy with 6 squares. They often do this, then follow the action with a *Dark Matter Surge*.

**-Aspirant Favored Psionic Powers:** Psi Level 4, +13 psionic manifestation bonus (+14 manifestation Telepathy and +16 manifestation Energy)

**-Dark Matter Surge;** DC 24 manifestation as a standard action; 8 energy fatigue; +11 attack versus defense in a burst 2 centered on caster, struck targets suffer 37 damage; Penetration 6 and Rending 4, targets who suffer crippling wounds suffer Bleed 4, lose a healing threshold, and suffer 1 strength damage per crippling wound point

**-Life Drain;** DC 22 manifestation as a standard action; 6 energy fatigue; +11 accuracy, targets an enemy within medium range, deals 32 damage with Penetration 10; target loses a healing threshold if they take a crippling wound, caster can spend a healing threshold to regain hit points equal to damage dealt

**-Move Object;** DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab 2 objects up to large size or smaller objects within distant range and move them 5 squares per round

## Aspirant, Tal'darim

**Level 8 Tal'darim Protoss Heroic Character (Sorcerer 7, Cleric of Amon 1 [Doomsayer]), High Threat**

**Skill Purchases:** 3

**Talent Purchases:** 4

**Ability Score Purchases:** 5

**Hit Points:** 105

**Healing Threshold:** 7

**Damage Threshold:** 26

**Defense:** 16

**Toughness:** 22

**Resolve:** 20

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +5

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 9

**Psionic Resistance:** 24

**Energy Shields:** 50 (6 Shield Armor)

**-Bane Psi Blade** 1d20+6 accuracy, 18 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Defensive, Bane

**-Staff of Force** 1d20+7 accuracy, 31 damage, +2 strikes maximum, 25 shots at long range; *Special Traits:* Penetration 8, Telekinetic Weapon, Stun, Psionic Infusion

**-Blood Orb** 1d20+11 accuracy, 35 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Burst 1

**Skills:** Athletics 2, Defensive Training 5, Durability 5, Endurance 2, Medicine 4, Leadership 2, Lore 4. Melee 4, Mental Training 4, Perception 2, Psionics 7, Ranged 5, Tactics 2

**Talents:** Enduring Shields, Jaded, Psi Level 3, Psi Level 4, Psionic Power, Psychic Discipline Focus (telekinesis, telepathy)

**Skill Focus:** Psionics +2

**Class Traits:** *Sorcerer Mastery III, Blood Orb, Levitation, Sorcerer Mastery II, Stolen Essence, Sorcerer Mastery III, Rapid Channeling*

**Psionic Powers:** *Reading, Messaging, Levitation, Move Object, Telekinetic Push, Life Drain, Dark Matter Surge*

**Strength:** 7\*

**Instinct:** 2

**Agility:** 3

**Fortitude:** 5

**Intelligence:** 4

**Willpower:** 6

**Gear:** Bane Psi Blade, Staff of Force, Light Protoss Armor Suit (Ilhan Crystal in Wisdom Socket, Khaydarin Crystal in Vengeance Socket, Argus Crystal in Normal Socket), Hood (Bloodshard Crystal in Dominance Socket), Cloak (Plasma Shielding in Immortality Socket), Backpack, Equipment Belt, Medipack

**Special Ability (Curse):** The aspirant can lay a psionic mark on an enemy. This mark is a hex that weakens, demoralizes, and drains the target. Placing a curse is a minor action, targeting a single living enemy within long range and line of sight. This can only be done once per round. The target of the curse suffers a -2 penalty to skill checks and defenses until the start of the aspirant's next turn. Alternately, instead of targeting one enemy at long range, it can affect all enemies with short range of the aspirant.

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

**Special Ability (Rapid Channeling):** Once per round, the aspirant can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.

**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 Aspirant 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.



*~Alarak, Highlord of the Tal'darim*

## Tal'darim Blasphemer Description

Bishops are the high priests of Amon. They are thoroughly evil and corrupt individuals who pressure the Tal'darim down the dark path of service to the dark god. The bishops of Amon are old and powerful psychics who possess great oratory skill and the ability to manipulate the corrupted energies of Amon, even directly summon warp entities into reality.

After Alarak ascended to become the new High Lord, he exiled or executed the remaining bishops. Those that survived are given a new title, blasphemers. Many blasphemers have still scattered throughout the cosmos with their own private armies of loyalists. Many of them plot to take the Tal'darim back from the usurper, Alarak.

### Tactics

Blasphemers are powerful support casters. They are typically found with large numbers of supporting minions. If they do not have followers, they always begin combat by using their summoning power to create a swarm of warp spirits that replicate tal'darim warriors. Afterwards, they try to take control of the battlefield by using *Psionic Maelstrom* to eliminate large numbers of foes, or *Phase Shift* to remove certain, surgical targets. Afterwards, they soften the remaining enemies with *Chaos Missiles* and their staff of command.

Blasphemers supplement their psionic powers with chronicles and combat influence. They use Chronicles of Faith to bolster low morale allies (usually in place of leadership), Chronicle of the First Born to boost powerful melee warriors, and Chronicle of Utter Darkness on allied casters. Other powers are used situationally. They can also apply a single chronicle to all allies within 6 squares. Simultaneously, they use combat influence to demoralize their enemies, then start to use distract once their morale level gets low. They have their aura of negative energy to help drain morale from the enemies.

Blasphemers are selfish leaders, who have no reservations about using *Temporal Shade* to escape combat and leave their allies to die. They will freely use Redirect Attack and Sacrifice to feed on their followers to keep themselves alive.

**-Blasphemer Favored Psionic Powers:** Psi Level 7, +22 psionic manifestation bonus (+24 manifestation for energy), recovers 3 energy per turn

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**-Chaos Missiles;** DC 26 manifestation as a standard action; 8 energy fatigue; releases 4 missiles that target different targets at medium range, +18 attack versus defense, struck takes 36 damage with Penetration (19) and Rending (2); 3 bleed on hit; ignores cover and improved cover; knocks targets prone if bypassing defense and toughness

**-Command;** DC 20 manifestation as standard action; 10 energy cost; +23 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.

**-Phase Shift;** DC 28 manifested as standard action; 6 energy fatigue; +32 attack versus toughness against a gargantuan-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 7 rounds

**-Psionic Maelstrom;** DC 24 manifested as standard action; 16 energy fatigue; +27 attack versus resolve at long range, Burst 7 area, struck targets are stunned, stunned targets must make a DC 22 endurance check at the end of each of their turns to end the effect; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

**-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, ghost can fly at normal move speed, cannot end its turn within terrain, lasts 7 rounds or dismissed as a free action on the caster's turn, when power ends, caster is instantly teleported to the ghost's location

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## Blasphemer, Tal'darim

Level 20 Tal'darim Protoss Heroic Character (Cleric of Amon 6, Bishop of Amon 4, Ascendant 6, Corrupter 4 [Manipulator]), High Threat

Skill Purchases: 23

Talent Purchases: 18

Ability Score Purchases: 15

Hit Points: 208

Healing Threshold: 8

Damage Threshold: 32

Defense: 21

Toughness: 25

Resolve: 29

Speed: 7

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 18

Psionic Resistance: 39

Energy Shields: 120 (8 Shield Armor)

-**Bane Psi Blade** 1d20+10 accuracy, 21 damage, +2 strikes maximum; *Special Traits*: Penetration 7, Defensive, Bane

-**Staff of Command** 1d20+10 accuracy versus resolve, 60 psionic damage, 1 strike maximum, 10 shots at medium range; *Special Traits*: Mental Weapon, Hold, Implement

**Skills**: Computers 8, Defensive Training 9, Durability 8, Endurance 6, Influence 10, Leadership 10, Lore 11, Medicine 8, Melee 8, Mental Training 10, Perception 9, Pilot 8, Psionics 9, Ranged 8, Science 8, Stealth 8

**Talents**: Cynic, Emotionless, Dissuade, Distraction, Endless Energy III, Enduring Shields III, Great Speaker, Inspirational Presence, Intimidating Presence, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psionic Power x2, Steal Energies

**Skill Focus**: Influence +2, Leadership +2, Lore +3

**Class Traits**: *Chronicles, Chronicle of Faith, Chronicle of Discord, Chronicle of the Children of Aiur, Chronicle of Stewardship, Dark Knowledge, Summoning II, Chronicle of Utter Darkness, Chronicle of the Firstborn, Chronicle of the Word of Amon, Breath of Creation, Revelation, Greater Summoning, Protoss Commander Mastery III, Sacrifice, Ascendant Mastery II, Redirect Attack, Rak'Shir Dueling, Manipulator Mastery II, Compel Attack, Resilience of the Firstborn*

**Psionic Powers**: *Reading, Messaging, Compulsion, Feedback, Command, Mind Blast, Life Drain, Chaos Missiles, Energize Shields, Psionic Maelstrom, Wall of Dark Matter, Temporal Shade, Phase Shift*

**Strength**: 6\*    **Instinct**: 2    **Agility**: 5\*    **Fortitude**: 8

**Intelligence**: 9    **Willpower**: 9

**Gear**: Tier 2 Bane Psi Blade, Tier 2 Staff of Command, Tier 2 Protoss Vindicator Power Suit (Bloodshard Crystal in Vengeance Socket, Khaydarin Crystal in Vengeance Socket, Ilhan Crystal in Dominance Socket), Robe (Ilhan Crystal in Wisdom Socket, Plasma Shielding in Immortality Socket)

**Special Ability (Chronicles)**: The blasphemer gains a new form of combat augmentation to use with the Lore skill. Instead of merely using Lore to give bonuses against a single race in the encounter, the character can use the skill to perform a Chronicle action. A chronicle is a combat augmentation that is used on a single allied protoss within 100 squares, which gives a benefit based on a dice roll and the chronicle effect chosen. The effect lasts a number of rounds equal to the character's intelligence. Chronicles only function on allied protoss and stack with the benefits from tactics or leadership.

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

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

-**Chronicle of Utter Darkness**: +10 damage with offensive powers, +10 additional damage every 5 points lore check exceeds 15

-**Chronicle of the First Born**: +1 accuracy, skill, and defense, +1 all bonuses every 5 points lore check exceeds 15

-**Chronicle of Word of Amon**: +3 manifestation bonus when you have void or corruption power source, +3 additional manifestation bonus for every 5 points lore check exceeds 15

Alternately, instead of effecting one nearby target, the blasphemer can apply a chronicle to all allied protoss within short range of them. They have a total lore bonus for chronicles of +22.

**Special Ability (Summoning)**: The blasphemer can summon a warp spirit that takes the form identical to a being from the corporeal universe. This is performed as a full-round action, summoning the target creature within long range. When summoning, the blasphemer makes a psionic manifestation check that costs 10 energy fatigue. They gain +10 on the manifestation check when cast in any or terrazine. Assuming they were at full energy, this gives them a +42 bonus on the check. For every 10 points they gain on the final check, they summon 2 spirits, each of these takes the form of a Tal'darim Zealot. Therefore, if they get a check result of 52, they summon 10 Tal'darim Zealots.

Since these created minions are only quasi-real manifestations of energy, they are not as powerful as normal. These void apparitions have only 50% the hit points of the base creature and suffer a -5 to all attacks and skill checks. They can maintain their form for 7 rounds. Increased exposure to the Void strengthens their strength and longevity. When summoned in an area of terrazine gas, they have 75% the hit points of the base creature, only suffer a -2 penalty to attack and checks, and last 7 minutes. Within the Void itself they are at full power, and last indefinitely.

**Special Ability (Influence):** The blasphemer is a master of manipulating other people. They can affect 3 enemies with a single combat influence action and have a total influence bonus of +23. They have access to the distraction and dissuade influence actions.

**Special Ability (Compel Attack):** The blasphemer can manipulate their friends as well as foes. They can make an influence test against an ally's resolve as a minor action. If they succeed, the ally loses a morale level but can make an instant standard action attack.

**Special Ability (Breath of Creation):** Whenever the character manifests a psionic power using the corruption power source, they can choose to manifest the power at -2 Psi Level to conjure in a wellspring of terrazine gas. This gas occupies a burst area centered on the character, with a size equal to the Psi Level the power was manifested at. It stays in play for the remainder of the encounter. Every entity that is entirely shrouded in an area of terrazine gas gains improved concealment, +1 Psi Level while within the area, and a -4 penalty to attacks, defenses, and skill checks, except psionic attacks and psionic skill checks. In addition, summoning manifestation checks are at a +10 bonus if the target is summoned within the area of terrazine. If this power is used outside of an encounter, the terrazine gas lasts for 5 minutes before dissipating.

**Special Ability (Redirect Attack):** When the blasphemer 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 blasphemer 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 blasphemer 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 blasphemer rallies an allied protoss with a leadership check, those allies regain 20 shield points.

**Special Ability (Zone of Negative Energy):** The blasphemer 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 blasphemer suffer a negative morale level at the start of their turn. Characters with the Jaded, Cynic, or Emotionless talents are immune to this power.

**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 or minor action. However, this extra action cannot be used to manifest psionic powers.

**Special Ability (Protoss Psychic):** The blasphemer is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Energy and temporal 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 [Hunter], Blood Hunter 5 [Elite Hunter], Corrupter [Authoritarian] 5), High Threat

Skill Purchases: 25

Talent Purchases: 8

Ability Score Purchases: 10

Hit Points: 181

Healing Threshold: 12

Damage Threshold: 33

Defense: 26

Toughness: 24

Resolve: 25

Speed: 9

Shift Speed: 3

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 8

Psionic Resistance: 30

Energy Shields: 50 (5 shield armor)

-**Bane Double Scythe** 1d20+11 accuracy, 39 damage, +1 strikes maximum; *Special Traits:* Penetration 12, Rending 7, Double Weapon, Bane

-**Bane Double Scythe w/ Heavy Strike** 1d20+17 accuracy, 47 damage, 1 strike maximum; *Special Traits:* Penetration 12, Rending 7, Double Weapon, Bane

-**Bane Double Scythe w/ Dual-Wielding** 1d20+8 accuracy, 39 damage, +1 strike maximum x2; *Special Traits:* Penetration 12, Rending 7, Double Weapon, Bane

**Bane Double Scythe w/ Heavy Strike and Dual-Wielding** 1d20+14 accuracy, 47 damage, 1 strike maximum; *Special Traits:* Penetration 12, Rending 7, 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, 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 (Recuperation):** Once per round, when the blood hunter suffers hit point damage, they gain 16 temporary hit points.

**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.



*~Tal'darim Blood Hunter, partially cloaked*

**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 (Monster Hunter):** 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.

**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 (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 Commander Description

Tal'darim commanders come from the ranks of the most vicious and brutal warriors amongst the Tal'darim. These warriors spent time both battling enemies with their psi blades and hunting foes from within their scouts. Now, their years of warfare have paid off and they have ascended high amongst the Chain of Ascension. Most tal'darim commanders lead their kin from the command deck of a capital-class ship, such as a destroyer or carrier.

Commanders are the highest rank individuals on their ships, and thus expect absolute loyalty from their crew. They rarely seek out Rak'shir anymore but are constantly thwarting out rivals who are seeking to take control of their own ship. Many spiteful commanders would rather scuttle their own vessel than let a rival take it over. This has led to many instances of self-vandalism that weakened the death fleet due to petty disputes over proper leadership.

While commanders fight from their tactical throne aboard their ship now, they are still blooded warriors who are always prepared for a new, glorious fight. They relish the chance for their foes to board their vessels, so they can punish them with their deadly psi reaper blades.

### Tactics

Tal'darim commanders begin combat by setting up their tactics for accuracy and their leadership on their allies. Afterwards, try to use *Command* to take control of a single foe and then charge into combat. They are not accurate with their psi reapers, but they strike very hard with great, cleaving blows. They try to focus on targets subjected to their Avenger ability to improve their accuracy bonus. They try to activate heavy strike and power strike on each of their blows to maximize their damage without substantially reducing their accuracy. If they still have trouble hitting with their cumbersome weapons, they will instead use *Mind Blast* to strike high defense foes.

Commanders would rather die than give up their ships or command. They always try to maintain their leadership in combat so they can rally their followers. They use *Command* to turn enemies against each other. *Hallucinations* are set up before encounters to give enemies fake foes to fight.

**Commander's Favored Psionic Powers:** Psi Level 5, +21 psionic manifestation bonus (+23 with telepathy)

**-Command;** DC 20 manifestation as standard action; 10 energy cost; +14 attack versus resolve of a target at medium 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; ignores thought blocking

**-Hallucination;** DC 18 manifestation standard action; 7 energy cost; creates up to 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

**-Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +14 attack versus resolve at medium range, target takes 60 psionic damage; ignores thought blocking

## Commander, Tal'darim

**Level 22 Tal'darim Protoss Heroic Character (Fanatic 7, Astral Hunter 7, Death Captain 4, Ascendant 4), High Threat**

**Skill Purchases:** 25

**Talent Purchases:** 10

**Ability Score Purchases:** 15

**Hit Points:** 193

**Healing Threshold:** 12

**Damage Threshold:** 31

**Defense:** 28

**Toughness:** 28

**Resolve:** 25

**Speed:** 9

**Shift Speed:** 2

**Morale Bonus:** +7

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +9

**Damage Resistance:** 22

**Psionic Resistance:** 30

**Energy Shields:** 50 (5 shield armor)

**-Bane Psi Reaper** 1d20+13 accuracy, 54 damage, 1 strike maximum; *Special Traits:* Penetration 10, Cleaving 1, Bane

**-Bane Psi Reaper w/ Heavy Strike and Power Strike** 1d20+12 accuracy, 83 damage, 1 strike maximum; *Special Traits:* Penetration 10, Cleaving 1, Bane

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 10, Durability 9, Endurance 5, Leadership 4, Melee 10, Mental Training 8, Perception 6, Pilot 10, Psionics 10, Ranged 11, Tactics 9, Survival 4

**Talents:** Defensive Fighting, Dual-Weapon Skill, Inspirational Presence, Jaded, Power Strike, Psi Level 3, Psi Level 4, Psi Level 5, Psionic Power, Weapon Mastery (melee II, ranged II)

**Skill Focuses:** Defensive Training +2, Pilot +2, Ranged +2

**Class Traits:** *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Pilot Mastery III, Avenger, Astral Hunter Mastery III, Burn Systems, Galactic Sniper, Attuned Shields, Reflection, Ascendant Flight Form, Indestructible, Fearsome Barrage, Protoss Commander Mastery II, Ascendant Mastery II, Sacrifice, Resilience of the Firstborn*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Compulsion, Hallucination, Feedback, Mind Blast, Command, Acute Senses*

**Strength:** 8\*

**Instinct:** 5

**Agility:** 8\*

**Fortitude:** 6

**Intelligence:** 4

**Willpower:** 7

**Gear:** Tier 2 Protoss Vindicator Power Suit (Plasma Shield in Vengeance Socket, Khalis Fragment in Vengeance Socket, Plasma Shielding in Dominance Socket, Blood Shard Crystal in Dominance Socket), Tier 3 Bane Psi Reaper, Amulet (Argus Crystal in Wisdom Socket)

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

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

**Special Ability (Bloodshard Dominance):** Whenever the commander spends a healing threshold, they gain 15 temporary hit points for each healing threshold spent.

**Special Ability (Improved Plasma Shield):** When the commander hits with their psi reaper, they regain 4 shield points. In addition, whenever they lose shields, they deal a hit of damage against all adjacent enemies equal to the shields they lost.

**Special Ability (Resilience of the Firstborn):** When the commander rallies an allied protoss with a leadership check, those allies regain 22 shield points.

**Special Ability (Adrenaline Rage):** Every round, the commander 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 (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 or minor action. However, this extra action cannot be used to manifest psionic powers.

**Special Ability (Sacrifice):** The commander 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. This damage is not reduced by damage resistance but also cannot deal crippling wounds. If this effect reduces an ally to 0 hit points, they automatically suffer a critical disfigurement. This character 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 (Protoss Psychic):** The commander is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy and Augmentation discipline. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.



## Tal'darim Foresworn Description

Foresworn are veteran Tal'darim warriors that have sworn themselves as the personal servants of the Highlord. In doing so, they have given up any chance of climbing the Chain of Ascension and truthfully, the ability to have free will at all. In return for their service, they are granted protection, power, and the glory of being the most trusted servants of the highlord. Both Alarak and Ma'lash possessed great armies made entirely out of foresworn agents to enact their will.

### Tactics

Foresworn mix close combat ability with psionic offense. They are equally comfortable fighting from melee or a range, depending on what their allies need them to do. If serving as melee combatants, they activate *Regeneration* and use tactics to boost their defense before charging into combat. They are not afraid to bolster themselves by using Adrenaline Rush and Channeled Aggression in the same turn, to have massive explosions of melee damage.

When fighting from a range, the Foresworn's favored psionic offense is to batter their foes with *Telekinetic Impact*. If they low on energy and fighting foes with low damage resistance, they will instead use Blood Orb. They are not accurate with *Move Object* but will still use the power when there are worthwhile materials to throw around, preferring to bombard a single target with multiple objects.

**-Foresworn's Favored Psionic Powers:** Psi Level 5, +14 psionic manifestation bonus

**-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 medium range and move it 6 squares per round, objects can instead be hurled up to 18 squares dealing damage as the type of object they are, +4 accuracy with thrown objects

**-Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; spends a healing threshold to recover 5 hit points each round for 2 minutes

**-Telekinetic Impact;** DC 22 manifestation as a standard action; 6 energy fatigue; +9 attack versus defense at medium range, target takes 65 damage with Close Quarters weapon trait

## Foresworn, Tal'darim

Level 14 Tal'darim Protoss Heroic Character (Fanatic 7, Blood Hunter 5, Sorcerer 2), High Threat

Skill Purchases: 20

Talent Purchases: 6

Ability Score Purchases: 9

Hit Points: 186

Healing Threshold: 12

Damage Threshold: 30

Defense: 25

Toughness: 26

Resolve: 23

Speed: 8

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 16

Psionic Resistance: 29

Energy Shields: 50 (8 shield armor)

**-Bane Psi Blade** 1d20+11 accuracy, 22 damage, +3 strikes maximum; *Special Traits:* Penetration 7, Defensive, Bane

**-Bane Psi Blade w/ Dual-Wielding** 1d20+6 accuracy, 22 damage, +3 strikes maximum x2; *Special Traits:* Penetration 7, Defensive, Bane

**-Blood Orb** 1d20+9 accuracy, 28 damage, 1 strikes maximum, 1 shot at short range; *Special Traits:* Burst 1

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 7, Durability 8, Endurance 4, Melee 9, Mental Training 6, Perception 4, Psionics 7, Tactics 4, Survival 4

**Talents:** Dual-Weapon Skill, Jaded, Power Strike, Psi Level 3, Psi Level 4, Psi Level 5, Psionic Powers, Psychic Discipline Focus (telekinesis), Weapon Mastery (melee)

**Skill Focuses:** Durability +2, Melee +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 Hunger Sorcerer Mastery I, Levitation*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Cloaking, Toughness, Move Object, Telekinetic Push, Telekinetic Impact, Regeneration*

**Strength:** 9\*

**Instinct:** 2

**Agility:** 6\*

**Fortitude:** 6

**Intelligence:** 2

**Willpower:** 7

**Gear:** Bane Psi Blade x2, Protoss Heavy Power Suit (Ilhan Crystal in Vengeance Socket, Uraj Fragment in Immortality Socket), Cloak (Plasma Shield Crystal in Immortality Socket), Ring (Uraj Fragment in Normal Socket)

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

**Special Ability (Merciless Hunger):** When the foresworn kills a living target with a melee attack, they recover a healing threshold. When the target is stunned, unconscious, dying, or helpless, they also 14 temporary hit points.

**Special Ability (Adrenaline Rage):** Every round, the foresworn 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 foresworn 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 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 or minor action. However, this extra action cannot be used to manifest psionic powers.

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

**Special Ability (Protoss Psychic):** The foresworn is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Cloaking, and Augmentation 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 *Mind 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 maintain 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 no 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 ghost'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 deal damage to 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; +8 accuracy, targets an enemy within long range, deals 45 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 short range, target recovers energy shields equal to  $d20+13 \times 2$  (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 48 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 (Bloodshard 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 Pilot Description

The Tal'darim pilot is the typical combat pilot for the Dark Templar. They are aggressive fliers who have adapted to flying military vehicles the Tal'darim have repurposed and stolen from their rivals. Tal'darim Pilots are aggressive fliers who prize themselves as hunters looking for their victims in the depths of space.

Like the pilots of other races, Tal'darim pilots began their careers as warriors. Through ascension, they earned their right to their own personal craft and sought to master a higher form of warfare.

### Tactics

Tal'darim pilots are typically encountered piloting their starships and are rarely fought on foot. When they are, they fight with reckless force with their psi blade. They try to end fights quickly by using Channeled Aggression the first round of melee combat, to deal extra punishment. They focus their attacks to take down one foe at a time. Tactics is used to improve their defense.

**Pilot's Favored Psionic Powers:** Psi Level 4, +7 psionic manifestation bonus

**-Hallucination;** DC 18 manifestation standard action; 7 energy cost; creates a hallucination within long range that last 12 rounds, hallucination 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.

## Pilot, Tal'darim

**Level 12 Tal'darim Protoss Heroic Character (Fanatic 7, Astral Hunter 5), High Threat**

**Skill Purchases:** 14

**Talent Purchases:** 5

**Ability Score Purchases:** 9

**Hit Points:** 105

**Healing Threshold:** 11

**Damage Threshold:** 26

**Defense:** 22

**Toughness:** 22

**Resolve:** 17

**Speed:** 6

**Shift Speed:** 2

**Morale Bonus:** +3

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +5

**Damage Resistance:** 13

**Psionic Resistance:** 16

**Energy Shields:** 48

**-Bane Psi Blade** 1d20+8 accuracy, 20 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Defensive, Focusing

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 7, Durability 5, Endurance 2, Melee 5, Mental Training 2, Perception 4, Pilot 6, Psionics 2, Ranged 6, Tactics 5, Survival 4

**Talents:** Dual-Weapon Skill, Jaded, Power Strike, Psi Level 3, Psi Level 4, Weapon Mastery (melee, ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Pilot Mastery II, Avenger, Astral Hunter Mastery II, Burn Systems, Galactic Sniper*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Compulsion, Hallucination*

**Strength:** 5

**Instinct:** 5\*

**Agility:** 5

**Fortitude:** 5

**Intelligence:** 4

**Willpower:** 5

**Gear:** Tier 2 Protoss Flight Power Suit (Plasma Shield in Normal Socket, Ilhan Crystal in Vengeance Socket), Tier 2 Bane Psi Blade

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

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

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



*~Tal'darim Phoenix Pilot*

## Tal'darim Savage Description

The Tal'darim known as 'savages' are low ranking warriors that thrive on combat and violence. Many are little more than slaves or outcasts, the dredges of society that would rather prove themselves in battle than work thanklessly on Tal'darim technology. Armed with only archaic blades and the lightest of armor, they are thrown into battle in great, chaotic mobs. Savages that survive several battles might gain enough esteem to work their way up to become zealots or foresworn.

### Tactics

Savages are very frail, due to their lack of worthwhile gear. However, they make up for this with killer instincts and their Zealous Fury ability. Zealous Fury allows them to enter a psionic-infused rage that gives them great speed and power at the cost of their own safety. Savages usually activate their fury when they start their turn within 14 squares of an enemy. They will activate their rage, then move adjacent to a foe and attack with both of their strife blades. They invest everything they have in this blitz attack, and after moving into combat generally activates Adrenaline Rage each round, draining their healing thresholds to deal maximum damage. Their rage only lasts 5 rounds, and once it ends, they are crippled, gaining the Staggered and Slowed conditions for 2 rounds. Therefore, they do everything they can to finish off their foes before their fury ends.

## Savage, Tal'darim

Level 4 Tal'darim Protoss Heroic Character (Fanatic 4 [Berserker]), High Threat

Skill Purchases: 9

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 95

Healing Threshold: 11

Damage Threshold: 25

Defense: 19

Toughness: 18

Resolve: 16

Speed: 7

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 5

Psionic Resistance: 13

Energy Shields: 30 (1 shield armor)

-**Strife Blade** 1d20+6 accuracy, 25 damage, +1 strike maximum; *Special Traits*: Defensive

-**Strife Blade w/ Dual-Wielding** 1d20+1 accuracy, 25 damage, +1 strike maximum x2; *Special Traits*: Defensive

**Skills**: Acrobatics 2, Athletics 2, Defensive Training 4, Durability 4, Endurance 3, Melee 4, Mental Training 2, Psionics 3, Survival 3

**Talents**: Defensive Fighting, Dual-Weapon Skill, Jaded, Weapon Mastery (melee)

**Class Traits**: *Fanatic Mastery II, Adrenaline Rage, Zealous Fury*

**Psionic Powers**: *Reading, Messaging*

**Strength**: 4

**Instinct**: 2

**Agility**: 4

**Fortitude**: 5

**Intelligence**: 2

**Willpower**: 4

**Gear**: Strife Blade x2, Protoss Armor Suit (Plasma Shielding in Normal Socket)

**Special Ability (Zealous Fury)**: The savage can activate a rage as a free action. While it is active, the savage gains +2 melee accuracy, damage, and penetration. They also double their movement speed while fury is activated and are immune to combat influence and telepathic powers. They cannot perform combat augmentations or combat behaviors while fury is activated, except for heavy strike actions. They suffer a -5 penalty to their defense while this is active.. The fury lasts 5 rounds. Once the effect ends, the savage has the Staggered and Slowed conditions for 2 rounds.

**Special Ability (Adrenaline Rage)**: Every round, the savage 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 (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 savage is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy and Augmentation discipline. 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, descendants 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 Supplicant Description

Supplicants are low ranking Tal'darim that have a fanatical devotion towards an ascendant. Supplicants are the most common minions of an ascendant, and they follow their master around in great packs. They fight and compete amongst themselves for their master's favor and will even fight to sacrifice their energy for their master to incur more favor in death.

While supplicants vie for the favor of their masters, their secret longing is to one day become ascendants themselves. They are duplicitous and deceitful individuals. Even after long years of serving an ascendant, if given the chance they would gladly supplant them and take their position on the change.

### Tactics

Supplicants are simple combatants, that are still learning to master their psionic offense. Therefore, they fight from afar with their electro rods and blood orb power. Supplicants will fight fanatically and to the death as long as an ascendant is present; they seek to impress their master with their fearlessness. Otherwise, supplicants will seek to survive an encounter, to continue their craven existence so they can die at a more proper time.

Supplicants use *Move Object* to block enemies from pursuing them or their master. They also sometimes use it to lift heavy objects in the air and then drop them on their foes, although this is typically used when they ambush their foes rather than the heat of battle. If engaged in close combat, they will fight with their strife blades. When in combat with an ascendant, they will cluster around him, absorbing hits meant for their master, and be readily nearby in case they need to make the ultimate sacrifice to fuel their master's powers.

**- Supplicant's Favored Psionic Powers:** Psi Level 3, +9 psionic manifestation bonus

**-Move Object;** DC 18 manifestation as a standard action; 1 energy fatigue +1 per round sustained; caster can grab 2 objects up to large size or smaller objects within long range and move them 3 squares per round

## Supplicant, Tal'darim

**Level 4 Tal'darim Protoss Heroic Character (Sorcerer 4), High Threat**

**Skill Purchases:** 9

**Talent Purchases:** 2

**Ability Score Purchases:** 2

**Hit Points:** 95

**Healing Threshold:** 7

**Damage Threshold:** 25

**Defense:** 16

**Toughness:** 17

**Resolve:** 18

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +6

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 5

**Psionic Resistance:** 22

**Energy Shields:** 40 (6 Shield Armor)

**-Strife Blade** 1d20+5 accuracy, 21 damage, 1 strike maximum; *Special Traits:* Defensive, Versatile

**-Electro Rod** 1d20+3 accuracy, 12 damage, 1 strikes maximum, 100 shots at medium range; *Special Traits:* Penetration 4, Rending (10 vs constructs), Fully-Automatic, Energy Damage, Implement

**-Blood Orb** 1d20+6 accuracy, 27 damage, 1 strikes maximum, 1 shot at short range; *Special Traits:* Burst 1

**Skills:** Athletics 2, Defensive Training 3, Durability 4, Endurance 2, Medicine 1, Melee 4, Mental Training 2, Perception 2, Psionics 4, Ranged 3

**Talents:** Jaded, Psi Level 3, Enduring Shields, Psychic Discipline Focus (telekinesis, telepathy)

**Class Traits:** *Levitation, Sorcerer Mastery II*

**Psionic Powers:** *Reading, Messaging, Levitation, Move Object*

**Strength:** 4

**Instinct:** 2

**Agility:** 3

**Fortitude:** 5

**Intelligence:** 2

**Willpower:** 5

**Gear:** Strife Blade, Electro Rod, Protoss Armor Suit (Ilhan Crystal in Normal Socket, Bloodshard Crystal in Normal Socket), Robe (Plasma Shield in Immortality Socket), Backpack

**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 supplicant is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy and Telekinesis disciplines. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.

## Tal'darim Warrior Description

The Tal'darim warrior is a bloodthirsty fanatic who is just starting to obtain their position on the Chain of Ascension. They have more spirit than skill but are ruthless warriors that possess great ambition. Warriors wish to take their place on the Chain of Ascension and seek to perfect their battle and psionic skills to further progress in Rak'Shir.

Warrior make up the rank and file of Tal'darim strike forces. When the Tal'darim go to battle, large swathes of Tal'darim warriors often make up the front ranks, usually followed by fanatics and slayers.

### Tactics

Warriors focus entirely on killing blows. When they advance into melee, they use tactics to improve their damage resistance, and bob and weave. Once they approach the enemy lines, however, they use tactics to increase their accuracy and perform heavy strikes. Tal'darim warriors are all about glory, so they don't stop attacking a target until they are dead, or they seem weak to their peers. Afterwards, they generally try to steal a kill from a rival warrior, further proving their own strength.

## Warrior, Tal'darim

### Level 4 Tal'darim Protoss Heroic Character (Fanatic 4), High Threat

Skill Purchases: 9

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 95

Healing Threshold: 9

Damage Threshold: 25

Defense: 17

Toughness: 19

Resolve: 16

Speed: 6

Shift Speed: 1

Morale Bonus: +5

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 5

Psionic Resistance: 13

Energy Shields: 20

**-Strife Great Blade** 1d20+6 accuracy, 34 damage, 1 strike maximum; *Special Traits*: Defensive

**Skills**: Athletics 2, Defensive Training 4, Durability 4, Endurance 1, Melee 4, Mental Training 2, Perception 2, Psionics 2, Tactics 3, Survival 3

**Talents**: Jaded, Power Strike, Weapon Mastery (melee), Dual-Weapon Skill

**Class Traits**: *Armored Defender, Fanatic Mastery II, Adrenaline Rage*

**Psionic Powers**: *Reading, Messaging*

**Strength**: 5

**Instinct**: 2

**Agility**: 3

**Fortitude**: 5

**Intelligence**: 2

**Willpower**: 4

**Gear**: Tier 2 Strife Great Blade, Protoss Armor Suit (Plasma Shielding in Normal Socket)

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

## Tal'darim War Smith Description

War smiths are the engineers of the Tal'darim. Some were former slaves that worked their way onto the Chain of Ascension, while others chose technology for their careers. Whatever their origin, now war smiths are important individuals who are needed by the forces of Slayn.

War smiths usually have small armies of slaves, supplicants, and warriors attending their every need. Their rare skill and distinction mean they are generally given whatever they ask for, to ensure their tasks are completed in a timely manner. Many war smiths will demand more resources than they need, relying on the ignorance of their kin. They use these extra supplies on personal projects and experiments designed to advance their careers further.

### Tactics

War Smiths are not fighters; they are engineers. If possible, they will spend their actions working with their supplicants to repair constructs or activate base defenses to fight for them. They have only the most basic combat ability to defend themselves. They rely heavily on their two followers, the supplicants, that aid them in their actions even while inside an encounter. They use the supplicants to bombard foes or support their own attacks. If possible, war smiths will flee combat and get their allies to fight for them.

**- War Smith's Favored Psionic Powers:** Psi Level 3, +10 psionic manifestation bonus

**-Move Object;** DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to a medium size or smaller object within medium range and move it 3 squares per round

## War Smith, Tal'darim

**Level 8 Tal'darim Protoss Heroic Character (Tech Pirate 7, War Smith 1), High Threat**

**Skill Purchases:** 15      **Talent Purchases:** 1      **Ability Score Purchases:** 6

<b>Hit Points:</b> 95	<b>Healing Threshold:</b> 7	<b>Damage Threshold:</b> 25
<b>Defense:</b> 18	<b>Toughness:</b> 19	<b>Resolve:</b> 17
<b>Speed:</b> 6	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +3
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +2
<b>Damage Resistance:</b> 6	<b>Psionic Resistance:</b> 16	<b>Energy Shields:</b> 30

**-Bane Psi Blade** 1d20+6 accuracy, 17 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Defensive, Bane

**Skills:** Acrobatics 2, Athletics 2, Computers 7, Defensive Training 5, Durability 4, Endurance 5, Leadership 5, Lore 4, Melee 5, Mental Training 2, Perception 4, Pilot 5, Psionics 5, Ranged 4, Science 7, Stealth 5, Survival 5

**Talents:** Jaded, Psi Level 3, Sabotage, Structural Weakness

**Skill Focus:** Computers +2, Science +3

**Class Traits:** *Piracy, Combat Mechanic, Corrupt Machine, Supplicants, Additional Supplicant*

**Psionic Powers:** *Reading, Messaging, Move Object*

**Strength:** 4      **Instinct:** 3      **Agility:** 3      **Fortitude:** 5

**Intelligence:** 6      **Willpower:** 5

**Gear:** Bane Psi Blade, Tier 2 Protoss Armor Suit (Plasma Shielding in Normal Socket, Khalis Fragment in Normal Socket), Hood (Ilhan Crystal in Dominance Socket), Laser Cutter, Backpack, Equipment Belt x3, Tier 2 Light Orb, Tier 2 Crystal Charging Cell x2, Tier 2 Protoss Medipack x2, Protoss Repair Kit x2

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

**Special Ability (Supplicants):** The war smith has two weak, low ranking Tal'darim that follow them around and aid them. These supplicants follow the character around wherever they go and aid in combat and skill checks. The supplicants can make skill checks using the skill bonus of the war smith. They cannot use the combat augmentations. It can perform assist actions to aid the war smith with their skill checks or make their own skill checks.

The supplicants also follow the war smith into combat. They have the same defenses and resistances as the war smith, but only possess 50 hit points and are killed if they suffer a crippling wound. The supplicants mirror the actions of the war smith and must always remain with 30 squares of them. Every action the artificer performs, the supplicant duplicates. The war smith can perform a move action without actually moving themselves, but only moving their supplicants. Supplicants can be used to provide flanking and other benefits for the artificer and their allies.

When the artificer performs a standard action, the supplicant does not need to simply mirror the artificer. Instead, they perform an action from the following list.

- Interact with a piece of technology, including one that requires a Science or Computers skill check.
- Perform a medicine check on an adjacent target, assuming they have a medipack.
- Assist the artificer with an attack, giving them a +2 accuracy bonus. They must be within 6 squares of the target.
- Make their own attack at a target within 6 squares of them. They have +5 accuracy. If they hit, they deals 15 damage

**Special Ability (Combat Mechanic):** The war smith 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.

**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 war smith 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. Corruption is their psionic power source.



*~Tal'darim Zealot*

## Tal'darim Zealot Description

The zealot is the trained warrior of the tal'darim. Zealots serve as the main troops for major warfare engagements, similar to templar zealots. In many ways, they are very similar to the templar zealot, fighting with heavy armor and two psi blades. However, the warrior themselves are very different. Templar Zealots focus on bravery, valor, and honor. The Tal'darim zealot is a warrior of rage, bloodthirst, and sadism. They want to hurt their foes and make them feel pain.

Tal'darim zealots constantly battle amongst themselves when not at war, trying to prove who is the better warrior. They often swear loyalty to a single ascendant and serve them as vassals as long as it is advantageous. Zealots serve those who benefit them, such as promising the greatest rewards or offering to carry them the furthest on the chain of ascension.

### Tactics

Zealots are very dangerous opponents. Their bane weapons deal grievous, bleeding wounds and ignore shield armor and regeneration. This makes them lethal, and extremely proficient duelists that excel at a variety of foes. Zealots prefer to use tactics to increase their accuracy, and balance that with bob and weave actions to empower their defense. They attack with dual-wielding exclusively. They use adrenaline rage recklessly, using it every turn until the battle is virtually won.

If they are fighting a more dangerous opponent, they will save their energy fatigue for manifesting Channeled Aggression, to maintain an unparalleled offense and keep their foe overwhelmed. They use their *Toughness* psionic power when facing foes with automatic weapons that they need to close in on quickly. Fanatics rarely use their blood haze power, as they prefer to save their healing thresholds for adrenaline rage and channeled aggression but will occasionally use it to shut down enemy artillery.

**-Zealot's Favored Psionic Powers:** Psi Level 3, +10 psionic manifestation bonus

**-Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; +3 damage resistance and +1 threshold for 2 rounds

## Zealot, Tal'darim

**Level 10 Tal'darim Protoss Heroic Character (Fanatic 7, Blood Hunter 3), High Threat**

**Skill Purchases:** 17

**Talent Purchases:** 4

**Ability Score Purchases:** 6

**Hit Points:** 148

**Healing Threshold:** 12

**Damage Threshold:** 28

**Defense:** 21

**Toughness:** 25

**Resolve:** 19

**Speed:** 7

**Shift Speed:** 2

**Morale Bonus:** +7

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 16

**Psionic Resistance:** 18

**Energy Shields:** 48 (1 shield armor)

**-Bane Psi Blade** 1d20+10 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Defensive, Bane

**-Bane Psi Blade w/ Dual-Wielding** 1d20+5 accuracy, 22 damage, +2 strikes maximum x2; *Special Traits:* Penetration 3, Defensive, Bane

**Skills:** Acrobatics 3, Athletics 4, Defensive Training 6, Durability 6, Endurance 4, Melee 8, Mental Training 4, Perception 3, Psionics 5, Tactics 4, Survival 4

**Talents:** Jaded, Power Strike, Weapon Mastery (melee), Dual-Weapon Skill, Psi Level 3, Enduring Shields

**Skill Focuses:** Melee +2

**Class Traits:** *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Psychic Champion Mastery II, Energizing Shields, Hunter in Shadows, Blood Haze*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Cloaking, Toughness*

**Strength:** 9\*

**Instinct:** 2

**Agility:** 5\*

**Fortitude:** 6

**Intelligence:** 2

**Willpower:** 5

**Gear:** Bane Psi Blade x2, Protoss Heavy Power Suit (Plasma Shield in Normal Socket, Ilhan Crystal in Vengeance Socket)

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

**Special Ability (Adrenaline Rage):** Every round, the zealot 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 zealot 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 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 zealot regenerates a 1 shield point.

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



## Example Tal'darim Cybernetic Walkers

This section includes statistics on common cybernetic walkers utilized by Tal'darim forces.

### Tal'darim Slayer Description

This is a slayer cybernetic walker, a variation of the nerazim stalker that is used by the tal'darim. This craft is piloted by a Tal'darim Zealot.

#### Tactics

Slayers are simple combatants, using their particle disruptor to disintegrate their enemies. They usually bob and weave and use tactics to increase their defense. They rely on their multiple strikes to increase their accuracy, and their twin-linked trait gives them hailfire while not aiming. Slayers are ineffective melee combatants and do their best to keep away from dangerous melee foes such as zerg and templar.

Slayers make intermittent use of the Channeled Aggression ability. They save the ability when they need to quickly eliminate a powerful foe, such as a tank or zerg monster. However, the ability does substantial damage to them, so they do not use it recklessly or while at low hit points. More often, they use it to finish a foe to make a difference in battle.

Slayers can automatically *Phase Shift* themselves upon taking a crippling wound. They have a choice whether to do this or not. They prefer to use phase shift when possible, taking the opportunity to relocate to a safe firing platform or sneak behind enemy lines for an ambush. They cannot attack while phase shifted, and therefore do not do so when their fire support is greatly needed.

Zealots willingly embrace the change to become a slayer in order to protect their highlord and the ascendants. Therefore, they have no fear for their lives and will gladly die to protect their master or serve his whims.

**-Slayer's Favored Psionic Powers:** Psi Level 3, +10 psionic manifestation bonus

**-Phase Shift;** Automatically manifested as standard action or as an instant reaction; 8 energy fatigue; slayer becomes 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 3 rounds or can be ended at the beginning of any turn or until target succeeds DC 25 willpower check as full-round action

### Slayer, Tal'darim

**Level 10 Tal'darim Protoss Heroic Character in Large-sized Vehicle (Fanatic 7, Blood Hunter 3), High Threat**

**Skill Purchases:** 17

**Talent Purchases:** 4

**Ability Score Purchases:** 6

**Hit Points:** 225

**Healing Threshold:** NA

**Damage Threshold:** 35

**Defense:** 18

**Toughness:** 32

**Resolve:** 19

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** +7

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +2

**Damage Resistance:** 29

**Psionic Resistance:** 18

**Energy Shields:** 40 (1 shield armor)

**-Twin-linked Bane Particle Disruptor** 1d20+7 accuracy, 42 damage, +1 strike maximum, long range; *Special Traits:* Penetration 15, Twin-linked, Bane, Energy Damage, Psionic Infusion

**-Large Bash** 1d20+11 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 4

**Skills:** Acrobatics 3, Athletics 3, Defensive Training 6, Durability 6, Endurance 4, Melee 8, Mental Training 4, Perception 3, Psionics 5, Ranged 5, Tactics 4

**Talents:** Jaded, Power Strike, Weapon Mastery (melee, ranged), Psi Level 3, Enduring Shields

**Skill Focuses:** Melee +2

**Class Traits:** *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Psychic Champion Mastery II, Energizing Shields, Hunter in Shadows, Blood Haze*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Cloaking, Toughness*

**Strength:** 12

**Instinct:** 2

**Agility:** 4

**Fortitude:** 9

**Intelligence:** 2

**Willpower:** 5

**Gear:** Tier 2 Twin-linked Bane Particle Disruptor, Tier 2 Large Bash, Tier 2 Reinforced Hull (Plasma Shielding in Dominance Socket, Ilhan Crystal in Dominance Socket, Khalis Fragment in Vengeance Socket)

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

**Special Ability (Phase Shift):** The character imbedded within the slayer gains the *Phase Shift* psionic power if they did not already possess it, and even if they were incapable of casting or meeting the requirements for it. However, the slayer is only capable of manifesting the *Phase Shift* power on itself, and can spend an opportunity attack to manifest it on itself any time it suffers a crippling wound. In addition, the *Phase Shift* power of the slayer has an energy fatigue cost of 8, does not require a manifestation check, and the caster never overcharges when casting *Phase Shift*. They can choose to end the power at the start of any turn.

**Special Ability (Taxing Hatred):** Any ability that allows the tal'darim to sacrifice a healing threshold for an effect, such as the tal'darim Channeled Aggression ability, instead causes the tal'darim to take 30 damage, ignoring damage resistance and their energy shields..

**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 slayer regenerates a 1 shield point.

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



## 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. They prefer to use area bursts to destroy vast hosts of enemies, saturation bursts when dealing with evasive, elite foes, and focused bursts on all other instances.

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. Vanguard 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. Their Monster Hunter and Recuperation abilities help them hold the line longer. 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 to 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 (Fanatic 7 [Hunter], Blood Hunter 5 [Elite Hunter], Corrupter [Authoritarian] 5), Extreme Threat**

**Skill Purchases:** 25

**Talent Purchases:** 8

**Ability Score Purchases:** 10

**Hit Points:** 495

**Healing Threshold:** NA

**Damage Threshold:** 49

**Defense:** 18

**Toughness:** 42

**Resolve:** 25

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 2 squares

**Initiative:** +5

**Damage Resistance:** 35

**Psionic Resistance:** 30

**Energy Shields:** 150 (5 shield armor)

**-Bash** 1d20+20 accuracy, 52 damage, +1 strike maximum; *Special Traits:* Penetration 5, 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:** Athletics 6, Defensive Training 8, Durability 10, Endurance 6, Melee 10, Mental Training 8, Perception 4, Psionics 8, Ranged 8, Tactics 5, Survival 2

**Talents:** Cynic, Dual-Weapon Skill, 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, Cloaking, Toughness, 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 (Recuperation):** Once per round, when the vanguard suffers hit point damage, they gain 33 temporary hit points.

**Special Ability (Monster Hunter):** The vanguard 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.

**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 (Merciless Hunger):** When the vanguard 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 (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.



## Example Tal'darim Vehicles with Pilots

This section includes premade statistics of iconic Tal'darim vehicles with their pilots already included.

### Phoenix Description

The phoenix is an aircraft stolen by from the Daelaam by the Tal'darim. They use them it fleets to protect their destroyers as principle superiority fighters. The phoenix is controlled by a Tal'darim pilot.

### Tactics

Phoenix are the ideal superiority fighters. They strike hard and fast, quickly accelerating to extreme speeds to engage foes. Afterwards, they thrive on use their many attacks and Ion Barrage to release a hail of strikes on their opponent, so much that no foe can avoid them. They make drastic turns to get outside firing arcs and use their ability to fly normally sidewise or backwards to constantly pick away at their foes while remaining untargetable. They use tactics to increase their defense, just in case an enemy gets a bead on them.

Phoenix rarely attack ground-based targets, but sometimes will make low flying attack runs. With their ion barrage, they can manage a tremendous number of attacks against ground targets. However, their primary method of ground assault is to slow and use their gravity beam to lift and immobilized strategic targets. The grabbed target becomes vulnerable to attack by other phoenix or ranged attackers, while being unable to fight back themselves. If it becomes too dangerous to maintain the gravity beam, they will simply drop their target, forcing them to take falling damage while the phoenix speeds away to a safe location.

### Phoenix, Tal'darim

**Level 14 Tal'darim Protoss Heroic Character in Gargantuan-sized Vehicle (Fanatic 7, Astral Hunter 5), Extreme Threat**

**Skill Purchases: 14      Talent Purchases: 5      Ability Score Purchases: 9**

<b>Hit Points:</b> 480	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 56
<b>Defense:</b> 16	<b>Toughness:</b> 50	<b>Resolve:</b> 17
<b>Acceleration Rating:</b> 120	<b>Max Speed:</b> 1,200	<b>Morale Bonus:</b> +3
<b>Space:</b> 4 by 4	<b>Reach:</b> NA	<b>Initiative:</b> +7
<b>Damage Resistance:</b> 29	<b>Psionic Resistance:</b> NA	<b>Energy Shields:</b> 216

**-Twin-linked Ion Cannon** 1d20+11 accuracy, 60 damage, +2 strikes maximum, unlimited shots at remote range; *Special Traits:* Penetration 20, Rending 8 (23 versus constructs), Twin-linked, Energy Damage

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 7, Durability 5, Endurance 2, Melee 5, Mental Training 2, Perception 4, Pilot 6, Psionics 2, Ranged 6, Tactics 5, Survival 4

**Talents:** Dual-Weapon Skill, Jaded, Power Strike, Psi Level 3, Psi Level 4, Weapon Mastery (melee, ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Pilot Mastery II, Avenger, Astral Hunter Mastery II, Burn Systems, Galactic Sniper*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Compulsion, Hallucination*

**Strength:** 17      **Instinct:** 5\*      **Agility:** 5      **Fortitude:** 5  
**Intelligence:** 4      **Willpower:** 5

**Special Ability (Ion Barrage):** When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive 5 bonus strikes this way.

**Special Ability (Gravity Beam):** As a standard action, the phoenix can fire a gravity beam against a target. This is has a +21 accuracy bonus at long ranges. If the attack hits, the target is stunned and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while it is using gravity beam. The gravity beam does not end unless the phoenix moves or choses to stop sustaining it.

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

**Special Ability (Mobile Craft):** The phoenix has advanced targeting systems, and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

**Special Ability (Burn Systems):** The pilot can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 28 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

**Special Ability (Reinforcement):** The reinforcement value from the phoenix's plated hull reduces all crippling wound points it suffers by 1.



## Scout Description

Scouts have long been used by the Tal'darim, who captured the design from the templar ages ago. The scout is controlled by a tal'darim pilot.

### Tactics

Scouts are very traditional tactical fighters and have a weapon's array very like many terran vessels of similar design. They gain the advantage of potent energy shields, improved armaments, and better armor. Scouts prioritize one target to engage above all others and try to initiate a dog fight. Against aerial targets, they prefer their lethal antimatter missiles, which can quickly eliminate most targets with prejudice. They do require target locks to fire their missiles towards a target. They usually make sure to have the benefit of Auto Aim against their favored target, usually begin an encounter by using a target lock, and save their Avenger mark for that favored prey. Scouts take advantage of their freed up minor action, gained for the free aim from Auto Aim ability), to constantly cycle between using their tactics combat augmentations on a round by round basis to use bonus accuracy or defense. Burn Systems is used in conjunction with their photon blasters to gain maximum damage with their attacks versus light armor or ground targets.

## Scout, Tal'darim

**Level 16 Tal'darim Protoss Heroic Character in Gargantuan-sized Vehicle (Fanatic 7, Astral Hunter 5), Extreme Threat**

**Skill Purchases:** 14

**Talent Purchases:** 5

**Ability Score Purchases:** 9

**Hit Points:** 549

**Healing Threshold:** NA

**Damage Threshold:** 59

**Defense:** 15

**Toughness:** 53

**Resolve:** 17

**Acceleration Rating:** 60

**Max Speed:** 960

**Morale Bonus:** +3

**Space:** 4 by 6 squares

**Reach:** NA

**Initiative:** +7

**Damage Resistance:** 39

**Psionic Resistance:** NA

**Energy Shields:** 240

**-Twin-linked Photon Blaster** 1d20+11 accuracy, 50 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 10, Rending 5, Fully Automatic, Twin-linked

**-Antimatter Missile Battery** 1d20+12 accuracy, 100 damage, 1 attacks maximum, 36 shots at strategic range; *Special Traits:* Penetration 50, Rending 3, Burst 2, Missile

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 7, Durability 5, Endurance 2, Melee 5, Mental Training 2, Perception 4, Pilot 6, Psionics 2, Ranged 6, Tactics 5, Survival 4

**Talents:** Dual-Weapon Skill, Jaded, Power Strike, Psi Level 3, Psi Level 4, Weapon Mastery (melee, ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Pilot Mastery II, Avenger, Astral Hunter Mastery II, Burn Systems, Galactic Sniper*

**Psionic Powers:** *Reading, Messaging, Stop Organ, Compulsion, Hallucination*

**Strength:** 19

**Instinct:** 5\*

**Agility:** 5

**Fortitude:** 5

**Intelligence:** 4

**Willpower:** 5

**Special Ability (Target Lock):** The pilot can issue a target lock as a standard action. 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 (Auto Aim):** When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

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

**Special Ability (Galactic Hunter):** When the scout deals a crippling wound to another vehicle, they determine what wound location is hit on the enemy.

**Special Ability (Shield Attunement):** In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue, but restores 40 shield points.

**Special Ability (Burn Systems):** The pilot can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 29 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

**Special Ability (Reinforcement):** The reinforcement value from the scout's plated hull reduces all crippling wound points it suffers by 1.



## Purifier NPCs

With Amon's defeat, the purifiers returned to Aiur with the rest of the Daelaam. Their population is spread between Aiur and their mobile space fortress, Cybros. Their numbers have grown significantly, with more protoss having their personality copied into a purifier personality core, or simply creating fresh individuals with free reign to discover their own identities.

## Purifier Adept Description

A new class of purifier, purifier adepts are personality clones of the Aiur adepts first trained by Hierarch Artanis. Purifier adepts serve much the same function, operating as leaders and battlefield commanders for the purifiers. Adepts are frequently accompanied by squads of sentinels to follow their will and leadership.

Adepts are combat leaders, who enter combat and survey the battlefield from the back lines. From their position of advantage, they run tactical simulations on the best course of action to proceed in the battle, and project their tactical data to both the front-line troops and their commanders. Adepts serve as battlefield nodes of tactical analysis, and groups of networks work together to contemplate the most accurate strategic layout that they can.

### Tactics

Adepts are backline combatants that rely on illusion, hardiness, and leadership to overcome their foes. They use their leadership to Coordinate, allowing their sentinel followers to best set up the flanking tactics they prefer. On the first turn of combat, adepts summon a *Hallucination* of themselves that they maintain to divert attacks directed towards them. They often move through their hallucinations and or swap locations to make it seem less obvious which is real and which is the hallucination. If they are still taking a great deal of damage, they use *Toughness* to empower their damage resistance. As their weapon is fairly inaccurate, purifier use tactics to increase their accuracy and aim before firing their glaive cannon.

Whenever possible, adepts use their Hyper Efficiency ability to bolster their allies in combat. It requires a move action, so they can generally only use it while standing still and firing. They bolster allies that are fighting difficult foes or in the greatest peril.

**Adept's Favored Psionic Powers:** Psi Level 4, +14 psionic manifestation bonus

**-Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; gains +4 damage resistance and +2 threshold for 3 rounds

**-Hallucination;** DC 18 manifestation standard action; 3 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.

## Adept, Purifier

Level 13 Purifier Protoss Heroic Character (Administrator 6, Magistrate 4, Sentinel 3), High Threat

Skill Purchases: 16

Talent Purchases: 7

Ability Score Purchases: 7

Hit Points: 124

Healing Threshold: NA

Damage Threshold: 28

Defense: 17

Toughness: 24

Resolve: 19

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 17

Psionic Resistance: 33

Energy Shields: 97 (7 Shield Armor)

Regeneration: 7

**-Glaive Cannon** 1d20+6 accuracy, 45 damage, 1 strike maximum, 5 shots at medium range; *Special Traits:* Penetration 8, Burst 2, Implement

**-Purity Psi Blade** 1d20+6 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Defensive, Flames (20 damage when burning)

**Skills:** Athletics 3, Defensive Training 6, Durability 6, Influence 7, Leadership 6, Melee 5, Mental Training 3, Psionics 8, Ranged 5, Tactics 5

**Talents:** Dual-Weapon Skill, Emotionless, Enduring Shields II, Psi Level 3, Psi Level 4, Psionic Power x2, Weapon Mastery (ranged)

**Skill Focuses:** Influence +2, Psionics +2

**Class Traits:** *Fateweaver Mastery III, Doomsayer, Proficient Mind, Efficiency II, Binary Telepathy, Armored Defender, Sentinel Mastery II, Overlapping Shields*

**Psionic Powers:** *Reading, Messaging, Toughness, Muscular Enhancement, Hallucination, Hidden Sight, Enhanced Attributes*

**Strength:** 8\*      **Instinct:** 6      **Agility:** 3\*      **Fortitude:** 6

**Intelligence:** 4      **Willpower:** 6

**Gear:** Protoss Heavy Power Suit (Plasma Shield in Immortality Socket, Uraj Fragment in Vengeance Socket, Uraj Fragment in Normal Socket), Glaive Cannon, Purity Psi Blade, Psionic Amplifier, Crystal Augmentation (Solarite Shard in Normal Socket, Solarite Shard in Immortality Socket)

**Special Ability (Hyper Efficiency):** As a move action up to twice per round, the adept can target an ally within medium range with this power. Any time that ally performs an attack roll or skill check over the next round, the purifier can roll an influence check with advantage. The ally can use the highest of any of the check results to determine the final result of their check. This power can be used outside of an encounter. In this case, the purifier gives the bonus to an ally for 10 rounds.

**Special Ability (Presence of Will):** The adept 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 13 psionic damage at the start of the fateweaver'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 (Reassurance):** The adept can spend a standard action to bolster and encourage nearby allies. All allies within 6 squares gain +2 morale levels. The adept does not need to be the active leader to use this power.

**Special Ability (Doomsayer):** The adept gains a new function of combat influence that can only be used against other protoss. The character makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they have successfully demoralized the target protoss with a wave of negative emotions, causing them to suffer disadvantage on all checks for 3 rounds.

**Special Ability (Solarite Energy Absorption):** While the adept's energy shield is active, they gain a +5 bonus to their defense and +10 shield armor against attacks with the Energy Damage trait, as their shields simply absorb the energy.

**Special Ability (Protoss Psychic):** The adept is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation and Telepathy 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 (Reassemble):** Once per day, when the adept 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 adept returns with no crippling wounds, and 65 hit points, up to their normal maximum. This effect can be cancelled by doing 65 damage to the reassembling body.



## Purifier Archivist Description

Archivists are a class of purifier that archive performance data and the experiences of purifiers out in the field. They use this information to advise and improve the performance of purifier field operatives and rely the information to the data architects, so the knowledge can be used to improve future models of warbots. Archivists are also a vital part of uploading a new personality as a purifier, because their recorded knowledge helps ensure the fidelity of the reimagined individual.

Archivists are rarely accompanied away from purifier bases. When they are, they are usually there in an advisory or analytical role, ensuring that a unit is maintaining optimum efficiency and making the most accurate usage of its host experiences.

### Tactics

Archivists are support purifiers who use their chronicles to bolster their protoss allies. They prefer to use Chronicle of the Firstborn to bolster the performance of front-line combatants, and Chronicle of Purification to bolster psionic casters. Other chronicles are used in situational circumstances. Those who benefit from their chronicles also gain an instant morale level and +5 morale bonus for the duration of the chronicles. In addition to this effect, they use their Efficiency ability on allies in the thick of combat, or on comrades that are trying to perform risky but powerful abilities.

Archivists don't directly fight if they don't have to, and instead stay behind the lines and bolster their allies while firing their staves of force. They will manifest Telekinetic Push if it will make a difference in combat, especially to keep foes away from them. Once engaged, they do not flee; they fight the enemy back with their purity psi blades.

**-Archivist's Favored Psionic Powers:** Psi Level 4, +15 psionic manifestation bonus

**-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

**-Telekinetic Push;** DC 20 manifestation as a standard action; 5 energy fatigue; +15 attack versus toughness at short range, targets are knocked prone and pushed 1 square, +1 square for every 5 points attack surpassed target's toughness, struck targets also take 16 damage +5 damage for every square moved

## Archivist, Purifier

**Level 12 Purifier Protoss Heroic Character (Historian 6, Archivist 4, Data Architect 2), High Threat**

**Skill Purchases:** 14

**Talent Purchases:** 6

**Ability Score Purchases:** 9

**Hit Points:** 124

**Healing Threshold:** NA

**Damage Threshold:** 29

**Defense:** 18

**Toughness:** 20

**Resolve:** 22

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +4

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 13

**Psionic Resistance:** 25

**Energy Shields:** 60 shields (6 shield armor)

**Regeneration:** 7

**-Purity Psi Blade** 1d20+8 accuracy, 20 damage, +1 strike maximum; *Special Traits:* Penetration 6, Rending 2, Defensive, Flames (30 damage when burning)

**-Staff of Force** 1d20+8 accuracy, 35 damage, +1 strike maximum, 30 shots at long range; *Special Traits:* Penetration 8, Telekinetic Weapon, Implement

**Skills:** Computers 6, Defensive Training 6, Durability 6, Influence 8, Lore 9, Medicine 5, Melee 6, Mental Training 6, Perception 6, Pilot 6, Psionics 6, Ranged 6, Science 6, Stealth 2, Tactics 6

**Talents:** Close Combat Shot, Enduring Shields, Implement Focus, Psi Level 3, Psi Level 4, Resolute, Universal Knowledge

**Skill Focuses:** Influence +2, Lore +3, Science +2

**Class Traits:** *Chronicles (faith, purification, children of Aiur, discord, stewardship, firstborn), Inspire Heroics, Improved Chronicles, Uploaded Memories (Efficiency II, Structure Update), Revelation, Servitor*

**Psionic Powers:** *Move Object, Telekinetic Push*

**Strength:** 4

**Instinct:** 5

**Agility:** 2

**Fortitude:** 6

**Intelligence:** 9

**Willpower:** 6

**Gear:** Staff of Force, Tier 2 Purity Psi Blade, Tier 2 Protoss Armor Suit (Uraj Fragment in Normal Socket, Solarite Shard in Normal Socket), Robe (Plasma Shielding in Immortality Socket, Synthetic Crystal in Normal Socket), Ring (Khalis Fragment in Normal Socket) Tier 2 Protoss Repair Kit x2, Equipment Belt

**Special Ability (Chronicles):** The archivist gains a new form of combat augmentation to use with the Lore skill. Instead of merely using Lore to give bonuses against a single race in the encounter, the character can use the skill to perform a Chronicle action. A chronicle is a combat augmentation that is used on up to four allied protoss within 100 squares, which gives a benefit based on a dice roll and the chronicle effect chosen. The effect lasts 9 rounds. Chronicles only function on allied protoss and stack with the benefits from tactics, pilot, or leadership.

- Chronicle of Faith:** +1 morale level, +2 morale bonus, +2 additional morale bonus every 5 points lore check exceeds 15
- Chronicle of Purification:** +10 damage with offensive psionics, +10 additional damage for every 5 points lore check exceeds 15
- Chronicle of Children of Aiur:** +2 accuracy, skill, and defense on aiur, +2 all bonuses every 5 points lore check exceeds 15
- Chronicle of Discord:** +4 weapon damage against protoss, +8 additional damage every 5 points lore check exceeds 15
- Chronicle of Stewardship:** +2 defense, usable on terrans, +2 additional defense every 5 points lore check exceeds 15
- Chronicle of the First Born:** +1 accuracy, skill, and defense, +1 all bonuses every 5 points lore check exceeds 15

**Special Ability (Inspire Heroics):** Whenever an allied protoss is affected by one of the archivist's chronicles, they gain a free morale level. In addition, allies effected by the archivist's chronicles gains +5 to their morale bonus.

**Special Ability (Efficiency):** As a move action once per round, the archivist can target an ally within medium range with this power. Any time those allies performs an attack roll or skill check over the next round, the purifier can roll an influence check. The ally can use the highest of any of the check results to determine the final result of their check. This power can be used outside of an encounter. In this case, the purifier gives the bonus to an ally for 10 rounds.

**Special Ability (Servitor):** The archivist is accompanied by a utility servitor. The utility servitor gives the purifier a +2 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 2. The utility servitor is destroyed the first time the archivist is reduced to 0 hit points.

**Special Ability (Protoss Psychic):** The archivist is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation and Telekinesis 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.



## Purifier Battle Smith Description

Purifiers are known for two things: engineering and warfare. The battle smith is a master of both, combining the two into an art form. Battle smiths deploy along with a purifier war part and use their technology to overwhelm their allies and maintain their soldiers in battle. Battle smiths are esteemed in purifier society and are often created from the incorporated memories of templar warriors who wished to further embrace their new technological nature. It is common to see one battle smith supporting battle parties consisting of sentinels, legionaries, and instigators.

### Tactics

A purifier battle smith has a wide variety of different abilities. They usually begin combat by applying tactics for accuracy and deploying their Force Field Projectors as cover or to control enemy advances. Afterwards, they advance behind the ranks of sentinels while their servitors bombard enemies. Once they get close to the enemy, they aim and throw plasma grenades into clustered enemy ranks. Afterwards, they wade into combat with the sentinels, fighting with their psi blades, while their servitors continue to blast enemies with plasma rods.

As fighting progresses, battle smiths will often take a break from direct combat to use the Combat Mechanic ability to heal their robotic allies. Because of their mechanical arms, part of their utility suit, they can perform repair checks on allied purifiers as a standard action with a reach of 3 squares, restoring both health and shields. They also take this break to use Rapid Recharge to repower their servitor's implements.

## Battle Smith, Purifier

**Level 15 Purifier Protoss Heroic Character (Sentinel 7, Data Architect 7 [Combat Engineer], Master of Relics 1 [Combat Engineer]), High Threat**

**Skill Purchases: 14**

**Talent Purchases: 6**

**Ability Score Purchases: 11**

**Hit Points: 145**

**Healing Threshold: NA**

**Damage Threshold: 32**

**Defense: 20**

**Toughness: 26**

**Resolve: 20**

**Speed: 6**

**Shift Speed: 1**

**Morale Bonus: +5**

**Space: 1 square**

**Reach: 1 square**

**Initiative: +3**

**Damage Resistance: 24**

**Psionic Resistance: 17**

**Energy Shields: 95 (8 shield armor)**

**Regeneration: 8**

**-Purity Psi Blade** 1d20+8 accuracy, 19 damage, +2 strikes maximum; *Special Traits*: Penetration 4, Psionic, Defensive, Flames (20 damage when burning)

**-Plasma Grenade** 1d20+7 accuracy, 55 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Penetration 10, Burst 3, Energy Damage, Combat Engineering\*

**-Servitor Laser Blaster** 1d20+9 accuracy, 18 damage, +2 strikes maximum x2, short range; *Special Traits*: Penetration 9, Implement, Energy Damage

**Skills**: Athletics 5, Computers 7, Defensive Training 7, Durability 7, Melee 6, Mental Training 6, Perception 6, Pilot 6, Science 9, Ranged 7, Tactics 4

**Talents**: Defensive Fighting, Dual-Weapon Skill, Enduring Shields III, Implement Focus, Sabotage II, Weapon Mastery (ranged)

**Skill Focuses**: Defensive Training +3, Science +3

**Class Traits**: *Armored Defender, Sentinel Mastery II, Overlapping Shields, Combat Mechanic, Combat Engineering (Plasma Grenade, Force Field Projector), Servitors, Weaponized Servitor, Rapid Recharge, Charge Infusion*

**Psionic Powers**: *Toughness*

**Strength: 9\***

**Instinct: 4**

**Agility: 3**

**Fortitude: 7**

**Intelligence: 7**

**Willpower: 4**

**Gear**: Purity Psi Blade, Tier 2 Crystalline Computing Array, Tier 2 Protoss Smith Utility Suit (Solarite Shard in Normal Socket, Synthetic Crystal in Normal Socket) Cloak (Plasma Shield Crystal in Immortality Socket), Bracer (Ilhan Crystal in Vengeance Socket), Harness (Uraj Fragment in Normal Socket), Tier 2 Backpack, Tier 3 Equipment Belt x3, Charging Cell x4, Tier 2 Repair Kit x3, Tech Devices x7

**Special Ability (Combat Engineering)**: The battle smith carries 7 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:

**-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

**-Plasma Grenade**: Throws a plasma grenade, with +6 accuracy, 55 energy damage, penetration 10, and Burst 3

**Special Ability (Servitors):** The battle smith is accompanied by a pair of utility servitors. 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 its own weapon. They both fires independently whenever the battle smith spends a standard action to attack or manifest a power. Utility servitors are destroyed the first time the battle smith is reduced to 0 hit points.

**Special Ability (Combat Mechanic):** The battle smith 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 battle smith is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation and Telekinesis disciplines. Purity is their psionic power source.

**Special Ability (Rapid Recharge):** The battle smith can make a check to recharge an implement as a move action.

**Special Ability (Reassemble):** Once per day, when the battle smith 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 battle smith returns with no crippling wounds, and 75 hit points, up to their normal maximum. This effect can be cancelled by doing 75 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 Commander Description

Purifier commanders are the leaders aboard purifier capital ships, namely carriers and tempests. Most commanders are copied personalities of some of the greatest templar ship commanders of all time. They are eerily similar to their original form, with the same bravado as the protoss they are based on, but have complemented this gusto with cold logic and ruthlessness. Purifier commanders do not fear death or destruction, and do not expect their crew to possess this fear either.

Purifier commanders tend to serve aboard the bridge of their vessel alongside an honor guard of legionaries and adepts. In case anything happens to them, they usually have backup bodies stored aboard their own ship, so boarding enemies that manage to defeat them must do so multiple times.

### Tactics

Purifier commanders are vicious and direct combatants. They use their jet packs to get into combat as quickly as possible, then engage with dual psi blade attacks. If they are not having trouble hitting, they will use power strikes to deal maximum damage. They use tactics for accuracy to further increase their bonus to hit if necessary, otherwise they will maximize their durability by using tactics for damage resistance. They regain 3 shield points whenever they hit with an attack, further amplifying their survivability. If their shields are breached, their flash of vengeance ability will wear down their enemy.

Commanders have no ranged attacks and rely on maneuverability with their jet packs to engage flying or distant foes. They activate their Avenger ability on the first worthwhile enemy that damages them and engages that target above all others.

## Commander, Purifier

**Level 22 Purifier Protoss Heroic Character (Sentinel 7, Attuned 7, Unifier 5, Purifier Praetor 3), High Threat**

**Skill Purchases:** 27

**Talent Purchases:** 6

**Ability Score Purchases:** 16

**Hit Points:** 221

**Healing Threshold:** NA

**Damage Threshold:** 37

**Defense:** 28

**Toughness:** 31

**Resolve:** 24

**Speed:** 8, 10 fly

**Shift Speed:** 2

**Morale Bonus:** +7

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +10

**Damage Resistance:** 28

**Psionic Resistance:** 24

**Energy Shields:** 55 (3 shield armor)

**Regeneration:** 11

**-Purity Psi Blade** 1d20+12 accuracy, 28 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Defensive, Flames (20 damage when burning), Recover 3 shield points

**-Purity Psi Blade w/ Power Strike** 1d20+9 accuracy, 37 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Defensive, Flames (20 damage when burning), Recover 3 shield points

**-Purity Psi Blade w/ Dual Wielding** 1d20+7 accuracy, 28 damage, +3 strikes maximum x2; *Special Traits:* Penetration 4, Defensive, Flames (20 damage when burning), Recover 3 shield points

**-Purity Psi Blade w/ Dual Wielding and Power Strike** 1d20+4 accuracy, 37 damage, +3 strikes maximum x2; *Special Traits:* Penetration 4, Defensive, Flames (20 damage when burning), Recover 3 shield points

**Skills:** Acrobatics 6, Athletics 6, Computers 7, Defensive Training 12, Durability 10, Leadership 10, Lore 6, Melee 10, Mental Training 8, Perception 8, Pilot 12, Psionics 10, Ranged 12, Science 8, Tactics 10

**Talents:** Dual-Weapon Skill, Enduring Shields, Power Strike Weapon Mastery (melee II, ranged II)

**Skill Focuses:** Defensive Training +2, Pilot +2, Ranged +2

**Class Traits:** *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery III, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Avenger, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Resilience of the Firstborn*

**Psionic Powers:** *Toughness*

**Strength:** 9\*

**Instinct:** 7\*

**Agility:** 6

**Fortitude:** 7

**Intelligence:** 6

**Willpower:** 6

**Gear:** Tier 2 Protoss Commodore Flight Suit (Solarite Shard in Vengeance Socket, Plasma Shielding in Dominance Socket, Synthetic Crystal in Normal Socket, Uraj Fragment in Normal Socket), Tier 2 Purity Psi Blade x2, Bracers (Khalis Fragment in Vengeance Socket)

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

**Special Ability (Flash of Vengeance):** Any target that wounds the commander with a melee weapon attack takes 10 damage with the Piercing weapon trait. This only triggers if they wound the commander themselves, not their energy shields.

**Special Ability (Jet Pack):** The commander has a built-in jet pack that allows them to fly at 10 squares per round.

**Special Ability (Resilience of the Firstborn):** When the commander rallies an allied protoss with a leadership check, those allies regain 22 shield points.

**Special Ability (Protoss Psychic):** The commander 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 (Reassemble):** Once per day, when the commander 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 commander returns with no crippling wounds, and 110 hit points, up to their normal maximum. This effect can be cancelled by doing 110 damage to the reassembling body.



## Purifier Data Architect Description

Data architects are the senior operatives that maintain Cybros' systems and undergo the transfer of purifier consciousnesses. While data smiths undergo much of the day-to-day labor around Cybros, architects specifically look for the wellbeing of personality cores. Personality cores are fickle things; they can be affected with corruption, data loss, warped memories, or malfunctioning synapsis. It is up to the data architects to maintain the 'health' of these digital personalities and ensure that there will be no problems when inserted, or reinserted, into a robotic shell.

### Tactics

While more dangerous than data smiths, data architects are still not true fighters. If confronted, they will stay at a range from their foes while commanding their servitors to bombard their enemies with focused burst lightning blasts from their electro rods. They generally make their priority in combat to activate stationary defenses and uploaded all of their activate projects back to Cybros so they can be corrupted or stolen. If cornered, they will fight to the death with their psi spears.

## Data Architect, Purifier

### Level 8 Purifier Protoss Heroic Character (Data Architect 7, Master of Relics 1), High Threat

**Skill Purchases:** 11

**Talent Purchases:** 4

**Ability Score Purchases:** 4

**Hit Points:** 97

**Healing Threshold:** NA

**Damage Threshold:** 25

**Defense:** 17

**Toughness:** 19

**Resolve:** 19

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +4

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 10

**Psionic Resistance:** 20

**Energy Shields:** 60 (2 shield armor)

**Regeneration:** 6

**-Purity Psi Spear** 1d20+8 accuracy, 24 damage, 1 strike maximum; *Special Traits:* Penetration 6, Reach 1, Psionic Infusion, Flames (15 damage when burning)

**-Servitor Laser Blaster** 1d20+6 accuracy, 12 damage maximum, +1 strike, short range; *Special Traits:* Penetration 6, Energy Damage

**Skills:** Computers 6, Defensive Training 5, Durability 5, Lore 5, Melee 5, Mental Training 4, Perception 4, Pilot 4, Psionics 5, Ranged 5, Science 8

**Talents:** Enduring Shields II, Implement Focus, Psi Level 3, Sabotage, Structural Weakness

**Skill Focuses:** Computers +2, Science +3

**Class Traits:** *Combat Mechanic, Servitor, Weaponized Servitors, Rapid Recharge, Prestige, Charge Infusion*

**Psionic Powers:** *Manipulate*

**Strength:** 4

**Instinct:** 4

**Agility:** 2

**Fortitude:** 4

**Intelligence:** 6

**Willpower:** 5

**Gear:** Tier 2 Protoss Armor Suit (Plasma Shielding in Normal Socket, Solarite Shard in Normal Socket), Bracer (Ilhan Crystal in Vengeance Socket), Purity Psi Spear, Backpack, Equipment Belt, Tier 2 Crystal Charging Cell x2, Tier 2 Protoss Repair Kit x2

**Special Ability (Servitors):** The data architect is accompanied by a pair of utility servitors. 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 servitor laser blaster. They both fires independently whenever the data architect spends a standard action to attack or manifest a power. Utility servitors are destroyed the first time the data architect is reduced to 0 hit points.

**Special Ability (Combat Mechanic):** The data architect 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 (Rapid Recharge):** The data architect can make a willpower check to recharge an implement as a minor action. They can recharge both their own implement and their servitor's implement in the same action.

**Special Ability (Charge Infusion):** The data architect can spend a standard action charging a nearby ally's weapon or energy shield within short range. The weapon charged must be an implement or psionic weapon. If the targeted object is a weapon, they weapon gains 2 power ratings of bonus damage for 6 rounds. If the target is an energy shield, then the data architect makes a science check. The energy shield recovers a number of shield points equal to the result of the check.

**Special Ability (Protoss Psychic):** The data architect is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation and Telekinesis 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 effected by combat influence and leadership effects as normal, and have morale. They can be effected 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 Data Smith Description

Data smiths are an important part of the purifier hierarchy. Mostly natural purifiers, being those not based off an innate personality core, data smiths maintain the systems of Cybros and maintain the construction of their brother's new bodies. They also perform the data transfer that create a purifier personality core from an existing protoss.

Since their reintegration into the protoss empire, purifier data smiths have become increasingly more common amongst the purifier tribe. They are needed to create more purifiers and maintain the systems of Cybros. They also frequently work with the other protoss that volunteer to have personality cores made from them.

### Tactics

Data smiths are not designed for battle. They will defend themselves if necessary, fighting with their electro rod implements, but their first priority is always to protect the data terminals and personality cores. They will recklessly spend their lives to save their machinery, knowing of course death is only temporary for them. They use aim actions with large area bursts using their electro rods.

## Data Smith, Purifier

### Level 3 Purifier Protoss Heroic Character (Data Architect 3), High Threat

Skill Purchases: 5	Talent Purchases: 0	Ability Score Purchases: 2
<b>Hit Points:</b> 70	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 22
<b>Defense:</b> 14	<b>Toughness:</b> 16	<b>Resolve:</b> 14
<b>Speed:</b> 6	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +4
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +3
<b>Damage Resistance:</b> 8	<b>Psionic Resistance:</b> 14	<b>Energy Shields:</b> 20
<b>Regeneration:</b> 3		

-**Electro Rod** 1d20+4 accuracy, 12 damage, 1 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration (4), Rending (10 vs constructs), Fully-Automatic, Energy Damage, Implement

**Skills:** Computers 4, Defensive Training 2, Durability 2, Melee 2, Perception 1, Pilot 1, Ranged 4, Science 5

**Talents:** Sabotage, Implement Focus

**Class Traits:** *Servitor*

**Psionic Powers:** *None*

**Strength:** 4      **Instinct:** 4      **Agility:** 2      **Fortitude:** 4

**Intelligence:** 5      **Willpower:** 4

**Gear:** Protoss Armor Suit (Plasma Shielding in Normal Socket), Electro Rod, Laser Cutter, Backpack, Equipment Belt, Light Orb, Crystal Charging Cell x2, Protoss Repair Kit x2

**Special Ability (Servitor):** The data smith is assisted by a tiny, remote drone that floats around them. This drone aids in any skill checks that the character makes, as well as helping protect them. The servitor is considered attached to the artificer, and cannot be attacked separately. While it is with the character, they gain a +2 bonus to the following skill checks: computers, medicine, perception, science, and tactics. In addition, the servitor has a tractor beam that can manipulate small objects from afar. This manipulator beam can function as an grasping limb with a strength of 2 for what it can lift and carry. It can interact with objects within 3 squares of the artificer. When the data smith is reduced to 0 hit points, the servitor is considered destroyed as well.

**Special Ability (Protoss Psychic):** The data smith 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 effected by combat influence and leadership effects as normal, and have morale. They can be effected 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 Deacon Description

Deacons are amongst the highest ranked purifiers. Taken from the memories of judicators or constructed as the ideal administrators, deacons perform all of the managerial duties for the purifiers. They spend their time within a command throne of a purifier nexus, with all of the data inputs passing directly through them. They see through the eyes of not only the purifiers, but the structures, probes and robotic war machines. From their dais, they issue a hundred orders and requests a second to make sure everything is running at peak efficiency.

While deacons are not the most powerful purifiers, they are some of the most important. Deacons act as the central computer to a purifier installation. With their destruction, their entire network falls into chaos. This reprieve only lasts a few minutes, before the deacon is given a new body or their disembodied consciousness takes control of the compound once again. However, a few minutes of inaction used correctly can give a heroic war party the opportunity to deal substantial damage to the purifiers.

### Tactics

Deacons are rarely unguarded in their throne chambers and are usually protected by a pair of magistrates along with sentinels, reformed, legionnaire, and possibly an exalt. As is their due, deacons set themselves up as leaders, applying a Defensive Formation to their allies and rallying them whenever possible. They make sure every round to have Hyper Efficiency on their two most powerful allies to make sure they do the best that they can. They stay close to their allies, but behind them. They use rally and reassurance actions above all else to make sure all of their allies have at least 2 morale levels. To keep the advantage on their side, they use demoralize actions against the most powerful enemies, effecting two targets with each combat influence action. Only when ally morale is high and enemy morale low do deacons feel satisfied.

When their morale and leadership effects are not needed, deacons use their psionic powers to support their allies. They use *Feedback* on enemy casters to drain them, and *Mind Blast* on other enemies. If they are low on energy, they change to using their staff while their energy recharges. Enemies that close in on them are subjected to their Presence of Will aura and psi blade attacks. If they suffer persistent attacks, they will use *Blink* to escape destruction. Unlike other purifiers, deacon will generally not fight to the death, because they know other protoss rely on their existence as a node of information.

**Deacon's Favored Psionic Powers:** Psi Level 5, +16 psionic manifestation bonus (+18 temporal), recovers 2 energy fatigue per turn

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**-Blink;** DC 26 manifestation as a move action; 3 energy fatigue; character instantly teleports to any location within sight that is up to 10 squares away, gains +20 damage resistance until start of next turn

**-Feedback;** DC 18 manifestation as a standard action; 5 energy fatigue; +17 attack versus resolve of another psychic within long range, target gains 5 energy fatigue and suffers 45 psionic damage; Penetration 10, +1 crippling wound point

**-Mind Blast;** DC 20 manifestation as a standard action; 5 energy fatigue; +17 attack versus resolve at medium range, target takes 60 psionic damage; Penetration 10, +1 crippling wound point.

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## Deacon, Purifier

**Level 15 Purifier Protoss Heroic Character (Administrator 6, Magistrate 4, Purifier Praetor 5), High Threat**

**Skill Purchases:** 16

**Talent Purchases:** 8

**Ability Score Purchases:** 9

**Hit Points:** 170

**Healing Threshold:** NA

**Damage Threshold:** 33

**Defense:** 17

**Toughness:** 24

**Resolve:** 23

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 16

**Psionic Resistance:** 39

**Energy Shields:** 84 (3 shield armor)

**Regeneration:** 8

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**-Purity Psi Blade** 1d20+9 accuracy, 24 damage, +1 strike maximum; *Special Traits:* Penetration 5, Defensive, Flames (25 damage when burning)

**-Staff of Command** 1d20+9 accuracy, 50 psionic damage, 1 strike maximum, 10 shots at medium range; *Special Traits:* Implement, Mental Weapon, Hold

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**Skills:** Computers 7, Defensive Training 7, Durability 7, Influence 9, Leadership 7, Lore 7, Medicine 6, Melee 7, Mental Training 6, Perception 4, Pilot 6, Psionics 9, Ranged 7, Science 7

**Talents:** Distraction, Emotionless, Endless Energy II, Great Speaker, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psychic Power

**Skill Focuses:** Influence +2, Psionics +2

**Class Traits:** *Fateweaver Mastery III, Doomsayer, Proficient Mind, Efficiency II, Binary Telepathy, Presence of Will, Reassurance, Hyper Efficiency, Protoss Commander Mastery III, Structure Update, Praetor Mastery II, Bulwark of Faith*

**Psionic Powers:** *Reading, Messaging, Feedback, Mind Blast, Blink, Revelation*

**Strength:** 7\*      **Instinct:** 3      **Agility:** 2      **Fortitude:** 6

**Intelligence:** 8      **Willpower:** 7

**Gear:** Tier 2 Protoss Light Power Suit (Plasma Shielding in Wisdom Socket, Khalis Fragment in Vengeance Socket, Solarite Shard in Normal Socket), Hood (Synthetic Crystal in Dominance Socket), Cloak (Khaydarin Crystal in Immortality Socket), Tier 2 Staff of Command, Tier 2 Purity Psi Blade, Tier 3 Equipment Belt x2, Tier 2 Repair Kit x2, Memory Crystal x2, Tier 2 Magnifying Lens, Tier 2 Light Orb

**Special Ability (Hyper Efficiency):** As a move action twice per round, the deacon can target an ally within medium range with this power. Any time that ally performs an attack roll or skill check over the next round, the purifier can roll an influence check with advantage. The ally can use the highest of any of the check results to determine the final result of their check. This power can be used outside of an encounter. In this case, the purifier gives the bonus to an ally for 10 rounds.

**Special Ability (Presence of Will):** The deacon 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 fateweaver'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 (Resilience of the Firstborn):** When the deacon rallies an allied protoss with a leadership check, those allies regain 15 shield points.

**Special Ability (Reassurance):** The deacon can spend a standard action to bolster and encourage nearby allies. All allies within 6 squares gain +2 morale levels. The deacon does not need to be the active leader to use this power.

**Special Ability (Doomsayer):** The deacon gains a new function of combat influence that can only be used against other protoss. The character makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they have successfully demoralized the target protoss with a wave of negative emotions, causing them to suffer disadvantage on all checks for 3 rounds.

**Special Ability (Protoss Psychic):** The deacon is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation, Telepathy and Temporal 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.



## Purifier Exalt Description

Purifier exalts are a high-ranking class of purifier military officials that come from the clone personalities of high templar. They are recent additions to the protoss war machines, as it took adjustment to adapt templar psionic prowess into a robotic shell. The solution to the problem was more embedded khaydarin and solarite crystals to help channel to purified essence of a Xel'naga through a robotic shell. Thus the exalts were born, powerful robot warrior mystics with incredible psionic prowess.

Much like high templar, exalts are wise combatants that unleash epic powers on their foes from afar. Their powers are made of fire and cosmic light that blind and sear their victims with a purifying blaze. As such, exalts are the greatest exemplars of their tribe; a floating figure that can purify vast swarms of enemies with pure will.

### Tactics

Exalts rely heavily on their psionic powers in combat. They usually begin combat with a *Thermal Current*, blasting their foes apart with a concentrated wave of fire that sends them tumbling. Afterwards, they begin bombarding enemies with *Exploding Stars* or *Incendiary Beam*, whichever is needed more. As their allies start taking punishment, the exalt uses *Molten Barrier* to recharge their shields and give them a retaliatory damage ability. *Telekinetic Grasp* is used on pesky foes that attack from afar, such as snipers and ghosts.

Exalts rely heavily on energy but have a lot of tricks to gaining it back. In addition to natural energy recovery, they can use Solarite Wisdom to make an energy recharge action immediately followed by a psionic power, usually *Exploding Stars*. In addition, they can drain their own shields to regain energy as a move action. They usually use this to loses 60 shields to regain 6 energy. Exalts recover 15 shield points whenever they manifest a power, so this recovered quite quickly, especially if they selected themselves as a target of *Molten Barrier*. Finally, when all else fails, they can use Instant Recovery to regain all lost energy fatigue. They often do this as a last resort when the battle isn't going well for them.

As a last resort, the exalt can transform themselves by using Archon of Purity to gain a huge shield pool and near unlimited casting. In this phase, they use their powers recklessly, preferring to manifest *Thermal Current* or *Exploding Stars* every round until they or their enemies are dead. They take advantage of their reflective damage shield, where 200% of the damage done to their shields is done to adjacent targets. If the targets are not dead when Archon of Purity ends, then the exalt is easily picked off.

**Exalt's Favored Psionic Powers:** Psi Level 6, +19 psionic manifestation bonus (+21 with energy), recovers 3 energy fatigue per turn

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**-Exploding Stars;** DC 26 manifestation as a full-round action; 8 energy fatigue; releases 4 missiles that can target different targets, +17 attack versus defense and toughness, struck takes 36 damage with the Penetration (22) and Flames traits, power knocks targets prone if it hits their toughness; all targets adjacent to those hit by the missiles suffers 14 damage (Penetration 22)

**-Incendiary Beam;** DC 22 manifestation as a standard action; 6 energy fatigue; +19 attack versus defense and toughness in a Line (7), struck takes 41 damage with Penetration (22) and Flames traits, power knocks targets prone if it hits their toughness

**-Molten Barrier;** DC 22 manifestation as a standard action; 6 energy cost; make a psionics check, 2 targets within short range regain twice that many shield points (normally d20+19 x2); as long as those targets have shields, they are protected by a molten barrier: when those shields suffer damage, they deal 28 energy damage to all adjacent targets (Penetration 8)

**-Telekinetic Grasp;** DC 24 manifestation as a standard action; 6 energy fatigue, +5 per round sustained; +24 attack versus toughness at long range, target must be huge-sized or smaller, target takes 54 damage per round, is Stunned and Immobilized sustained, can attempt to escape with a DC 22 strength at end of turn, caster sustains as a standard action

**-Thermal Current;** DC 28 manifestation as a standard action; 20 energy fatigue; +17 attack versus defense and toughness, effects an area adjacent to the character that is 7 squares long and 3 squares wide, struck targets take 71 damage with Penetration (22) and Flames traits, power knocks targets prone if it hits their toughness

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## Exalt, Purifier

**Level 19 Purifier Protoss Heroic Character (Sentinel 7, Purifier Templar 7, Purifier Archon 5), High Threat**

**Skill Purchases:** 22

**Talent Purchases:** 10

**Ability Score Purchases:** 11

**Hit Points:** 157

**Healing Threshold:** NA

**Damage Threshold:** 33

**Defense:** 24

**Toughness:** 29

**Resolve:** 26

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +8

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +9

**Damage Resistance:** 24

**Psionic Resistance:** 34

**Energy Shields:** 107 (6 shield armor)

**Regeneration:** 13

**-Purity Psi Blade** 1d20+10 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Defensive, Flames (30 damage when burning)

**-Focusing Crystal** 1d20+12 accuracy, 55 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Piercing, Rending 6, Limited Range

**-Magnetic Storm** 1d20+22 accuracy, 27 EMP damage; *Special Traits:* Magnetic Storm

**Skills:** Athletics 4 Computers 6, Defensive Training 11, Durability 9, Influence 5, Leadership 2, Lore 8, Melee 8, Mental Training 8, Perception 4, Pilot 5, Psionics 11, Ranged 9, Science 11, Tactics 9

**Talents:** Automated Repair, Dual-Weapon Skill, Endless Energy III, Enduring Shields, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (energy, telekinesis, telepathy), Psychic Power x3

**Skill Focuses:** Defensive Training +2, Psionics +2, Science +2

**Class Traits:** *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Purifier Templar Mastery III, Magnetic Storm, Magnetic Power, Drain Shields, Instant Recovery, Focused Recovery, Pure Force, Solar Reflection, Archon of Purity*

**Psionic Powers:** *Toughness, Manipulate, Move Object, Telekinetic Grasp, Telekinetic Impact, Telekinetic Push, Incendiary Beam, Molten Barrier, Solar Blast, Exploding Blast, Reflection Barrier, Thermal Current, Constellation, Solar Fury*

**Strength:** 8\*      **Instinct:** 3      **Agility:** 3      **Fortitude:** 6

**Intelligence:** 6      **Willpower:** 8

**Gear:** Tier 2 Purity/ Psi Blade, Tier 2 Focusing Crystal, Tier 2 Protoss Light Power Suit (Solarite Shard in Wisdom Socket, Khaydarin Crystal in Vengeance Socket, Solarite Shard in Normal Socket), Bracer (Plasma Shielding in Vengeance Socket), Cloak (Plasma Shielding in Immortality Socket)

**Special Ability (Magnetic Storm):** The exalt can spend 4 energy fatigue as a standard action to create a magnetic storm. This attack effects all adjacent targets to the exalt. On hitting defense, it deals 14 EMP damage to those struck. On hitting toughness, the is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved.

**Special Ability (Purifier Shield Mastery):** Whenever the exalt manifests a psionic power, they regain 15 shield points. They also gain +20 to checks to recovery energy shields. Finally, whenever the exalt's take damage, all adjacent enemies take a hit of damage equal to twice the shield points that were lost. Therefore, if the exalt took 50 damage to their shields, all adjacent enemies will take a hit of 100 damage.

**Special Ability (Archon of Purity):** The exalt can transform themselves into an Archon of Purity for a short duration. Enacting the transformation is a full-round action. The purifier gains +300 shields, possibly bringing them over their shield pool. While in this mode, the purifier gains +10 to manifest all psionic powers. They do not gain energy fatigue; any energy fatigue they gain from any source is instead subtracted from their shield pool. They cannot regain shield pool from any source while in this form. They lose 50 shield pool at the start of every turn. While an archon, they cannot make weapon attacks or interact with objects, but can instead fly at their normal move speed. All enemies that end their turn within 2 squares of the archon suffer a hit of 40 damage.

While an archon, the purifier cannot recover hit points, even through their natural regeneration. The effect ends when their shield pool is reduced to 0. When the effect ends, they lose all benefits of this power. Their shield pool remains 0 and they gain energy fatigue equal to their manifestation bonus. They also only have 33 current hit points when the effect ends. This power can only be used once per day.

**Special Ability (Solarite Wisdom):** Once per encounter, when the exalt spends an action to recover energy fatigue, they can instantly spend some of that energy to manifest a psionic power. That psionic power must be able to be manifested as a standard action or less and be of the Energy psionic discipline. Its energy fatigue cost is subtracted from the energy recovered by the character.

**Special Ability (Drain Shields):** As a move action, the exalt can drain their shields to recover their energy core. They must sacrifice 10 or more points from their current shield pool to use this power. For every 10 points they sacrifice, they recover from 1 point of energy fatigue.

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

**Special Ability (Instant Recovery):** Once per day, the exalt can spend a minor action to instantly lose all current energy fatigue, and instantly be completely recovered from all psionic drain.

**Special Ability (Reassemble):** Once per day, when the exalt 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 exalt returns with no crippling wounds, and 95 hit points, up to their normal maximum. This effect can be cancelled by doing 95 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 effected by combat influence and leadership effects as normal, and have morale. They can be effected 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 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. On 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 +4 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:** 97 (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 Champion II, Energizing Shields, Tactical Devotion, Self-Sacrifice, Tactical Devotion, Omniscient Stance, Protoss Commander Mastery III, Praetor Mastery II, Structure Update, Bulwark of Faith*

**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.



## Purifier Magistrate Description

Magistrates are purifier warriors who have graduated from military service and volunteered to become administrators. Typically, every structure in a base and every quadrant in a ship will be overseen by a magistrate, who in turn takes their orders from a deacon or commander. The goal of a magistrate is to interrupt and act upon the will of a deacon while also acting as a military commander protecting their installation from attack. Magistrates differ from adepts in that adepts are primarily leaders on offense, while magistrates are defensive operatives.

### Tactics

Magistrates fight to defend their installations from attack, and are usually served by sentinels, combat drones, photon cannons, probes, and instigators. It is their job to organize these varied forces into a defensive unit. Magistrates use efficiency on their powerful, ranged combatants so they can more efficiently weather their foes. They attempt to bottleneck their enemies in corridors and narrow enemies, forcing them to fight through waves of near-invincible combat drones to make further progress. As the enemy pushes forward, they use their staff of thunder for suppressing fire or focused bursts to bombard the enemy. Once the enemy approaches, they will gleefully switch to their psi blades to cut down their foes in melee. When their shields taken down, they use their automatic manifestation of the *Toughness* power to gain resistance and damage threshold for 2 rounds while not requiring any energy or manifestation check.

**Magistrate's Favored Psionic Powers:** Psi Level 3, +11 psionic manifestation bonus

-**Toughness;** Automatic manifestation 1/encounter as a minor action; 0 energy fatigue; gains +3 damage resistance and +1 threshold for 2 rounds

## Magistrate, Purifier

**Level 10 Purifier Protoss Heroic Character (Sentinel 7, Administrator 3), High Threat**

**Skill Purchases:** 15

**Talent Purchases:** 0

**Ability Score Purchases:** 6

**Hit Points:** 105

**Healing Threshold:** NA

**Damage Threshold:** 28

**Defense:** 18

**Toughness:** 23

**Resolve:** 19

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +4

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 19

**Psionic Resistance:** 27

**Energy Shields:** 86 (1 shield armor)

**Regeneration:** 6

-**Purity Psi Blade** 1d20+6 accuracy, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Defensive, Flames (15 damage when burning)

-**Staff of Thunder** 1d20+5 accuracy, 16 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 6, Rending (10 vs Constructs), Hailfire 2, Full Auto

**Skills:** Athletics 3, Computers 2, Defensive Training 5, Durability 5, Influence 6, Leadership 3, Lore 5, Melee 5, Mental Training 4, Perception 1, Pilot 2, Psionics 6, Ranged 5, Science 3, Tactics 4

**Talents:** Dual-Weapon Skill, Enduring Shields, Psi Level 3, Weapon Mastery (ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Fatweaver Mastery II, Doomsayer, Efficiency I*

**Psionic Powers:** *Toughness, Muscular Enhancement*

**Strength:** 8\*

**Instinct:** 3

**Agility:** 3

**Fortitude:** 5

**Intelligence:** 5

**Willpower:** 5

**Gear:** Protoss Light Power Suit (Khalis Fragment in Wisdom Socket, Synthetic Crystal in Vengeance Socket, Solarite Shard in Normal Socket), Amulet (Plasma Shielding in Wisdom Socket), Cloak, Staff of Thunder, Purity Psi Blade

**Special Ability (Efficiency):** As a move action once per round, the magistrate can target an ally within medium range with this power. Any time that ally performs an attack roll or skill check over the next round, the purifier can roll an influence check. The ally can use the highest of any of the check results to determine the final result of their check. This power can be used outside of an encounter. In this case, the purifier gives the bonus to an ally for 10 rounds.

**Special Ability (Doomsayer):** The magistrate gains a new function of combat influence that can only be used against other protoss. The magistrate makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they have successfully demoralized the target protoss with a wave of negative emotions, causing them to suffer disadvantage on all checks for 3 rounds.

**Special Ability (Protoss Psychic):** The magistrate is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation or Telepathy 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 effected by combat influence and leadership effects as normal, and have morale. They can be effected 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 (Reassemble):** Once per day, when the magistrate 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 magistrate returns with no crippling wounds, and 50 hit points, up to their normal maximum. This effect can be cancelled by doing 50 damage to the reassembling body.

## Purifier Pilot Description

Purifier pilots are replicated from templar pilots. While fundamentally like their previous incarnation, these robotic pilots undergo a major change in how they control their vehicles. Rather than simply piloting their vehicles, purifier pilots become one with their vessels once they plug in. They control their vehicles instinctively, through instinct, as if the vehicle was part of them. This gives them superior reflexes to even templar pilots.

### Tactics

Purifier pilots are durable and maneuverable. They rely on their jet packs when in battle outside their ship, floating above a battle while bombarding their enemies with plasma rods. If they are winning but out of ammo, they will land and engage their foes in melee alongside any allies they have, focusing on their Avenger target. If they are losing the fight, they will try to escape to regroup with their allies.

## Pilot, Purifier

### Level 12 Purifier Protoss Heroic Character (Sentinel 7, Attuned 5), High Threat

**Skill Purchases:** 13

**Talent Purchases:** 2

**Ability Score Purchases:** 10

**Hit Points:** 115

**Healing Threshold:** NA

**Damage Threshold:** 29

**Defense:** 21

**Toughness:** 21

**Resolve:** 18

**Speed:** 7, 5 fly

**Shift Speed:** 2

**Morale Bonus:** +4

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +6

**Damage Resistance:** 16

**Psionic Resistance:** 14

**Energy Shields:** 61 (1 shield armor)

**Regeneration:** 7

**-Purity Psi Blade** 1d20+7 accuracy, 17 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Defensive, Flames (10 damage when burning)

**-Plasma Rod** 1d20+7 accuracy, 27 damage, +1 strike maximum, 5 shots at medium range; *Special Traits:* Penetration 10, Energy Damage

**Skills:** Acrobatics 3, Athletics 3, Computers 6, Defensive Training 6, Durability 6, Lore 2, Melee 6, Mental Training 4, Perception 4, Pilot 6, Psionics 3, Ranged 6, Science 4, Tactics 6

**Talents:** Dual-Weapon Skill, Enduring Shields, Weapon Mastery (ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery II, Attuned Mastery II, Jet Pack, Deflecting Spin, Extension of Will, Avenger*

**Psionic Powers:** *Toughness*

**Strength:** 5

**Instinct:** 6\*

**Agility:** 5

**Fortitude:** 5

**Intelligence:** 6

**Willpower:** 4

**Gear:** Tier 2 Protoss Flight Power Suit (Plasma Shield in Normal Socket, Ilhan Crystal in Vengeance Socket), Purity Psi Blade, Plasma Rod

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

**Special Ability (Protoss Psychic):** The pilot 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 effected by combat influence and leadership effects as normal, and have morale. They can be effected 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 (Reassemble):** Once per day, when the pilot 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 pilot returns with no crippling wounds, and 60 hit points, up to their normal maximum. This effect can be cancelled by doing 60 damage to the reassembling body.



## Purifier Reforged Description

Reforged are a class of purifiers created from corrupted personalities cores. With much of their skillset and data lost over the years in stasis, these purifiers were malfunctioning and absent minded when the reactivation came. To overcome this problem, the data architects created a blank personality that came with a powerful skill set. While not good on its own, when applied to the wholes of a flawed personality it gave those warriors a new tactical persona while still maintaining aspects of their original personality. Once finished, the purifiers were given a new clad of protoss psychics known as the reformed; purifiers that have been reborn once again. Reforged are loyal and persistent purifier assailants that provide close ranged support to sentinels.

### Tactics

Reforged are designed to at short range. Their preferred offense is their plasma rod, but they are happy to use their psi blades when engaged. They mix their implement usage with the manifestation of their *Incendiary Beam* power, which scorches a row of approaching enemies while recharging 15 shield points. If they get surrounded, they will use *Magnetic Storm* to throw clustered enemies around, relying on the piercing damage from being thrown to damage them and the EMP damage to stagger powered armored foes. If they are greatly pushed in combat, they will manifest toughness to improve their survivability for a few scant rounds.

**Reforged's Favored Psionic Powers:** Psi Level 3, +12 psionic manifestation bonus

-**Incendiary Beam;** DC 22 manifestation as a standard action; 6 energy fatigue; +13 attack versus defense in a Line (3), struck takes 29 damage with the Flames traits

-**Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; gains +3 damage resistance and +1 threshold for 2 rounds

## Reforged, Purifier

**Level 10 Purifier Protoss Heroic Character (Purifier Templar 7, Sentinel 3), High Threat**

**Skill Purchases:** 14

**Talent Purchases:** 5

**Ability Score Purchases:** 6

**Hit Points:** 106

**Healing Threshold:** NA

**Damage Threshold:** 26

**Defense:** 17

**Toughness:** 24

**Resolve:** 21

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** +5

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 16

**Psionic Resistance:** 21

**Energy Shields:** 61 (8 shield armor)

**Regeneration:** 7

-**Purity Psi Blade** 1d20+7 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Defensive, Flames (15 damage when burning)

-**Plasma Rod** 1d20+6 accuracy, 31 damage, 1 strike maximum, 6 shots at medium range; *Special Traits:* Penetration 10, Energy Damage, Implement

-**Magnetic Storm** 1d20+17 accuracy, 9 EMP damage; *Special Traits:* Magnetic Storm

**Skills:** Acrobatics 2, Athletics 5, Computers 1, Defensive Training 6, Durability 6, Melee 6, Mental Training 6, Pilot 5, Psionics 7, Ranged 6, Science 2, Tactics 4

**Talents:** Close Combat Shot, Implement Focus, Psi Level 3, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Weapon Mastery (melee)

**Skill Focuses:** Psionics +2

**Class Traits:** *Magnetic Storm, Purifier Templar Mastery III, Magnetic Power, Drain Shields, Armored Defender, Sentinel Mastery II, Overlapping Shields*

**Psionic Powers:** *Muscular Enhancement, Toughness, Incendiary Beam*

**Strength:** 8\*

**Instinct:** 4

**Agility:** 3

**Fortitude:** 4

**Intelligence:** 4

**Willpower:** 5

**Gear:** Purity Psi Blade, Plasma Rod, Protoss Heavy Power Suit (Plasma Shield in Immortality Socket, Solarite Shard in Normal Socket), Cloak (Uraj Fragment in Immortality Socket)

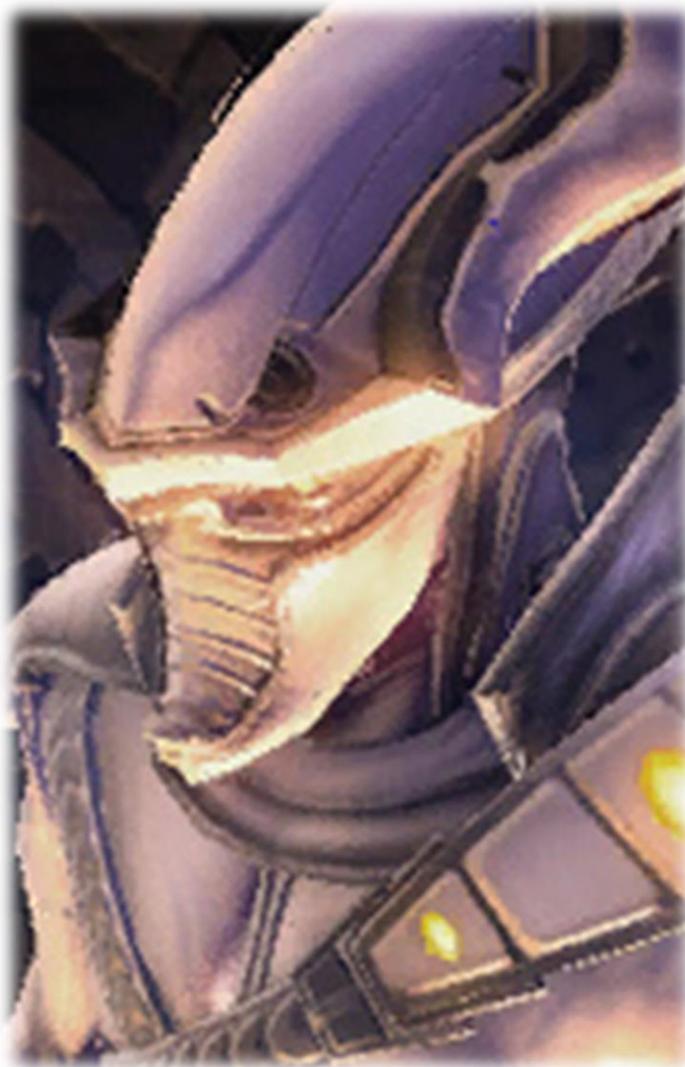
**Special Ability (Magnetic Storm):** The reformed can spend 1 energy fatigue as a standard action to create a magnetic storm. This attack effects all adjacent targets to the exalt. On hitting defense, it deals 9 EMP damage to those struck. On hitting toughness, the is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved.

**Special Ability (Drain Shields):** As a move action, the reformed can drain their shields to recover their energy core. They must sacrifice 10 or more points from their current shield pool to use this power. For every 10 points they sacrifice, they recover from 1 point of energy fatigue.

**Special Ability (Templar Recovery):** The reformed regains 15 lost shield points whenever they manifest a psionic power.

**Special Ability (Protoss Psychic):** The reformed is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation, Telekinesis, and Energy 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.



## Purifier Sentinel Description

Purifier sentinels are the most common of the replicated purifiers. They are the clones of templar zealots and maintain those warrior's fanaticism and honor. Since the merger into the Daelaam, the sentinels have once more begun their charge to protect the protoss empire. They are devoted servants, if rather proud and confident in their abilities.

Sentinels are found wherever purifier forces are deployed onto the battlefield, and often in great number. They work in combat squads, usually a small group of sentinels supported by an energizer and instigator. They work together to complete the objectives of their superiors and operate with precision with other purifier groups.

### Tactics

Sentinels are extremely tactical foes that work very well together in groups. Any time they go into battle, one sentinel will maintain their self-sacrifice ability every round to benefit their entire squad. If that sentinel is destroyed, another will take over their role. Sentinels work together to set up flanking opportunities wherever possible and harass ranged foes so that they are cornered or unable to provide fire support. Sentinels generally use tactical devotion to increase accuracy and defense, using a focus action first to get the best out of their tactics.

Sentinels can be terrifying enemies to unprepared players, because they are extremely hard to kill. Players must be ready to fight heavy vehicles to go against purifiers, with equipment such as anti-armor rounds and high-powered explosives. Even once a sentinel is destroyed they can get back up, making them even more resilient.

## Sentinel, Purifier

### Level 10 Purifier Protoss Heroic Character (Sentinel 7, Praetorian 3), High Threat

**Skill Purchases:** 8

**Talent Purchases:** 2

**Ability Score Purchases:** 9

**Hit Points:** 178

**Healing Threshold:** NA

**Damage Threshold:** 32

**Defense:** 22

**Toughness:** 26

**Resolve:** 15

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** +5

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 22

**Psionic Resistance:** 17

**Energy Shields:** 61 (Shield Armor 5)

**Regeneration:** 7

**-Purity Psi Blade** 1d20+7 accuracy, 23 damage, +3 strikes maximum; *Special Traits:* Penetration 3, Defensive, Flames (10 damage when burning)

**-Purity Psi Blade w/ Dual-Wielding** 1d20+2 accuracy, 23 damage, +3 strikes maximum x2; *Special Traits:* Penetration 3, Defensive, Flames (10 damage when burning)

**Skills:** Defensive Training 6, Durability 8, Melee 6, Tactics 4

**Talents:** Dual-Weapon Skill, Psi Level 3, Weapon Mastery (melee)

**Skill Focuses:** Durability +2

**Class Traits:** *Armored Defender II, Sentinel Mastery III, Reassemble, Psychic Champion II, Energizing Shields, Tactical Devotion, Self-Sacrifice*

**Psionic Powers:** *Toughness, Rush*

**Strength:** 10\*

**Instinct:** 3

**Agility:** 6\*

**Fortitude:** 6

**Intelligence:** 3

**Willpower:** 5

**Gear:** Purity Psi Blade x2, Protoss Heavy Power Suit (Plasma Shield in Immortality Socket, Solarite Shard in Normal Socket)

**Special Ability (Self-Sacrifice):** When the sentinel 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 sentinel gain +2 defense while the character is bobbing and weaving. If the sentinel 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.

**Special Ability (Reassemble):** Once per day, when the sentinel 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 50 hit points, up to their normal maximum. This effect can be cancelled by doing 50 damage to the reassembling body.

**Special Ability (Protoss Psychic):** The sentinel 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 effected by combat influence and leadership effects as normal, and have morale. They can be effected 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 sentinel regenerates 1 points in their shield pool.

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



## Purifier Servitor Description

Servitors are a form of purifier warrior that is not based on a cloned personality. They were built, designed, and deployed as ranged combatants for purifier legions. Servitors possess greater curiosity than warriors, having been designed with higher intelligence, and are quick to adopt new technologies and combat techniques. Servitors tend to be quite ambitious, having been designed with a great desire to improve their self and standing while serving the purifier hierarchy.

### Tactics

Servitors fight with their electro rods above all else. They are quite skilled with their implements despite their low level, and can deal incredible damage with burst or focused burst attacks. Focused bursts from a servitor can quickly kill a low-level hero, so they should be careful when engaging servitors. For a purifier, servitors are relatively easy to destroy and will fall under dedicated focused fire when engaged.

## Servitor, Purifier

### Level 4 Purifier Protoss Heroic Character (Purifier Templar 4 [Implement Master]), High Threat

Skill Purchases: 7

Talent Purchases: 0

Ability Score Purchases: 2

Hit Points: 88

Healing Threshold: NA

Damage Threshold: 24

Defense: 16

Toughness: 18

Resolve: 16

Speed: 6

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 8

Psionic Resistance: 13

Energy Shields: 24

Regeneration: 5

-**Purity Psi Blade** 1d20+3 accuracy, 17 damage, +2 strikes maximum; *Special Traits*: Penetration 2, Defensive, Flames (10 damage when burning)

-**Electro Rod** 1d20+4 accuracy, 16 damage, full auto, 140 shots at medium range; *Special Traits*: Penetration 9, Rending (10 vs constructs), Fully-Automatic, Energy Damage, Implement, Regains 6 shield points

**Skills**: Acrobatics 2, Athletics 2, Computers 1, Defensive Training 4, Durability 4, Melee 2, Mental Training 2, Pilot 1, Psionics 2, Ranged 4, Science 2, Tactics 2

**Talents**: Close Combat Shot, Implement Focus II

**Class Traits**: *Charged Blast, Purifier Templar Mastery II, Drain Shields*

**Psionic Powers**: None

**Strength**: 4

**Instinct**: 4

**Agility**: 2

**Fortitude**: 4

**Intelligence**: 4

**Willpower**: 4

**Gear**: Protoss Armor Suit (Plasma Shield in Normal Socket), Purity Psi Blade, Electro Rod

**Special Ability (Charged Energy Implement)**: The servitor's electro rod is greatly empowered by their skill. Their implement gains +5 penetration and the servitor regains 6 shield points whenever the implement is used. In addition, they can spend 5 charges of their electro rod to recharge an item that requires a tier 1 Crystal Charging Cell.

**Special Ability (Protoss Psychic)**: The servitor 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.

## Purifier Warrior Description

Purifier Warriors are commonly natural purifiers, or purifiers AIs that are not based on an existing personality core. As they have not existed long enough to find their own identities, these purifier warriors tend to be simple and binary individuals with little personality. They make decisions based on cold logical, and simply follow orders to the best of their ability. In time, they may develop more of an identity.

Purifier warriors are the defenders of purifier installations. They are easily created, so often defend their stations in great numbers. This is dangerous for their foes, as even these basic purifier warriors are very difficult to destroy.

### Tactics

Purifier warriors fight without fear or hesitation. They obey the commands of their superiors to the letter. Warriors prefer to absorb attacks rather than avoid them, and use tactics to increase their already formidable damage resistance. They prefer strong, clean cuts over a flurry of blows, and use the heavy strike combat behavior. They attack the closest target to them. If there are multiple close enemies, they chose whichever is most vulnerable.

It is important to note that their purity blades can set enemies on fire if their attack surpasses defense and toughness.

## Warrior, Purifier

### Level 4 Purifier Protoss Heroic Character (Sentinel 4), High Threat

Skill Purchases: 6      Talent Purchases: 0      Ability Score Purchases: 3

Hit Points: 95	Healing Threshold: NA	Damage Threshold: 25
Defense: 17	Toughness: 19	Resolve: 14
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 10	Psionic Resistance: 12	Energy Shields: 49
Regeneration: 5		

-**Purity Psi Blade** 1d20+5 accuracy, 17 damage, +2 strikes maximum; *Special Traits*: Penetration 2, Defensive, Flames (10 damage when burning)

**Skills**: Athletics 3, Defensive Training 4, Durability 4, Melee 4, Tactics 3

**Talents**: Dual-Weapon Skill

**Class Traits**: *Armored Defender, Sentinel Mastery II, Overlapping Shields*

**Psionic Powers**: None

**Strength**: 5      **Instinct**: 3      **Agility**: 3      **Fortitude**: 5

**Intelligence**: 3      **Willpower**: 4

**Gear**: Protoss Armor Suit (Plasma Shield in Normal Socket), Purity Psi Blade

**Special Ability (Protoss Psychic)**: The warrior 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.

## Example Purifier Vehicles with Pilots

This section includes premade statistics of iconic purifier vehicles with their pilots already included.

### Immortal Description

While purifiers do not need cybernetic walkers, their champions sometimes upload their consciousness into purifier immortal chassis to transform into heavy artillery. The immortal is controlled by a purifier commander.

### Tactics

The immortal tries to stay at long range from its foes as it bombards its enemies with its phase cannon. It prefers the focus combat behavior to harden its shields, also allowing its twin-linked weapons to do maximum damage. They use tactics and their avenger ability to increase their accuracy, focusing down one heavy target at a time. As the enemy battle lines approaches the immortal, they steadily retreat to stay at long range. They rely on their hardened shields, deflecting wing, and reflection shielding, along with high defense, to protect them from artillery.

Because the immortal contains a purifier commander, they are often the ranking officer on a battlefield. Therefore, they take leadership duty to rally and inspire their allies. They prefer to activate defensive formation as their leadership, then use rally actions to keep morale up. Their Resilience of the Firstborn ability allows their rallying to restore lost shields to their allies, giving them extra effectiveness as leaders.

### Immortal, Purifier

**Level 21 Purifier Protoss Heroic Character (Sentinel 7, Attuned 7, Unifier 5, Purifier Praetor 3), Extreme Threat**

**Skill Purchases:** 27

**Talent Purchases:** 6

**Ability Score Purchases:** 16

**Hit Points:** 408

**Healing Threshold:** NA

**Damage Threshold:** 56

**Defense:** 29

**Toughness:** 44

**Resolve:** 24

**Speed:** 9

**Shift Speed:** 2

**Morale Bonus:** +7

**Space:** 3 by 3squares

**Reach:** 2 squares

**Initiative:** +10

**Damage Resistance:** 43

**Psionic Resistance:** 24

**Energy Shields:** 270 (3 shield armor)

**Regeneration:** 5

**-Twin-linked Phase Cannon** 1d20+13 accuracy, 55 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 30, Burst 2, Twin-linked, Energy Damage

**-Bash** 1d20+18 accuracy, 53 damage, +1 strike maximum; *Special Traits:* Penetration 6

**Skills:** Acrobatics 6, Athletics 6, Computers 7, Defensive Training 12, Durability 10, Leadership 10, Lore 6, Melee 10, Mental Training 8, Perception 8, Pilot 12, Psionics 10, Ranged 12, Science 8, Tactics 10

**Talents:** Dual-Weapon Skill, Enduring Shields, Power Strike Weapon Mastery (melee II, ranged II)

**Skill Focuses:** Defensive Training +2, Pilot +2, Ranged +2

**Class Traits:** *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery III, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Avenger, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Resilience of the Firstborn*

**Psionic Powers:** *Toughness*

**Strength:** 18

**Instinct:** 7\*

**Agility:** 6

**Fortitude:** 18

**Intelligence:** 6

**Willpower:** 6

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

**Special Ability (Hardened Shields):** The immortal can focus to activate their hardened shields, causing their shields to take very little oncoming damage. Any round they perform a Focus combat behavior, the immortal gains +20 shield armor.

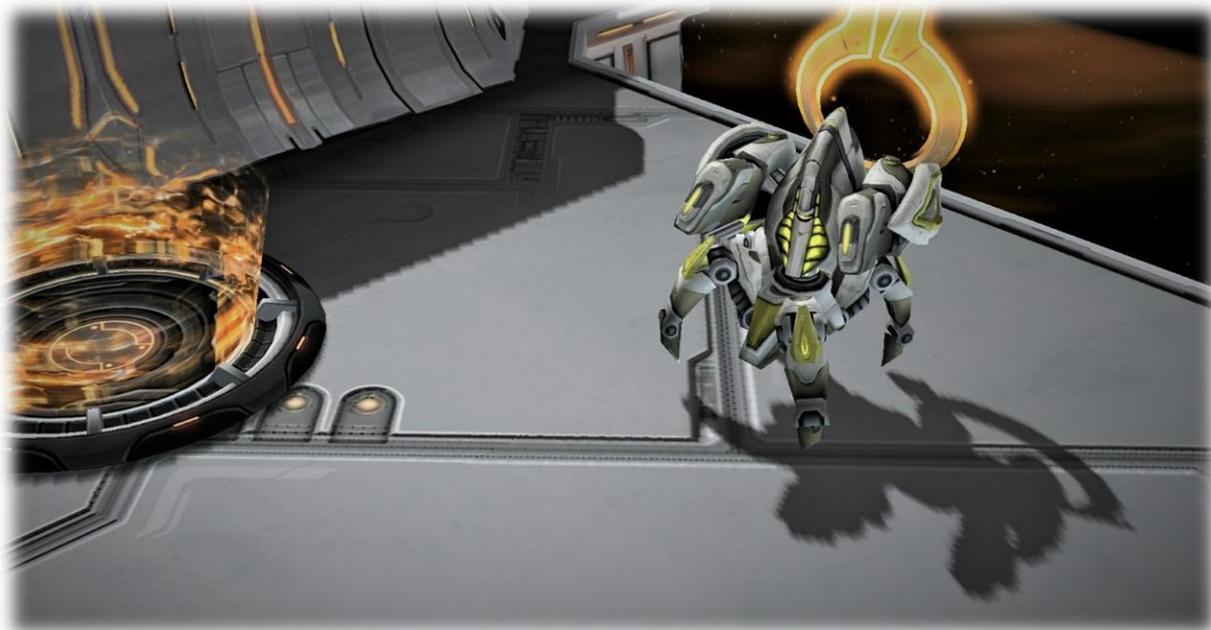
**Special Ability (Deflecting Swing):** The immortal can rotate so that they are not struck by the grazing damage of missiles. If a missile or rocket misses the immortal, the vehicle never takes half damage from the missed attack. In addition, the immortal gains +5 defense against Burst attacks in which they were not the primary target.

**Special Ability (Perfect Union):** After successfully executing a pilot maneuver, the immortal may make a tactics check with advantage as a free action.

**Special Ability (Reflection Shielding):** When the immortal's shields are active, they gain cover from all attacks.

**Special Ability (Resilience of the Firstborn):** When the immortal rallies an allied protoss with a leadership check, those allies regain 22 shield points.

**Special Ability (Protoss Psychic):** The immortal 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.



## Mirage Description

The mirage is a modified version of the phoenix used by the purifiers. The mirage is controlled by a purifier pilot.

### Tactics

Mirage are the superiority fighters. They strike hard and fast, quickly accelerating to extreme speeds to engage foes. Afterwards, they thrive on use their many attacks and Ion Barrage to release a hail of strikes on their opponent, so much that no foe can avoid them. They make drastic turns to get outside firing arcs and use their ability to fly normally sidewise or backwards to constantly pick away at their foes while remaining untargetable. They use tactics to increase their defense, just in case an enemy gets a bead on them. Phoenix rarely attack ground-based targets, but sometimes will make low flying attack runs. With their ion barrage, they can manage a tremendous number of attacks against ground targets.

The signature ability of the mirage is their phase armor ability, given them the ability to simply phase through enemy attacks. Because they can only do this once per round, they save it in larger fights for notable attacks, such as missile bombardments or capital ship weaponry. If they are in a dog fight with a single foe, they use phase armor to avoid all attacks from their favored foe.

## Mirage, Purifier

**Level 14 Purifier Protoss Heroic Character (Sentinel 7, Attuned 5), Extreme Threat**

**Skill Purchases:** 13

**Talent Purchases:** 2

**Ability Score Purchases:** 10

**Hit Points:** 480

**Healing Threshold:** NA

**Damage Threshold:** 60

**Defense:** 17

**Toughness:** 50

**Resolve:** 17

**Acceleration Rating:** 150

**Max Speed:** 1,200

**Morale Bonus:** +3

**Space:** 4 by 4

**Reach:** NA

**Initiative:** +6

**Damage Resistance:** 29

**Psionic Resistance:** NA

**Energy Shields:** 226 (1 shield armor)

**-Twin-linked Ion Cannon** 1d20+8 accuracy, 50 damage, +2 strikes maximum, unlimited shots at remote range; *Special Traits:* Penetration 20, Rending 5 (20 versus constructs), Twin-linked, Energy Damage

**Skills:** Acrobatics 3, Athletics 3, Computers 6, Defensive Training 6, Durability 6, Lore 2, Melee 6, Mental Training 4, Perception 4, Pilot 6, Psionics 3, Ranged 6, Science 4, Tactics 6

**Talents:** Dual-Weapon Skill, Enduring Shields, Weapon Mastery (ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery II, Attuned Mastery II, Jet Pack, Deflecting Spin, Extension of Will, Avenger*

**Psionic Powers:** *Toughness*

**Strength:** 17

**Instinct:** 6\*

**Agility:** 5

**Fortitude:** 17

**Intelligence:** 6

**Willpower:** 4

**Special Ability (Ion Barrage):** When attacking a foe that the mirage is moving faster than, the phoenix gets to make 1 additional strike against the target for every speed interval they are moving faster than them. They can only receive 5 bonus strikes this way.

**Special Ability (Phasing Armor):** Once per round when the vehicle is attacked, the mirage can make a pilot check (+12) against the attack role. If they succeed, the vehicle phases out of the time stream when the attack comes, and it simply passes by them. The mirage immediately phases back in.

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

**Special Ability (Mobile Craft):** The mirage has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It can fly at combat speed when going up to 450 squares per round.

**Special Ability (Deflecting Swing):** The mirage can rotate so that they are not struck by the grazing damage of missiles. If a missile or rocket misses the character's vehicle, the vehicle never takes half damage from the missed attack. In addition, their vehicle's gain +5 defense against Burst attacks in which they were not the primary target.

**Special Ability (Reinforcement):** The reinforcement value from the mirage's plated hull reduces all crippling wound points it suffers by 1.

## Scout Description

Scouts are an old design that were used, and continue to be used, by the purifiers. The scout is controlled by a purifier pilot.

### Tactics

Scouts are very traditional tactical fighters and have a weapon's array very like many terran vessels of similar design. They gain the advantage of potent energy shields, improved armaments, and better armor. Scouts prioritize one target to engage above all others and try to initiate a dog fight. Against aerial targets, they prefer their lethal antimatter missiles, which can quickly eliminate most targets with prejudice. They do require target locks to fire their missiles towards a target. They usually make sure to have the benefit of Auto Aim against their favored target, usually begin an encounter by using a target lock, and save their Avenger mark for that favored prey. Scouts take advantage of their freed up minor action, gained for the free aim from Auto Aim ability), to constantly cycle between using their tactics combat augmentations on a round by round basis to use bonus accuracy or defense.

## Scout, Purifier

**Level 16 Purifier Protoss Heroic Character (Sentinel 7, Attuned 5), Extreme Threat**

**Skill Purchases:** 13

**Talent Purchases:** 2

**Ability Score Purchases:** 10

**Hit Points:** 549

**Healing Threshold:** NA

**Damage Threshold:** 63

**Defense:** 16

**Toughness:** 53

**Resolve:** 17

**Acceleration Rating:** 90

**Max Speed:** 960

**Morale Bonus:** +3

**Space:** 4 by 6 squares

**Reach:** NA

**Initiative:** +6

**Damage Resistance:** 36

**Psionic Resistance:** NA

**Energy Shields:** 250 (1 shield armor)

**-Twin-linked Photon Blaster** 1d20+11 accuracy, 40 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 10, Rending 5, Fully Automatic, Twin-linked

**-Antimatter Missile Battery** 1d20+12 accuracy, 80 damage, 1 attacks maximum, 36 shots at strategic range; *Special Traits:* Penetration 50, Rending 3, Burst 2, Missile

**Skills:** Acrobatics 3, Athletics 3, Computers 6, Defensive Training 6, Durability 6, Lore 2, Melee 6, Mental Training 4, Perception 4, Pilot 6, Psionics 3, Ranged 6, Science 4, Tactics 6

**Talents:** Dual-Weapon Skill, Enduring Shields, Weapon Mastery (ranged)

**Skill Focuses:** Defensive Training +2

**Class Traits:** *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery II, Attuned Mastery II, Jet Pack, Deflecting Spin, Extension of Will, Avenger*

**Psionic Powers:** *Toughness*

**Strength:** 19

**Instinct:** 6\*

**Agility:** 5

**Fortitude:** 19

**Intelligence:** 6

**Willpower:** 4

**Special Ability (Target Lock):** The pilot can issue a target lock as a standard action. The pilot 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 (Auto Aim):** When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

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

**Special Ability (Extension of Will):** The scout moves at combat speed while moving up to 270 squares per round.

**Special Ability (Deflecting Swing):** The scout can rotate so that they are not struck by the grazing damage of missiles. If a missile or rocket misses the character's vehicle, the vehicle never takes half damage from the missed attack. In addition, their vehicle's gain +5 defense against Burst attacks in which they were not the primary target.

**Special Ability (Reinforcement):** The reinforcement value from the scout's plated hull reduces all crippling wound points it suffers by 1.



*~Purifier Mirage (above)*

*~Purifier Scout (below)*



## Aiur NPCs

The End War brought great changes to the Khalai. Reclaiming the *Spear of Adun*, access to ancient knowledge, abolishment of the caste systems, and the loss of the Khala forced the children of Aiur to change and adapt. This section covers some new, and old, Aiur warrior types that have come up since the End War.

### Ancient Zealot Description

When the ancient arkships were hidden away beneath Aiur, they contained legions of the greatest protoss warriors that ever lived. When Artanis, in his most dire hour, awakened the *Spear of Adun*, he unlocked a legion of ancient warriors. These warriors, displaced out of time, awoke to find themselves cut off from the Khala and thrust in the greatest conflict in history. Making their solemn vows to the new protoss order, they swore to fight for Artanis against Amon and his hybrid armies.

The ancient zealots became Artanis' elite warriors in the End War, and some of them even survived past it. They are forced to understand a very different universe than what they left behind. A united protoss, zerg, terrans, all those things are new to them. However, their duty is not new. They are soldiers of the protoss empire. Whatever enemy has risen, they will be there to fight them.

#### Tactics

Ancient zealots are very powerful but simple combatants. They begin combat by charging into battle at the greatest concentration of enemies. Using the great cleaving of their solarite reapers, they try to quickly destroy a host of enemies with a single swing of their blade. Once in melee, they use power strikes to kill as many enemies as they can with each blow. Their Crusader's Zeal ability allows them to start with high morale and gain morale easily. They can quickly reach +5 morale, which gives their attacks a mighty Cleaving (4).

Ancient zealots save their avenger's mark until they are challenged by a powerful, elite enemy worthy of their full attention. They use their morale points to gain damage boosts against powerful foes. In the meantime, ancient zealots prioritize swarms above all other targets, and seek out enemy hosts to use their Pulverizing Charge special ability to quickly eliminate them.

Ancient zealots have *Muscular Enhancement* activated virtually all the time they are awake. *Regeneration* is used when they are low on hit points.

**-Ancient Zealot's Favored Psionic Powers:** Psi Level 5, +17 psionic manifestation bonus

**-Muscular Enhancement;** DC 12 manifestation as a minor action; 4 energy fatigue; gains +5 to athletics, acrobatics, endurance, and stealth tests, +2 melee damage and penetration, lasts 50 minutes

**-Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; caster spends a healing threshold to gain regeneration 5 for 2 minutes

### Ancient Zealot, Templar

Level 24 Aiur Protoss Heroic Character (Zealot 7, Champion 5, Aerial Sentry 5, Crusader 5), High Threat

Skill Purchases: 25

Talent Purchases: 10

Ability Score Purchases: 18

Hit Points: 280

Healing Threshold: 9

Damage Threshold: 41

Defense: 31

Toughness: 37

Resolve: 27

Speed: 9

Shift Speed: 2

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 24

Psionic Resistance: 31

Energy Shields: 109 (Shield Armor 17)

**-Solarite Reaper** 1d20+15 accuracy, 56 damage, +1 strike maximum; *Special Traits:* Penetration 21, Cleaving 2, Hailfire 1, Focusing

**-Solarite Reaper w/ Power Strike** 1d20+11 accuracy, 88 damage, +1 strike maximum; *Special Traits:* Penetration 21, Cleaving 2, Hailfire 1, Focusing

**Skills:** Acrobatics 8, Athletics 8, Defensive Training 12, Durability 12, Endurance 10, Medicine 7, Melee 13, Mental Training 10, Psionics 10, Tactics 10

**Talents:** Daelaam Unification (void), Devastating Cripple (melee), Dual-Weapon Skill, Enduring Shields II, Psi Level 3, Psi Level 4, Psi Level 5, Swift Strikes, Weapon Mastery (melee II)

**Skill Focuses:** Defensive Training +2, Durability +2, Melee +3

**Class Traits:** *Armored Defender II, Psionic Charge, Zealot Mastery III, Art of Absorption, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Psychic Ward, Tactical Devotion, Overwhelming Fury, Pilot Mastery III, Avenger, Attuned Shields, Aerial Sentry Mastery III, Intercept, Psi-Infused Hull*

**Psionic Powers:** *Reading, Messaging, Toughness, Rush, Muscular Enhancement, Regeneration*

**Strength:** 13\*      **Instinct:** 2      **Agility:** 7      **Fortitude:** 8

**Intelligence:** 4      **Willpower:** 7

**Gear:** *Solarite Reaper* (Tier 2 Focusing Psi Reaper with Solarite Blade Artifact Trait), Tier 2 Protoss Imperial Power Suit (Plasma Shielding in Immortality Socket, Solarite Shard in Normal Socket, Uraj Fragment in Normal Socket), Cloak (Uraj Fragment in Immortality Socket), Bracer (Khalis Fragment in Vengeance Socket)

**Special Ability (Focusing Weapon):** Whenever the zealot makes a successful weapon attack with their psi blade, they remove 2 energy fatigue.

**Special Ability (Psionic Charge):** When the zealot charges, they gain +5 movement speed and deal +25 damage at the end of the charge.

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

**Special Ability (Crusader's Zeal):** The zealot starts every encounter with 3 morale levels. They gain 2 morale when they kill an enemy with a melee attack. They can spend a morale at the end of their turn to make a bonus attack without spending an action. When they spend morale to boost an attack, they add their morale bonus to accuracy and damage. Finally, their attack gains Cleaving (+1) while at positive morale. When they have 5 morale levels, they gain Cleaving (+2).

**Special Ability (Pulverizing Charge):** When fighting a swarm of enemies, the zealot can make a special pulverize melee attack. They make a single strike attack with their weapon as a full-round action. The attack gains Hailfire (+2) against swarms.

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

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

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

**Special Ability (Mental Discipline):** Zealots 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.



## 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 flurry 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:** 32

**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.

## Templar Void Initiates Description

The fall of Aiur and the End War seriously crippled the Daelaam's population of high templar. Thus, a new generation of Aiur protoss have begun walking the path to become psionic masters and become high templar. These young, wise souls have adjusted to a universe where there is no Khala or caste system, and their power comes from the void. They are amongst the first templar to weaponize void energies in the same manner of the dark templar.

Initiates are the least experienced of the void initiates. Most initiates have just left the civilian life to undergo the trials of becoming a warrior of the Daelaam. They have great spirit and aspirations but have yet to master their psionic potential. Proven are more skilled psychic masters who have learned to manifest void energies into coherent blasts. They are still a long way from embracing the power of the high templar, but they are ideal psionic assailants for assisting zealots in battle.

### Tactics

Initiates stay back in combat, blasting enemies with aimed, focused bursts with their electro rods. When enemies get close and they run out of charges for their rods, they fight by blasting their foes with psionic lightning. They prefer to flee when overwhelmed but will follow the orders and examples of their kin above all.

Proven battle with their psionic powers. They hit their enemies with *Improved Psionic Bolt* with focus actions to ensure they get the hit and stun effect. If they get close to heavily armored foes, they will switch to *Void Blast* instead. If they think they will gain a killing blow against an enemy, they will use Rapid Channeling to get an extra psionic bolt. Psionic Lightning is only used when they have foes clustered in a line. In turn, blasts with *Improved Psionic Burst* will repel enemies in case they get surrounded. Finally, *Shadow Field* is used to bolster themselves or an ally taking damage, providing quick shield recharge and concealment. Melee attacks are only used for the psionic recovery of the focus blades.

## Initiate, Aiur

### Level 4 Aiur Protoss Heroic Character (High Templar 4), High Threat

Skill Purchases: 8

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 70

Healing Threshold: 7

Damage Threshold: 25

Defense: 16

Toughness: 15

Resolve: 19

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 5

Psionic Resistance: 20

Energy Shields: 36

-**Strife Dagger** 1d20+3 accuracy, 14 damage, +2 strikes maximum; *Special Traits*: Defensive, Throwing

-**Electro Rod** 1d20+4 accuracy, 14 damage, full auto, 100 shots at medium range; *Special Traits*: Penetration 6, Rending (10 vs constructs), Fully-Automatic, Energy Damage, Implement

-**Psionic Lightning** 1d20+8 accuracy, 17 damage, 1 strike maximum, 1 energy fatigue *Special Traits*: Line 3, Energy Damage

**Skills**: Computers 1, Defensive Training 2, Durability 2, Influence 1, Lore 2, Melee 2, Mental Training 4, Perception 1, Psionics 4, Ranged 4, Tactics 1

**Talents**: Daelaam Unification (void), Endless Energy, Psi Level 3, Psychic Discipline Focus (telekinesis, telepathy) Racial Familiarity

**Class Traits**: *High Templar Mastery II, Psionic Lightning, Levitation*

**Psionic Powers**: *Reading, Messaging, Move Object*

**Strength**: 3

**Instinct**: 2

**Agility**: 3

**Fortitude**: 4

**Intelligence**: 4

**Willpower**: 5

**Gear**: Protoss Armor Suit (Plasma Shield in Normal Socket), Cloak (Ilhan Crystal in Immortality Socket), Strife Dagger, Electro Rod

**Special Ability (Protoss Psychic)**: The initiate 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 Khala and Void are their psionic power sources.

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



## Nerazim NPCs

The Nerazim adopted the Khalai after they lost their home. Shakuras became the center of the new protoss empire. Things changed once again when Shakuras was destroyed during the End War in order to bleed Amon's hordes. Without their home, the nerazim became fully part of the Daelaam and fought to make a home on Aiur once again.

### Nerazim Apprentice Description

The apprentice is a dark templar warrior who has focused their enemies into mastering void energies. They have begun the long walk towards becoming a signifier, a master of manipulating the void. These apprentices are followers and students of ancient nerazim signifiers, determined to use their abilities to battle the zerg or anyone else that threatens the protoss. Apprentice are usually found as assistants and support to dark templar, assassins, and signifiers.

#### Tactics

The nerazim apprentice capitalizes on their maneuverability in combat. They use their Shadow Walk power to quickly blink in and out of combat. They enter close range and strike their foes with *Void Blast* and *Writhing Darkness*, using bob and weave actions to improve their survivability. Afterwards they will Shadow Walk away, letting their energy recover while their enemy must fight their nerazim brethren. Afterwards, they resume the hunt by teleporting forward again and blasting foes with their psionic powers. They rely on their melee attacks and *Cloaking* in times of desperation only.

**-Apprentice's Favored Psionic Powers:** Psi Level 4, +13 psionic manifestation bonus (+15 with energy), recovers 1 energy fatigue each turn

**-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

**-Void Blast:** DC 22 manifestation as a standard action; 3 energy fatigue; +13 attack at short range, target takes 28 damage and loses a healing threshold, Penetration 8 and Rending 2

**-Writhing Darkness:** DC 24 manifestation as a standard action; 5 energy fatigue; +11 attack versus defense and toughness in a Line (10), target whose defense is struck suffers 18 damage with Penetration 8 and Rending 2, target whose defense and toughness are surpassed are Immobilized for 2 rounds and cannot move, shift, or evade

### Apprentice, Nerazim

**Level 8 Nerazim Protoss Heroic Character (Dark Templar 7 [Kineticist], Assassin 1 [Kineticist]), High Threat**

**Skill Purchases:** 12

**Talent Purchases:** 4

**Ability Score Purchases:** 5

**Hit Points:** 97

**Healing Threshold:** 7

**Damage Threshold:** 25

**Defense:** 20

**Toughness:** 19

**Resolve:** 20

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** +5

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 5

**Psionic Resistance:** 24

**Energy Shields:** 40

**-Warp Psi Blade** 1d20+6 accuracy, 28 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 4, Defensive, Warp, Recovers 4 shield points

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 5, Durability 5, Endurance 3, Lore 2, Medicine 2, Melee 5, Mental Training 4, Perception 2, Psionics 7, Survival 3, Tactics 2

**Talents:** Defensive Fighting, Endless Energy, Psi Level 3, Psi Level 4, Psychic Discipline Focus (energy, cloaking), Psychic Power, Weapon Mastery (melee)

**Skill Focus:** Psionics +2

**Class Traits:** *Augmented Energy Charge, Dark Templar Mastery III, Shadow Curtain, Shadow Walk*

**Psionic Powers:** *Reading, Messaging, Hidden Sight, Cloaking, Void Blast, Shadow Field, Writhing Darkness*

**Strength:** 4

**Instinct:** 2

**Agility:** 4

**Fortitude:** 4

**Intelligence:** 4

**Willpower:** 6

**Gear:** Protoss Armor Suit (Khalis Fragment in Normal Socket), Amulet (Khaydarin Crystal in Wisdom Socket), Hood (Plasma Shielding in Dominance Socket), Bracer (Argus Crystal in Vengeance Socket), Warp Psi Blade

**Special Ability (Shadow Walk):** As a move action, the apprentice can spend 1 energy fatigue to teleport 15 squares in any direction.

**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 (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 apprentice is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy or Energy disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.

## Nerazim Explorer Description

The nerazim were banished into deep space by judicators ages ago. Since then, they have settled many worlds throughout the sector, including their new home world of Shakuras. The nerazim never gave up their interest and curiosity of the void and stars. Since then, they have had generations of explorers who travel the cosmos looking for Xel'naga artifacts, strange worlds, and stellar phenomenon.

The nerazim explorer is a common example of a dark templar who dedicated themselves to understanding the universe. Captaining a star relic ship, explorers rely on their own skills while studying the universe. They are intelligent, self-sufficient, and capable individuals who venture into the stars alone and hope to return to enlighten their distant brethren.

### Tactics

A nerazim explorer is a solo operative and is generally encountered alone or within their star relic ship. When encountered on their own, their priority is not to win battles against organized enemies, but to survive to get back to their ship. They use *Shadow Walk* to teleport a distance from their foes, *Move Object* to move terrain out of their way or blocking their pursuers, and *Telekinetic Push* to throw their enemies backwards, preferably off tall terrain. If all else fails, they will activate *Cloaking* for a few rounds so enemies will lose sight of them, and then travel in a direction they did not expect. *Shadow Field* recovers their shields against ranged attackers and gives them concealment against future attacks. If they need to fight, they rely on their psi blades, bob and weave, and tactics actions, alongside an occasional *Telekinetic Push*.

**-Explorer's Favored Psionic Powers:** Psi Level 4, +14 psionic manifestation bonus (+3 manifestation with energy and telekinesis)

**-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

**-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 distant range and move them 5 squares per round

**-Shadow Field;** DC 22 manifestation as a standard action; 5 energy cost; make a psionics check, targets self or adjacent ally, regain shield points equal to check result (1d20+14); target also gains concealment against ranged attacks for 2 rounds

**-Telekinetic Push;** DC 20 manifestation as a standard action; 5 energy fatigue; +24 attack versus toughness at medium range, targets are knocked prone and pushed 1 square, +1 square for every 5 points attack surpassed target's toughness, struck targets also take 16 damage +5 damage for every square moved

## Explorer, Nerazim

Level 16 Nerazim Protoss Heroic Character (Dark Templar 7, Steersman 7 [Raider], Assassin 2), High Threat

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 136

Healing Threshold: 7

Damage Threshold: 27

Defense: 24

Toughness: 24

Resolve: 22

Speed: 8

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 11

Psionic Resistance: 25

Energy Shields: 40 (5 shield armor)

**-Warp Psi Blade** 1d20+10 accuracy, 24 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Rending 2, Defensive, Warp

**Skills:** Acrobatics 7, Athletics 7, Computers 6, Defensive Training 10, Durability 7, Endurance 6, Lore 6, Medicine 6, Melee 8, Mental Training 6, Perception 8, Pilot 10, Psionics 8, Ranged 8, Science 6, Stealth 6, Survival 8, Tactics 7

**Talents:** Defensive Fighting, Hardened Survivalist, Psi Level 3, Psi Level 4, Psychic Power, Psychic Discipline Focus (cloaking, telekinesis, telepathy), Weapon Mastery (ranged)

**Skill Focus:** Defensive Training +2, Pilot +2

**Class Traits:** *Dark Templar Mastery III, Shadow Curtain, Extermination, Assassin Mastery, Revitalizing Strike, Steersman Mastery III, Dune Sweeper, Spiral Motion, Distortion Field, Disperse, Outmaneuver, Raider Mastery III, Stealth Ship*

**Psionic Powers:** *Reading, Messaging, Cloaking, Manipulate, Move Object, Telekinetic Push, Hidden Sight, Shadow Field*

**Strength:** 4      **Instinct:** 6\*      **Agility:** 6      **Fortitude:** 4

**Intelligence:** 6      **Willpower:** 6

**Gear:** Tier 2 Psi Blade, Tier 2 Protoss Flight Suit (Argus Crystal in Vengeance Socket, Khaydarin Crystal in Normal Socket, Uraj Framgment in Normal Socket), Cloak (Plasma Shielding in Immortal Socket), Hood (Khaydarin Crystal in Dominance Socket), Tier 3 Backpack, Tier 3 Equipment Belt x3, Tier 2 Crystal Charging Cell x3, Tier 2 Gravity Boots, Tier 2 Hand Console, Tier 2 Laser Cutter, Tier 2 Protoss Medipack x3, Tier 2 Protoss Repair Kit x2

**Special Ability (Shadow Walk):** As a standard action, the explorer can spend 1 energy fatigue to teleport 8 squares in any direction.

**Special Ability (Revitalizing Strike):** Whenever the explorer deals a crippling wound point to a biological target with a psi-weapon, the character recovers from 4 points of energy fatigue.

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

**Special Ability (Shadow 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.



## Nerazim Guardian Description

The guardian is analogous to the police force of a nerazim settlement. Guardians are low-ranking centurions who, instead of fighting battles to defend the settlements, focus their efforts on civic service and watching out for their brethren. In dire times, guardians will rally behind centurions and dark templar to fight off an incoming host, or work on protecting or evacuating civilians while more senior warriors fight.

### Tactics

Guardians begin combat by using tactics to improve their defense, then charging into battle. They fight defensively, relying on bob and weave actions alongside attacks with their psi blade. They try to position themselves between their enemies and whatever target they are protecting, and will take opportunity attacks to rush out of melee to go the side of whoever they protect.

## Guardian, Nerazim

### Level 4 Nerazim Protoss Heroic Character (Centurion 4), High Threat

**Skill Purchases:** 7

**Talent Purchases:** 0

**Ability Score Purchases:** 4

**Hit Points:** 95

**Healing Threshold:** 7

**Damage Threshold:** 25

**Defense:** 17

**Toughness:** 18

**Resolve:** 15

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** +2

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 8

**Psionic Resistance:** 14

**Energy Shields:** 20 (4 shield armor)

**-Psi Blade** 1d20+5 accuracy, 19 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Defensive, Warp, Recover 3 shield points

**Skills:** Acrobatics 4, Athletics 3, Defensive Training 4, Durability 4, Endurance 2, Melee 4, Mental Training 1, Perception 2, Psionics 2, Tactics 2

**Talents:** Dual-Weapon Skill

**Class Traits:** *Armored Defender, Centurion Mastery II, Art of Avoidance*

**Psionic Powers:** *Reading, Messaging, Cloaking*

**Strength:** 4

**Instinct:** 2

**Agility:** 4

**Fortitude:** 5

**Intelligence:** 4

**Willpower:** 4

**Gear:** Protoss Heavy Carapace Suit (Plasma Shielding in Dominance Socket, Uraj Fragment in Vengeance Socket), Warp Psi Blade

**Special Ability (Art of Avoidance):** The guardian 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.

**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 guardian 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 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:** 19

**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:** 24 (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.

**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 blessings, 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

**-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

**-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

**-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.

## 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: 19

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 Signifier Description

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

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

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

### Tactics

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

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

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

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

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

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

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

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

**-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

**-Hungering Void;** DC 28 manifestation as a standard action; 11 energy fatigue; +25 attack versus defense at long range, struck takes 46 damage then leaps to a target within short range, Rending 2, keeps jumping until it misses or hits 8 total targets

**-Shadow Barrage;** DC 26 manifestation as a standard action; 5 energy fatigue; releases 5 missiles that can target different or the same targets, +4 accuracy and damage for every missile fired at a single target beyond the first, +15 attack versus defense, struck takes 35 damage with Penetration 18 and Rending 2

- Shadow Form**; DC 28 manifestation as a standard action; 3 energy fatigue +6 per round sustained; while the power is active, the character is cloaked, cannot suffer damage, and flies at a speed of 27 squares. Cannot make any physical or psionic attacks in this form. All enemies within 1 square of the character suffer 27 damage with Rending 2
- Shroud of Cloaking**; DC 14 manifestation as free action; 6 energy cost +3 per round sustained; character and all allies within 3 squares have the cloaking effect while the power is sustained; sustained as a standard action
- Void Armor**; Manifested as a move action; 3 energy cost; every ally within a Burst 9 centered on the caster gains a temporary energy shield for 4 rounds, shield pool of 63 and shield armor of 9

## Signifier, Nerazim

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

**Skill Purchases: 20**

**Talent Purchases: 10**

**Ability Score Purchases: 13**

**Hit Points: 135**

**Healing Threshold: 7**

**Damage Threshold: 29**

**Defense: 22**

**Toughness: 25**

**Resolve: 29**

**Speed: 7**

**Shift Speed: 1**

**Morale Bonus: +13**

**Space: 1 square**

**Reach: 1 square**

**Initiative: +3**

**Damage Resistance: 15**

**Psionic Resistance: 50**

**Energy Shields: 70**

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

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

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

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

**Protoss Skill Focuses**: Psionics +3, Lore +2

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

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

**Strength: 7\***      **Instinct: 3**      **Agility: 4**      **Fortitude: 5**

**Intelligence: 6**      **Willpower: 9**

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

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

-1-10: Fly speed of 6

-11-20: +2 damage resistance, and can have damage taken subtract from void energies instead of health

-21-30: Energy (void) powers gain +8 manifestation, +1 PL, and cost 1 less energy fatigue

-41-50: Offense void powers deal 3xPL bonus damage

-51+: Everyone adjacent to the signifier takes damage equal to void energy points

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

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

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

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

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

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

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

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

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

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



## Example Nerazim Vehicles with Pilots

This section includes premade statistics of a nerazim star relic complete with pilot.

### Star Relic Description

The star relic is an advanced nerazim aircraft used for exploration and reconnaissance.

#### Tactics

The star relic is a fast and dangerous capital ship. When battling on its own, it relies on speed and stealth to take down foes. It always spends a crew action to activate its cloaking field to shield itself. While cloaked, it uses its other crew action to activate Extra Attacks, to increase the damage with the void orb cannon. Afterwards, the star relic circles around its foes at high speed and bombards a single target with their void orb cannon. They gain significant extra damage against foes that cannot detect them, and even greater damage against swarms. They maintain a high speed, so their enemies cannot keep up with them or remember where they are firing from.

When fighting an enemy that can detect them, they swap their cloaking field for psionic thrusters. In addition to allowing greater speed, this activates the displacement engine, which further increases their defense while making them difficult to target lock. They continue to use extra attacks to improve their damage output. If they are taking damage, a star relic prefers to use its great speed to escape combat rather than fight it out. It is an exploratory vessel; not a battleship.

When fighting as part of a large protoss force, the star relic fills more of a support role. They use cloaking field to cloak allies instead of shielding themselves, and act as a reconnaissance vessel by searching the battlefield for cloaked targets, revealing them with a Use Scanners action. If ordered, they will charge their primary cannon to use void barrage as an orbital bombardment to defenses on the planet below.

### Star Relic

#### Level 18 Nerazim Protoss Heroic Character in Massive Vehicle, Epic Threat

**Skill Purchases:** 22

**Talent Purchases:** 4

**Ability Score Purchases:** 11

**Hit Points:** 1,586

**Healing Threshold:** NA

**Damage Threshold:** 114

**Defense:** 24

**Toughness:** 108

**Resolve:** 22

**Acceleration Rating:** 100

**Max Speed:** 2,000

**Morale Bonus:** +6

**Space:** 30 by 30 squares

**Reach:** NA

**Initiative:** +7

**Damage Resistance:** 43

**Psionic Resistance:** NA

**Energy Shields:** 800

**Crew Actions:** 2

**-Void Orb Cannon** 1d20+20 accuracy, 70 damage, +3 strikes maximum, unlimited shots at distant range; *Special Traits:* Penetration 40, Burst 4

**-Void Barrage** 1d20+6 accuracy, 60 damage, 1 attacks maximum, special range; *Special Traits:* Penetration 30, Hailfire 3, Burst 8

**Skills:** Acrobatics 7, Athletics 7, Computers 6, Defensive Training 10, Durability 7, Endurance 6, Lore 6, Medicine 6, Melee 8, Mental Training 6, Perception 8, Pilot 10, Psionics 8, Ranged 8, Science 6, Stealth 6, Survival 8, Tactics 7

**Talents:** Defensive Fighting, Hardened Survivalist, Psi Level 3, Psi Level 4, Psychic Power, Psychic Discipline Focus (cloaking, telekinesis, telepathy), Weapon Mastery (ranged)

**Skill Focus:** Defensive Training +2, Pilot +2

**Class Traits:** *Dark Templar Mastery III, Shadow Curtain, Extermination, Assassin Mastery, Revitalizing Strike, Steersman Mastery III, Dune Sweeper, Spiral Motion, Distortion Field, Disperse, Outmaneuver, Raider Mastery III, Stealth Ship*

**Psionic Powers:** *Reading, Messaging, Cloaking, Manipulate, Move Object, Telekinetic Push, Hidden Sight, Shadow Field*

**Strength:** 26

**Instinct:** 6\*

**Agility:** 6

**Fortitude:** 26

**Intelligence:** 6

**Willpower:** 6

**Special Ability (Automated Command Crew):** The star relic has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the automated crew. A crew action can be used for the following purposes:

**-Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus (+32). The vessel recovers that many hit points.

**-Recover Shields:** Immediately perform a science check with a +20 bonus (+32). The vessel recovers that many shield points.

- Extra Attacks:** The star relic's void orb cannon attacks gain Hailfire (1) that turn.
- Use Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)
- Psionic Thrusters:** The vehicle gains +200 acceleration rating that turns and benefits from *Displacement Engine*.
- Activate Teleporters:** The vehicle can use its built-in teleporters to either teleport willing passengers to another ship or nearby planet, or teleport willing subjects (or inanimate cargo) aboard the ship. Every crew action allows the transportation of 9 squares worth of people or cargo.
- Charge Void Barrage:** The vehicle recharges one step of the void barrage weapon.
- Cloaking Field:** The vehicle can maintain its cloaking field

**Special Ability (Void Barrage):** The star relic can release a powerful, void barrage at a target location. The location must be beneath the vessel, up to 5 kilometers away. Releasing a void barrage is a standard action that requires 5 Charge Void Barrage crew actions to prepare. Once prepared, the pilot performs the Void Barrage attack profile above.

**Special Ability (Disperse):** When the star relic attacks a swarm with a vehicle weapon, they gain Hailfire (+1). This increases to Hailfire (+2) if the target was unaware of them.

**Special Ability (Outmaneuver):** Once per round, when the star relic is hit by an attack from a larger target or ship, they can make a pilot check against the attack roll. If they succeed, they completely avoid the attack and suffer no damage from it. This check is easier to make at high speeds, and the star relic gains a bonus to their pilot skill check based on their speed modifier, instead of a higher DC.

**Special Ability (Starship Raider):** The star relic deals +30 damage against targets that are unaware of them.

**Special Ability (Cloaking Field):** The star relic can activate a massive cloaking field that surrounds it at will. Maintaining the cloaking field requires a crew action. This cloaking field can be manifested in one of two methods at once. The first is a personal cloaking that gives the Star Relic the Cloaking condition. The second is providing a cloaking aura for nearby allies but not the star relic itself. All allies that the star relic's pilot chooses within its area count as being cloaked. This area extends 1 kilometer in tactical scale, or a Burst 1 area in starship scale. The area is always centered on the star relic. The star relic is not cloaked by the area cloak effect, nor can it gain the benefit of cloaking for any reason while it is active.

**Special Ability (Displacement Engine):** When the pilot is using a crew action to activate Psionic Thrusters, the star relic benefits from its displacement engine which creates mirror images and hallucinations to shield the ship. While this is in effect, all attacks against the star relic suffer a -10 penalty. Anyone applying a target lock must make an opposed pilot check against the pilot of the star relic (+16) while the effect is active.



# Chapter 8: Forces of the Void

The End War transcended the petty conflicts of the three factions of the Koprulu Sector. During the End War, terrans, zerg, and protoss teamed up to fight the gods themselves. Amon led his dominated armies alongside his powerful hybrids and void constructs. These creations are some of the most powerful beings to ever exist in the StarCraft setting, as foes fit for the highest-level characters.

This chapter describes these supernatural monstrosities. Included within are the hybrid, various void entities weaponized by Amon, Xel'naga constructs, and even rules for Xel'naga themselves, should your campaign take place in an era that they exist. All the foes within this chapter are incredibly dangerous. For a party of StarCraft adventurers, they should only be fought at the highest level with the best gear and vehicles available. Only the best of mortals can fight the gods!

## Psionic Entity

Psionic Entities are supernatural beings that exist beyond the natural order. These beings are incredibly powerful and do not follow most of the laws of biology, nor do they fit into any natural hierarchy. Examples of psionic beings include protoss archons, Xel'naga, and hybrid.

Psionic Entities are created through the standard creature creation rules. To make one of these beings, you must apply the Psionic Entity creature type to them. In addition, psionic entities have their own creature abilities to go with them.

These rules were first released in Supplement 3: The Protoss. They are rereleased here for convenience, as most creatures in this chapter will use these rules.



## Psionic Entity Creature Types

Psionic Entities use all the normal creature types and abilities in the core rulebook. In addition, they all have the Psionic Entity creature type, on top of any additional creature type that they have. Note, that this creature type is incredibly powerful and rare. Most psionic beings should simply be psychics, rather than psionic entity. This time is reserved for unnatural, immortal beings of extreme power and rarity.

### Psionic Entity

**Characteristic Points:** 40

**Instinct:** +1

**Fortitude:** +1

**Intelligence:** +1

**Willpower:** +2

**Talents:** Awesome Ability (Willpower II), Jaded, Cynic, Endless Energy II

**Special Ability (Psionic Nature):** This creature has innate, immense psionic potential. A psionic entity has a base Psi Level equal to  $\frac{1}{3}$  its level +2, with a maximum Psi Level equal to  $\frac{1}{2}$  level. All psionic entities have access to the Telepathy psionic discipline, and anywhere between 1-5 additional disciplines. Furthermore, they all have a psionic power source like protoss characters. Psionic Entities never overload their psionic powers from poor dice rolls. They have access to the Natural Mind Reading and Psionic Detection traits. Finally, psionic entities gain Skill Focus (psionics).

**Special Ability (Energy):** Psionic Entities all have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Psionic entities do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A psionic entity has an energy reservoir equal to their Psi Level x their Willpower. A psionic entity can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result. Any benefit that helps recovering energy or automatically restores energy fatigue, such as Endless Energy talents, applies to recovering energy, up to the character's normal maximum.

**Special Ability (Perfect Senses):** Psionic Entities ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Psionic Entities do not require oxygen and survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.

**Special Ability (Legendary):** All psionic entities are Heroic creatures and gain the extra characteristic points for being a heroic being.

## Psionic Entity Creature Abilities

These are creature abilities that can only be used and accessed by creatures with the Psionic Entity creature type.

### Psionic Entity: Archon

**Effect:** An archon is a psionic being formed of pure energy. They are created when two or more powerful protoss psychics sacrifice themselves and merge together to create an archon from their unified consciousness and psionic essence. Creating an archon usually requires two protoss that are able to manifest Energy powers spending two-full round actions to merge to create an archon. The type of archon usually depends on protoss' psionic power source.

Archons are beings of pure energy and follow different rules than normal creatures.

-Archons have no hit points or shield pool. They have no damage threshold and do not suffer crippling wounds. They are not considered living biological creatures and are immune to ability damage. They cannot be healed by any effect that restores hit points and have no healing threshold.

-Instead of hit points, all damage that the archon takes is removed from their energy. Energy also counts as shields and anything that does damage specifically to a shield pool also damages the Archon's energy. Furthermore, any talents or effects that increase the shield pool also increase the Archon's energy. Archons have no damage resistance, but instead have an amount of shield armor equal to thrice their intelligence.

-Archons do not have a fortitude ability score.

-As beings of pure energy, archon's energy score is vastly improved even over other psionic beings. The normal energy score as determined for an average psionic entity is multiplied by an archon's size. Therefore, a huge-sized archon would have an energy score equal to (Psi Level x Willpower) x 10.

Size	Energy Multiplier
Tiny or Small	x1
Medium	x2
Large	x5
Huge	x10
Gargantuan	x20
Colossal	x30
Massive	x40

-Archons perform all of their actions through their mighty psionic prowess. However, the more energy they spend, they faster they expend themselves. Because their energy score is also their hit points, manifesting psionic power essentially drains their hit points also. Similarly, anything that restores energy also restores their life. Once an archon reaches 0 energy, that simply disappears in a flash of light as all their energy drains away.

-Archons are always floating over the ground as if manifesting the *Levitation* power with 0 power points.

### Psionic Entity: Beyond Gravity

**Effect:** The creature can fly at will and is not limited to gravity. This movement is based on force of will rather than physical locomotion methods. Their fly speed is equal to 10 x their willpower. They can also use rapid flight, with an acceleration rating equal to their fly speed and a maximum speed equal to 50 x their willpower.

### Psionic Entity: Energy Barrier

**Effect:** The creature has a psionic barrier of pure energy protecting them. This counts as a normal energy shield, except it comes purely from strength of mind rather than technology. The energy barrier has a shield pool based on the creature's size and Psi Level.

Size	Energy Shields
Tiny-Medium	20 x Psi Level
Large-Huge	30 x Psi Level
Gargantuan-Colossal	50 x Psi Level
Massive	100 x Psi Level

### Psionic Entity: Divine Form

**Effect:** The creature picks three of their passive statistics. They can be chosen from the following list: defense, toughness, damage threshold, damage resistance, regeneration, all attack accuracy, all attack damage, attack penetration, or attack rending. Whatever they chose, they add ½ their psi level to that value permanently. For example, if the creature with Psi Level 8 chooses damage threshold, damage resistance, and attack damage, they would gain +4 damage threshold, +4 damage resistance, and +4 damage with all attacks. This can be taken multiple times: each time it is chosen, the character chooses three more passive statistics.

### Psionic Entity: Haste

**Effect:** The psionic entity acts so quickly, they seem like they are in a different time frame. The character rolls initiative twice, and keeps both initiative counts. They act on both initiative results, making their full suite of actions on each count. This ability can be gained a second time, potentially allowing them to act on three different initiatives. Any effect that relies on the start or end of their turn triggers on their first turn in any round.

### Psionic Entity: Immense Strength

**Effect:** The creature has strength and fortitude beyond what is capable for its meager size. It counts as being two-size categories larger for determining its toughness, damage threshold, and hit points. They also gain +6 strength and fortitude. None of the other factors for increased size are applied, including all the penalties.

### Psionic Entity: Omniscient

**Effect:** The creature's divinity and clarity give them unprecedented perfection on all their actions. The creature gains advantage on all their d20 checks. In addition, anyone who makes the creature a primary target on one of their checks suffers disadvantage on all attack rolls and opposed skill checks against them, unless they also have the Omniscient ability.

### Psionic Entity: Power Overwhelming

**Effect:** The creature's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

### Psionic Entity: Psionic Infused Might

**Effect:** The hybrid has strength and fortitude beyond what is capable for its meager size. It counts as being one-size category larger for determining its toughness, damage threshold, hit points, and the energy shield from the Energy Barrier trait. They also gain +6 strength and fortitude, already included above. None of the other factors for increased size are applied, including all the penalties.

### Psionic Entity: Psionic Power Source Mastery

**Effect:** The creature is very tightly tapped into their psionic power source. They are so deep into it, they have accessed entirely new powers related to their power source. This power gives a unique ability depending on the creature's psionic power source. See the chart below. Note that Purifier and Celestial power sources use the same trait. See future supplements about the Celestial power source.

Psionic Power Source	Special Trait
Corruption	<i>Devourer of Essence:</i> Whenever the creature uses an offensive psionic power against a living creature, they heal a number of hit points equal to $\frac{1}{2}$ of the damage dealt. Anytime a living creature without the Psionic Entity creature type dies within 60 squares of them, they recover 3 points of energy. Swarms count as 20 creatures.
Khala	<i>Wellspring of the Khala:</i> The creature is a beacon of power in the Khala. It, and all other creatures with the Khala power source within 60 squares, recover 10 energy (or remove 10 energy fatigue) every round. Furthermore, all allies connected to the Khala within 60 squares gain advantage on all checks while nearby.
Purifier/ Celestial	<i>Consuming Light of Purity:</i> All of the creature's offensive psionic powers gain Hailfire (2) against any target with the Corruption psionic power source. In addition, whenever the caster kills a living target with an offensive psionic power, they restore energy equal to the target's level.
Void	<i>Endless Energies:</i> The creature has an unlimited amount of energy to funnel into their powers. They manifest all their psionic powers at +2 Psi Level and automatically succeed all manifestation checks.

### Psionic Entity: Psionic Parasite

**Effect:** This creature is a parasite that steals psionic power from everyone around it. Every time a psionic power is manifested within 120 squares of this creature, the creature recovers energy equal to the energy spent or energy fatigue gained. Essentially, whenever energy is spent within that range, the parasite recovers that energy. Psionic parasites cannot steal energy from other creatures with this trait. If multiple psionic parasites are within range, the highest level one recovers the energy. If multiple parasites are the same level, they can make opposed willpower checks to determine which one gets the energy.



## Larger than Life: The Largest Enemies

Some enemies you will see in this chapter are exceptionally large and powerful. You may see size categories and threat levels you do not recognize as they are beyond what is described in the Core Rulebook. These threat levels will be discussed in more depth in Supplement 6, but this section will talk about what you need to know.

### Updated Threat Levels

With exceptionally massive targets, comes increased threat levels for the massive combat abilities of these targets.

Enemy Threat Level	Description	Encounter Points	Experience Reward
<b>Trivial</b>	Trivial threat enemies are little to no danger to enemies. They are generally not worth experience except in large numbers	0.25	5
<b>Low</b>	Low threat opponents are less powerful than a single character of the same level, and are often fought in great numbers	0.5	50
<b>Medium</b>	Medium threat opponents are the equivalent of a single character of the same level	1	100
<b>High</b>	High threat opponents are quite dangerous	2	200
<b>Extreme</b>	Extreme threat opponents are a match for an entire adventuring party	4	500
<b>Formidable</b>	Formidable threat opponents are a match for a large adventuring party, or a party with vehicles	8	1,000
<b>Epic</b>	Epic foes are the greatest threats the party will come across. They are generally beyond the capacities of a small group of players but could be possible if the players have significant support or armed forces backing them up.	16	2,000
<b>Epic-2</b>	As Epic, but even greater threat. Common for gigantic enemies	32	4,000
<b>Epic-3</b>	As Epic, but even greater threat. Common for behemoth enemies	64	8,000
<b>Epic-4</b>	As Epic, but even greater threat. Common for Immense enemies.	128	16,000
<b>Epic-5</b>	As Epic, but even greater threat. Common for titanic enemies	256	32,000

When you are creating enemies at Epic-2 or beyond, do not use characteristic points. These creatures are far too massive and powerful to be generated by characteristic points. Instead, simply choose the abilities, skills, and powers you want them to have, unrestricted by characteristic point limits. They should still be limited by level, but most Epic+ enemies are level 28 or higher anyway and thus at the statistic/ skill limit.



## Updated Size Categories

The base game goes up to the massive size category, which includes creatures the size of a small flagship. However, StarCraft is an epic setting with some truly massive vehicles and creatures. This is realized by the gigantic, behemoth, immense, and titanic size categories.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
<b>Tiny</b>	+6	-8	2	3	-4
<b>Small</b>	+2	-4	3	6	-2
<b>Medium</b>	+0	+0	4	8	+0
<b>Large</b>	-2	+4	5	10	+5
<b>Huge</b>	-4	+8	6	12	+10
<b>Gargantuan</b>	-6	+16	8	14	+20
<b>Colossal</b>	-8	+32	10	16	+40
<b>Massive</b>	-10	+64	Varies	Varies	Infinite
<b>Gigantic</b>	-15	+100	Varies	Varies	Infinite
<b>Behemoth</b>	-20	+200	Varies	Varies	Infinite
<b>Immense</b>	-25	+300	Varies	Varies	Infinite
<b>Titanic</b>	-30	+400	Varies	Varies	Infinite

This chart demonstrates how size effects an entity's hit points.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
<b>Tiny</b>	20	10	1+Fortitude
<b>Small</b>	30	15	3+ Fortitude
<b>Medium</b>	40	20	5+ Fortitude
<b>Large</b>	60	30	10+ Fortitude
<b>Huge</b>	100	50	20+ Fortitude
<b>Gargantuan</b>	200	100	30+ Fortitude
<b>Colossal</b>	500	250	50+ Fortitude
<b>Massive</b>	1,000	500	100+ Fortitude
<b>Gigantic</b>	2,500	NA*	250+ Fortitude
<b>Behemoth</b>	5,000	NA*	500+ Fortitude
<b>Immense</b>	10,000	NA*	1,000+ Fortitude
<b>Titanic</b>	20,000	NA*	2,000+ Fortitude

\*Anything above massive sized is always heroic

These gigantic creatures are generally too large to show up on character scale, except on exceptional circumstances. Therefore, their space and reach are given in starship or mass combat scale. For example, a void thrasher, a gigantic creature, would take up a 500 by 500 square area, far too large to fight normally in grid-based combat. However, in starship combat, a void thrasher would only take up a 2 by 2 square area, which is still massive given the scale of starship combat.

## Updated Level Range: Apex Creatures

Level 30 is the maximum extend that a player character can reach. However, some very powerful creatures can reach beyond level 30. This is most common in creatures with unnatural powers, god-like psionic abilities, and genetically engineered super-monsters. Creatures beyond level 30 are the most powerful being in the universe and are not to be trifled with.

These creatures, known as Apex creatures, work very similarly to any other creature. They have characteristic points based on their formula, and their skill and ability score maximums continue to increase according to the table below. Encounter points and threat levels are determined by the creature's full level, as normal. As characters cannot ascend past level 30, this makes it impossible to bypass the threat rating of apex creatures. Higher level apex creatures are so powerful that they should only be challenged by parties with significant advantage or many paragon levels (see Supplement 6 or Paragons of the Galaxy resource).

Creatures above 30<sup>th</sup> level might even have items that are above 3<sup>rd</sup> tier. In general, creatures between levels 31-40 have tier 4 natural weapons and armor, while creatures within levels 41-50 have tier 5 natural weapons and armor.

Apex creatures cannot ascend beyond level 50, which is very highest difficulty a creature can be in the StarCraft RPG.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
30	10	12
31	11	13
32	11	13
33	11	14
34	11	14
35	12	14
36	12	15
37	12	15
38	12	15
39	13	16
40	13	16
41	13	17
42	13	17
43	14	17
44	14	18
45	14	18
46	14	18
47	15	19
48	15	19
49	15	19
50	15	20

## **The Hybrid**

The hybrid are Amon's champions, genetically injured monstrosities designed to rule the universe in darkness. The hybrid were created by Narud, a Xel'naga follower of Amon who survived the great purge of the Xel'naga from the mortal realms. Shape changing into various forms over the eons, Narud followed Amon's command to push the zerg, terrans, and protoss into conflict with one another. Narud used the conflict, under terran guise, to set up terran scientific research facilities that combined the DNA of protoss and zerg. He did this under the guide of Doctor Emil Narud, head of the terran Moebius Foundation.

The project had the benefit of the full funding from the Emperor of the Dominion, Arcturus Mengsk. Narud led Mengsk to believe that the hybrid would serve him and act as his ultimate soldiers. This was a lie. In truth, the hybrid would serve only Amon and would destroy the Dominion along with all other life in the galaxy. In the meantime, countless hybrid laboratories were spread across the stars on space stations and remote moons. The scientists of the Moebius foundation used their unlimited funding to create the ultimate monster. When these monsters were born, they had incredible psionic power and a deep connection to the void that gave them a direct link to Amon and Narud. As the End War drew close, the hybrid dominated by the Moebius scientists and military, their own creators, and enslaved them to their will. Amon now had his own army of terrans.

Once the End War began, the hybrid led their dominated armies of zerg, terran, and protoss and proceeded to lay waste to the Koprulu Sector. The savagery of these beings could not be understated; wherever they traveled, they did untold, merciless devastation to their surroundings. They ravaged the sector, and it took the combined might of the three factions to stop their onslaught.

## **Using the Hybrid in the StarCraft Roleplaying Game**

As such iconic and memorable enemies in the game StarCraft II, it may be tempting to have your players fight the hybrid. It is important to remember, however, that hybrid are godlike beings designed to tear through entire armies by themselves. Their statistics here reflect that: they are some of the most powerful enemies that you will fight in the RPG.

Fighting hybrid is not recommended for characters that are less than 25<sup>th</sup> level. Even then, they will be extremely difficult, if not impossible. Hybrid are best encountered at maximum level, when the players have the big of the gear. If you want them to be encountered earlier than that, consider some situational advantages to help the players in battle.

-Vehicles. A powerful vehicle greatly increases a character's power, especially if they are trained in them. A hybrid would be much easier to fight when the players are fighting as a vehicle brigade. Tanks and aircraft are the best, as they can best mitigate the damage that hybrid deal.

-Troop Support: Hybrid are a threat to everyone. Consider the players getting allied support from a powerful faction leader in the form of allied soldiers. Consider using swarms to represent the allies; they best represent concentrated groups allies are powerful enough together to fight the hybrid. Many of these troops will die under the hybrid's considerable power, but they will deal the damage and distraction to let the players finish the job.

-Artillery: Another allied asset, artillery is off-screen tactical assets making strategic attacks against the target. This could include orbital bombardments or distant siege tanks bombarding the target. Perhaps the players have to trigger a circumstance to free their allies up to strike the hybrid. Maybe they just need to occupy the creature and keep it away from important assets.

-Capital Ships: The best way to tilt the odds in the players favor is the fight the hybrid aboard a capital ship, such as a battlecruiser or carrier. These massive vessels dwarf even a hybrid in power. However, some hybrid, namely the behemoths and dominators, can provide a worthy challenge even to massive capital ships.

## **Enslavement**

One of the greatest threats of a hybrid is that they can enslave their enemies. Every hybrid has their own way to enslave victims, including players, and make them their puppets. Enslavement is only broken by killing the hybrid or reducing the victim to 0 hit points. Once enslaved, the minion is controlled by the hybrid in the same way that a mastermind strain controls lesser zerg. Included in this is that a hybrid can apply a command tactic to their enslaved terrans and protoss.

## Creating a Hybrid

Creating a hybrid involves adding the Hybrid creature type on top of the Psionic Entity creature type.

### Hybrid

**Characteristic Points:** 20

**Strength:** +2

**Fortitude:** +2

**Talents:** Awesome Ability (Strength II, Agility II, Fortitude II)

**Special Ability (Zerg and Protoss Hybrid):** The creature counts as both zerg and protoss for all purposes, including gaining access to abilities and talents restricted to zerg or protoss, or being affected by abilities that only effect one of those races. They can acquire zerg creature abilities. Any time they gain a creature ability from a generic creature type, they can substitute it with a zerg creature ability. **Hybrids must also always have the Psionic Entity creature type as well.**

**Special Ability (Ultimate Ferocity):** Hybrid are the ultimate lifeforms; genetically engineered with the greatest traits to be unstoppable in battle. Hybrid gain a +30 bonus to weapon damage and penetration with zerg natural weapons.

**Special Ability (Improved Regeneration):** Hybrid have a regeneration value, as if they were two size categories larger than their actual size.

**Special Ability (Evolution and Biomass):** Hybrid have a biomass score equal to their strength + their fortitude + their willpower. They can access to zerg evolution powers as if they were a mastermind strain zerg.

**Special Ability (Hybrid Commander):** Hybrid have access to the command skill and a command limit. They can control a number of minions equal to their psi level times their willpower. They can apply command abilities to their minions. Unlike zerg command strain, however, hybrids can also control terrans and non-protoss aliens with their command abilities. They can even apply command tactics to these other creatures. Different hybrids have their own ways of dominating non-zerg. Hybrid have an Instinctual Telepathic Link between other hybrids and all creatures controlled by hybrid.

**Special Ability (Terrible Power):** Hybrid count as one threat level higher than they are created at. Therefore, a hybrid created as an Extreme threat, instead counts as a Formidable threat.

## Void Carapace Natural Armor

Void carapace is a special natural armor used by hybrid and other psionic entities.

### Void Carapace

**Damage Resistance:** 15

**Defense Penalty:** -0

**Resistance Rating:** +3

**Armor Type:** Heavy

**Special Traits:** Elemental Protection, Radiation Shielding, Psionic Energies (+10 shield armor)

**Description:** Void carapace is a hardened shell around the creature that is supernatural in nature. For its hardness, it is incredibly flexible, bending at the behest of the creature's will. Regardless, it does not crack except under the hardest pressure. The carapace naturally sheds void energies, giving the creature a form of bioluminescence. These energies also hardens the creature's natural energy shields.



## Hybrid Behemoth Description

Hybrid behemoths are the largest and most powerful of the hybrid. They are avatars of the apocalypse, towering monstrosities with powerful claws infused with pure psionic energy. A single swipe can devastate a line of soldiers and cripple battle tank. Worse, is that these creatures are notoriously unkillable; even orbital bombardments and nuclear weapons will scarcely harm them.

Thankfully, behemoths are also very rare. They are only a part of the largest or most important hybrid strikes, and generally encountered solo, surrounded by their enslaved minions.

### Tactics

Behemoths prefer melee combat. They quickly move to engage their foes, and then attack with both their claws and their barbed tendrils every round. This, combined with their natural cleaving, allows them to quickly tear through most enemies. Nothing can hide from a hybrid behemoth, as their Infinite Gaze ability allows them to penetrate the Hidden and Cloaked conditions. They use *Surge of Activity* when it is not their turn to gain extra attacks against their foes.

If they are swarmed by numerous enemies, behemoths react with the massive area of many of their powers. They use *Psionic Maelstrom* to stun all of their foes and blast them with *Mind Ripple* and *Slime Wave*. *Bio-Plasma Discharge* is used to attack aerial targets that stay outside their range. They prioritize the largest foes with the discharge and use their Bio-Barrage ability if they are having trouble hitting.

Merely witnessing a hybrid behemoth is stressful for the mortal mind. The hybrid behemoth deals automatic morale damage to everyone nearby and enslaves targets that reach -5 morale. If it has a powerful minion and is gravely hurt, it will *Consume Essence* on them to quickly regain its power.

***Hybrid Behemoth's Favored Psionic Powers:*** Psi Level 14, +31 psionic manifestation bonus, recovers 5 energy per turn

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-**Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +28 damage and +7 rending, lasts 140 minutes (1400 rounds), always active

-**Mind Blast;** DC 20 manifestation as a standard action; 5 energy fatigue; +20 attack versus resolve at medium range, target takes 108 psionic damage; Penetration 20, Rending 8, Burst 8

-**Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +20 attack versus resolve in a Burst 68 centered on the caster, targets takes 108 psionic damage; Penetration 20, Rending 8, targets that take a crippling wound are Slowed a number of rounds equal to wounds taken

-**Psionic Maelstrom;** DC 24 manifested as standard action; 16 energy fatigue; +24 attack versus resolve at distant range, Burst 68 area, struck targets are stunned, stunned targets must make a DC 32 endurance with disadvantage at the end of each of their turns; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-**Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, caster can take a full-round action even though it is not their turn, can be used twice per turn between the turns of other characters or NPCs

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***Hybrid Behemoth's Favored Evolution Powers:*** Biomass 110, recovers 5 biomass per turn

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-**Bio-Plasma Discharge;** 24 biomass; power useable as a standard action; +20 attack at remote range, 500 damage; Piercing, Burst 2, Acid Damage, Corrosion

-**Bio-Plasma Discharge w/ Bio-Barrage;** 48 biomass; power useable as a full-round; +36 attack at remote range, 500 damage; Piercing, Burst 2, Acid Damage, Corrosion

-**Consume Essence;** 12 biomass; power usable as a full-round action, consumes the essence of a willing or hostile target within short range, if target is unwilling, requires a +20 attack roll that must hit the target's defense, toughness, and resolve, attack gains +10 accuracy if target is below half health or +20 accuracy if target is below ¼ health; if check is successful, target instantly dies and hybrid regains health equal to hit points target had remaining, regains biomass and energy equal to target's level, up to normal maximums

-**Slime Wave;** 4 biomass; as full-round action; +20 attack versus defense and toughness in Burst 16 centered on caster, on hitting defense, target suffers 60 damage with Penetration 10, half damage on miss; on hitting toughness target is Slowed for 3 rounds and cannot benefit from stealth or cloaking; target gains Melting condition if it hits defense and toughness

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***Hybrid Behemoth's Favored Command Tactics:*** Command +29

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-**Adrenaline;** commanded minions deal +6 damage

-**Fervor;** commanded minions gain +5 accuracy and can perform aim actions

-**Terrifying;** commanded minions give all enemies that can see it -10 to morale bonus and willpower checks

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## Hybrid Behemoth

**Level 35 Colossal-sized Hybrid Creature (Heroic Psionic Entity/ Hunter/ Bruiser), Epic-2 Threat**

**Skill Purchases:** 46

**Talent Purchases:** 30

**Ability Score Purchases:** 64

**Hit Points:** 8,161

**Healing Threshold:** NA

**Damage Threshold:** 194

**Defense:** 35

**Toughness:** 174

**Resolve:** 43

**Speed:** 14

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 10 by 10 squares

**Reach:** 10 squares

**Initiative:** +12

**Damage Resistance:** 60

**Psionic Resistance:** 66

**Energy:** 210

**Regeneration:** 42

**Biomass:** 110

**-Scything Claws** 1d20+62 accuracy, 178 damage, +6 strikes maximum; *Special Traits:* Penetration 62, Rending 14, Cleaving 4

**-Barbed Tendrils** 1d20+61 accuracy, 160 damage, +4 strikes maximum; *Special Traits:* Penetration 66, Rending 14, Cleaving 2

**-Ripping Fangs** 1d20+62 accuracy, 157 damage, +4 strikes maximum; *Special Traits:* Penetration 62, Rending 20, Cleaving 2

**Skills:** Acrobatics 14, Athletics 16, Command 14, Defensive Training 14, Durability 18, Endurance 16, Lore 14, Melee 18, Mental Training 14, Perception 14, Psionics 16, Ranged 14, Stealth 14, Survival 14, Tactics 14

**Skill Focuses:** Athletics +2, Durability +4, Endurance +2, Melee +4, Psionics +2

**Talents:** Awesome Abilities (strength II, agility II, fortitude II, willpower II), Command Powers, Cynic, Defensive Fighting III, Devastating Cripple (melee II), Emotionless, Evolution Powers, Jaded, Endless Energy V, Hardened Survivalist, Psychic Discipline Focus (telepathy III), Psychic Power x4, Power Strike II, Resilience II, Resolute II, Swift Strikes II, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

**Psionic Powers:** *Reading, Messaging, Enhanced Fangs, Surge of Activity, Mind Blast, Mind Ripple, Mind Overload, Psionic Maelstrom, Muscular Enhancement, Toughness*

**Evolution Powers:** *Slime Wave, Miasma, Bio-Electric Surge, Mend, Devour, Bio-Plasma Blood, Bio-Plasma Stasis, Bio-Plasma Discharge, Miasma, Consume Essence*

**Command Tactics:** *Adrenaline, Fervor, Push, Terrifying*

**Creature Abilities:** Behemoth, Fast Healing, Quake, Immense Strength, Psionic Parasite, Divine Form (accuracy, damage, penetration, regeneration, defense, resistance), Avatar of the Apocalypse\*, Onslaught\*, Bio-Barrage\*, Infinite Gaze\*, Growth Hormones III, Massive Psionic Presence\*, Unlocked Evolution Discipline (Paragon Biomancy, Paragon Pestilence)

**Strength:** 50      **Instinct:** 6      **Agility:** 9      **Fortitude:** 45

**Intelligence:** 4      **Willpower:** 15

**Gear:** Tier 4 Colossal-sized Scything Claws, Tier 4 Colossal-sized Barbed Tendrils, Tier 4 Colossal-sized Ripping Fangs, Tier 4 Void Carapace

**Special Ability (Onslaught):** The hybrid behemoth is a devastating melee combatant. It deals +30 damage and gains Cleaving (+2) with its Scything Claw attack. In addition, any round that it makes a scything claw attack, it can also make a barbed tendril attack as a minor action. This does not suffer any penalties for dual-wielding.

**Special Ability (Avatar of Apocalypse):** The hybrid behemoth is an avatar of the apocalypse, its mere presence instilling fear and terror in anyone who witnesses it. Any enemy within distant range loses 1 morale level at the start of their turn. If they are reduced to -5 morale by this effect or are already at -5 morale when this effect occurs, then they are enslaved by the hybrid behemoth.

**Special Ability (Massive Psionic Presence):** All of the hybrid behemoth's evolution powers and psionic powers that effect an area effect twice as large an area as they normally would based on Psi Level or evolution tier. Their telepathic powers also reduce penetration 20 points of psionic resistance.

**Special Ability (Bio-Barrage):** The hybrid's Bio-Plasma Discharge and Slime Wave powers shoot multiple projectiles when the hybrid uses them as a full-round action, usually giving them +4 strikes (or +16 accuracy). Doing this causes them to cost twice as much biomass.

**Special Ability (Infinite Gaze):** The hybrid's single eye sees everything before it. The hybrid sees everything within 120 squares of it, including cloaked, hidden, and phase shifted targets. It does not need to take a detector action to reveal the hidden.

**Special Ability (Psionic Parasite):** Every time a psionic power is manifested within 120 squares of the hybrid, it recovers energy equal to the energy spent or energy fatigue gained.

**Special Ability (Evolution Powers):** The hybrid behemoth is capable of using Zerg evolution powers and has access to Paragon Biomancy and Paragon Pestilence.

**Special Ability (Psychic Entity):** The hybrid has a Psi Level of 14 and can draw powers from the Telepathy or Augmentation psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other hybrids and enslaved minions. It has access to the Corruption psionic power source.

**Special Ability (Enslaver):** The hybrid has the ability to enslave feral zerg as a mastermind strain zerg. It also can control other creatures via its Avatar of the Apocalypse power. These creatures are commanded just like zerg minions and can have command tactics applied to them. They have a Command limit of 100.

**Special Ability (Perfect Senses):** Hybrid ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Hybrid do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.

**Special Ability (Advanced Bruiser):** Every 6 levels the bruiser has, it gains one of the following benefits: a free Bruiser creature ability, +1 fortitude, +1 willpower, or a higher level of skill focus in either Durability or Endurance.



## Hybrid Destroyer Description

Hybrid destroyers are one of the more common variants of hybrid. Destroyers are sometimes known as protoss-hybrids, because the protoss DNA is more prevalent in the hybrid. Hybrid destroyers are creatures of incredible psionic powers, that they use to dominate and destroy their enemies. Highly intelligent, they are trusted by Amon for their tactical abilities and forethought. In battle, destroyers are found alone, with their enslaved minions, or alongside 2-3 additional hybrid.

### Tactics

Destroyers have a powerful melee attack but prefer to use their psionic offense. They prefer to attack their foes with their telepathic powers, namely clustered elite targets with *Mind Blast* and surrounding enemies with *Mind Ripple*. If they reduce an enemy to 0 hit points with a telepathic power, they enslave them, so that is their priority. They rely on their natural energy recover and their Psionic Parasite trait to keep their energy levels high.

When dealing with armored enemies that can be targeted with telepathic powers, they instead use *Psionic Onslaught* and *Bio-Plasma Discharge* to quickly kill them. If they are surrounded by groups of enemies without their minions, they activate *Empowered Wrath* as a last resort, sustaining it long enough that they are no longer crowded. Afterwards, they will follow the *Empowered Wrath* with *Life Drain* to get their hit points back.

When a hybrid destroyer gets low on hit points, they use Power Overwhelming to manifest multiple powers, hitting various targets with *Life Drain* to get their life back and use remaining biomass to activate *Mend*. If they are still losing a fight, they use whatever energy they have to manifest *Psionic Onslaughts* and *Mind Ripple* while maintaining *Empowered Wrath*, trying to take as many foes down with them as they can. In these death throes, they will not enslave their enemies; they will simply try to kill them to deny their enemies the chance to save an ally.

**Hybrid Destroyer's Favored Psionic Powers:** Psi Level 14, +35 psionic manifestation bonus, recovers 4 energy per turn

- Empowered Wrath;** DC 28 manifestation as a standard action; 6 energy fatigue +6 per round sustained; all targets within 7 squares of the archon suffer 104 damage at the end of their turn, Piercing weapon trait; sustained as a minor action, caster suffers 52 damage each round sustained
- Life Drain;** DC 22 manifestation as a standard action; 6 energy fatigue; +20 accuracy, targets an enemy within long range, deals 54 damage with Piercing; 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; +20 attack versus resolve at medium range, target takes 136 psionic damage; Rending 7, Burst 4
- Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +20 attack versus resolve in a Burst 28 centered on the caster, targets takes 136 psionic damage; Rending 7, targets that take a crippling wound are slowed a number of rounds equal to wounds taken
- Psionic Onslaught;** DC 26 manifestation as a standard action; 12 energy fatigue; releases 8 missiles that target different targets, +24 attack versus defense, struck takes 57 damage with Piecing trait
- Telekinetic Grasp;** DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +38 attack versus toughness at distant range, target takes 68 damage per round, is Stunned and Immobilized sustained, can attempt to escape with a DC 29 strength at end of turn, caster sustains as a standard action

**Hybrid Destroyer's Favored Evolution Powers:** Biomass 50

- Bio-Plasma Discharge;** 20 biomass; as standard action; +16 attack at remote range, 160 damage, Piercing, Corrosion, Acid Damage
- Consumption;** 1 biomass; power useable as a full-round action; two allied zerg within medium range takes 20 damage per round sustained, while casters restores 8 biomass per round per target, damage resistance does not protect against damage, sustained as a full-round action
- Mend;** 10 biomass; as free action, allows caster to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.
- Siphon Life;** 2 biomass; targets two enemy biological target within long range, each round power is sustained target takes 30 damage and hybrid recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

**Hybrid Destroyer Favored Command Tactics:** Command +33

- Fervor;** commanded minions gain +6 accuracy and can perform aim actions
- Swarm Maneuvering;** commanded minions gain +7 defense and toughness
- Unyielding;** commanded minions gain 7 damage resistance

## Hybrid Destroyer

**Level 28 Huge-sized Hybrid Creature (Heroic Psionic Entity/ Oppressor), Formidable Threat**

**Skill Purchases:** 24

**Talent Purchases:** 22

**Ability Score Purchases:** 25

**Hit Points:** 944

**Healing Threshold:** NA

**Damage Threshold:** 64

**Defense:** 25

**Toughness:** 54

**Resolve:** 38

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +12

**Damage Resistance:** 31

**Psionic Resistance:** 63

**Energy Shield:** 700 (10 shield armor)

**Regeneration:** 12

**Biomass:** 50

**Energy:** 196

**-Scything Claws** 1d20+24 accuracy, 78 damage, +2 strikes maximum; *Special Traits:* Penetration 46

**Skills:** Acrobatics 8, Athletics 4, Command 12, Computers 8, Defensive Training 12, Durability 12, Endurance 12, Lore 8, Melee 12, Mental Training 14, Perception 12, Pilot 10, Psionics 14, Ranged 12, Science 10, Stealth 8, Survival 12, Tactics 12

**Skill Focuses:** Athletics +2, Mental Training +3, Psionics +2

**Talents:** Awesome Abilities (strength II, agility II, fortitude II, willpower II), Close Combat Shot, Command Abilities, Defensive Fighting II, Cynic, Endless Energy IV, Emotionless, Evolution Powers, Jaded, Hardened Survivalist, Natural Health, Psychic Power x5, Resilience II, Untapped Psi Level (12, 13, 14), Weapon Mastery (melee II), Zerg Skill Focus (will)

**Psionic Powers:** *Reading, Messaging, Dominate Minion, Psionic Droning, Hidden Sight, Mind Blast, Mind Ripple, Psionic Maelstrom, Manipulate, Move Object, Telekinetic Grasp, Improved Psionic Bolt, Empowered Shields, Psionic Onslaught, Improved Psionic Discharge, Life Drain, Empowered Wrath*

**Evolution Powers:** *Devour, Consumption, Siphon Life, Bio-Plasma Blood, Mend, Bio-Plasma Discharge*

**Command Tactics:** *Adrenaline, Fervor, Swarm Maneuvering, Terrifying, Unyielding*

**Creature Abilities:** Aspect of Destruction\*, Energy Barrier, Psionic Infused Might, Psionic Parasite, Power Overwhelming, Unlock Evolution Discipline x2 (Paragon Biomancy)

**Strength:** 16

**Instinct:** 4

**Agility:** 5

**Fortitude:** 20

**Intelligence:** 6

**Willpower:** 14

**Gear:** Tier 3 Huge-sized Scything Claws, Tier 3 Void Carapace

**Special Ability (Aspect of Destruction):** The hybrid embodies Amon's need to destroy all life and is filled with seething void energies. All the hybrid destroyer's offensive telepathic powers deal +40 damage. If a mortal enemy (one without the psionic entity creature type) is reduced to 0 hit points by the hybrid destroyer's telepathic attacks, the hybrid can choose for it to take no damage and instead be enslaved. The target creature becomes one of the controlled minions under the effect of the hybrid's command tactics. The hybrid dictates the enslaved creature's actions. The creature remains enslaved until it or the hybrid is reduced to 0 hit points.

**Special Ability (Power Overwhelming):** Any action the hybrid uses to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. If they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. The hybrid can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Psionic Parasite):** Every time a psionic power is manifested within 120 squares of the hybrid, it recovers energy equal to the energy spent or energy fatigue gained.

**Special Ability (Evolution Powers):** The hybrid destroyer is capable of using Zerg evolution powers and has access to Paragon Biomancy.

**Special Ability (Levitation):** The hybrid destroyer levitates about a meter above the ground. This renders them invulnerable to ground based hazards, such as land mines, and allows them to float over water or lava.

**Special Ability (Psionic Infused Might):** The creature has strength and fortitude beyond what is capable for its meager size. It counts as being one-size category larger for determining its toughness, damage threshold, hit points, and the energy shield from the Energy Barrier trait. They also gain +6 strength and fortitude, already included above. None of the other factors for increased size are applied, including all the penalties.

**Special Ability (Psychic Entity):** The hybrid has a Psi Level of 14 and can draw powers from the Telepathy, Telekinesis, or Energy psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other hybrids and enslaved minions. It has access to the Corruption and Khala psionic power sources.

**Special Ability (Enslaver):** The hybrid has the ability to enslave feral zerg as a mastermind strain zerg. It also can control other creatures via its Aspect of Destruction power. These creatures are commanded just like zerg minions and can have command tactics applied to them. They have a Command limit of 200.

**Special Ability (Perfect Senses):** Hybrid ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Hybrid do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.



## Hybrid Dominator Description

Hybrid dominators are a superior, and thankfully much rarer, cousin to the hybrid destroyer. These brilliant and ruthless creatures are the great shepherds of the hybrid, controlling their vast hosts of minions to wage war on their kin. They are also one of the most psionically gifted creatures in existence, able to manifest epic powers to level cities and destroy armies.

Hybrid dominators are the masterminds of the hybrid armies and make all the decisions that were not left for Amon. They are the leaders of their kin, given authority even over the mighty hybrid behemoths. When they take to battle, they unleash their legions of enslaved soldiers that are backed with their epic psionic prowess.

### Tactics

Dominators fight with their psionic powers above all else. They differently depending on the environment, namely how tight confines they are in. In large open battlefields, hybrid dominators are the deadliest. They utilize the *Black Hole* power to engulf as many enemies as possible, pulling them into and tearing them apart within the vortex. Once the enemies are ensnared within the *Black Hole*, they use *Void Explosion* to bombard their ranks and elimination any survivors. Aside from that maneuver, they use *Chaos Missiles* for general ranged offense, *Void Explosion* on elite and grouped foes, *Telekinetic Shockwave* when surrounded, and *Soul Eater* when they get low on life.

When fighting in close confines, a hybrid dominator relies heavily on *Telekinetic Grasp* to immobilize multiple elite targets and crush them while keeping them out of the fight. They then use *Chaos Missile*, *Telekinetic Shockwave*, and *Soul Eater* in much the same ways as their primary offense. If they deal a crippling wound to a target, that target must make an instant attack against an ally, becoming enslaved if they kill the ally.

*Crush* and *Bio-Plasma Discharge* are used to quickly eliminate the most dangerous targets, or at least significantly wounding them. *Mend* and *Soul Eater* are used to recover lost hit points. They always make sure to have 30 biomass on hand to activate separation, typically used once they sink below 1,000 hit points. They take a hard hit of damage, but their overwhelming offense from the clones, and their ability to hide behind said clones, increases their survivability dramatically.

***Hybrid Dominator's Favored Psionic Powers:*** Psi Level 16, +42 psionic manifestation bonus, recovers 5 energy per turn

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**-Black Hole;** DC 30 manifestation as a standard action; 17 energy fatigue; effects a Burst (57) area at remote range, deals 101 damage to everyone within area with Piercing and pushes them 19 squares towards the center of the storm, counts as difficult terrain; lasts 4 rounds

**-Blink;** DC 26 manifestation as a move action; 2 energy fatigue; character instantly teleports to any location that is up to 80 squares away, does not require line of sight to target

**-Chaos Missiles;** DC 26 manifestation as a standard action; 8 energy fatigue; releases 10 missiles that targets different targets within medium range, +34 attack versus defense, struck takes 95 damage with Piercing; ignores cover and improved cover, knocks target prone if attack surpasses defense and toughness

**-Crush;** DC 30 manifestation as a standard action; 24 energy fatigue; +102 attack versus opposed athletics, acrobatics, or pilot at remote range, target must be gargantuan-sized or larger, target is lifted 9 squares off the ground, is Immobilized and Staggered, non-vehicles can make a DC 49 strength test to end the effect, on the turn after the target takes 975 damage

**-Dominate;** DC 26 manifestation as a standard action; 18 energy fatigue; +34 attack versus resolve against up to 4 targets at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, dominated minions count towards hybrid's enslave limit

**-Soul Eater;** DC 28 manifestation as a standard action; 14 energy fatigue; +34 attack versus defense at distant range, struck takes 71 damage with Piercing trait then leaps to a target within short range, keeps jumping until it attacks 9 targets, missed targets do not cause effect to end; power causes user to spend a healing threshold, recovers 36 hit points per target hit by the power

**-Telekinetic Grasp;** DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +72 attack versus toughness of three gargantuan-sized or smaller targets that are at least 6 squares from one another at distant range, target takes 103 damage per round, is Stunned and Immobilized sustained, can attempt to escape with a DC 34 strength at end of turn, caster sustains as a minor action

**-Telekinetic Shockwave;** DC 24 manifestation as a full-round action; 10 energy fatigue; +34 accuracy versus defense and toughness against all targets in a Burst 45 centered on caster, striking defense deals 140 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

**-Void Explosion;** DC 30 manifestation as a standard action; 16 energy fatigue; +34 attack versus defense at medium range, target takes 158 damage; Burst 9, Piercing and Rending 19 weapon traits; struck targets lose a healing threshold

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**Hybrid Dominator's Favored Evolution Powers:** Biomass 66

**-Bio-Plasma Discharge;** 20 biomass; as standard action; +23 attack at remote range, 220 damage, Piercing, Corrosion, Acid Damage

**-Mend;** 10 biomass; as free action, allows caster to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.

**-Separation;** 30 biomass; power useable as a full-round action; hybrid suffers 442 damage and creates two identical clones that have the same hit points as the hybrid, each clone rolls their own initiative, clones suffer -5 to all attacks and checks, clones last 50 rounds, until killed or until the primary creature is killed; clones are impossible to tell from original creature

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

**Hybrid Dominator Favored Command Tactics:** Command +40

**-Fervor;** commanded minions gain +6 accuracy and can perform aim actions

**-Swarm Maneuvering;** commanded minions gain +7 defense and toughness

**-Unyielding;** commanded minions gain 7 damage resistance

## Hybrid Dominator

**Level 35 Gargantuan-sized Hybrid Creature (Heroic Psionic Entity/ Oppressor/ Assailant), Epic Threat**

**Skill Purchases:** 27

**Talent Purchases:** 38

**Ability Score Purchases:** 42

**Hit Points:** 1,768

**Healing Threshold:** NA

**Damage Threshold:** 96

**Defense:** 37

**Toughness:** 86

**Resolve:** 54

**Speed:** 12

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 5 by 5 squares

**Reach:** 5 squares

**Initiative:** +14

**Damage Resistance:** 45

**Psionic Resistance:** 114

**Energy Shield:** 800 (10 shield armor)

**Regeneration:** 34

**Biomass:** 66

**Energy:** 288

**-Scything Claws** 1d20+43 accuracy, 93 damage, +3 strikes maximum; *Special Traits:* Penetration 46, Cleaving 1

**Skills:** Acrobatics 12, Athletics 12, Command 14, Computers 12, Defensive Training 14, Durability 14, Endurance 14, Lore 12, Melee 14, Mental Training 16, Perception 16, Pilot 12, Psionics 16, Ranged 16, Science 12, Stealth 12, Survival 14, Tactics 14

**Skill Focuses:** Athletics +2, Mental Training +3, Perception +2, Psionics +2, Ranged +2

**Talents:** Awesome Abilities (strength II, instinct, agility II, fortitude II, willpower II), Close Combat Shot, Command Abilities, Defensive Fighting III, Cynic, Endless Energy V, Emotionless, Evolution Powers, Jaded, Hardened Survivalist, Natural Health, Psychic Discipline Focus (energy III, telekinesis III, telepathy III), Psychic Power x7, Resilience II, Resolute II, Untapped Psi Level (12, 13, 14, 15, 16), Weapon Mastery (melee III), Zerg Skill Focus (will)

**Psionic Powers:** *Reading, Messaging, Compulsion, Hallucination, Feedback, Command, Dominate, Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Crush, Blink, Temporal Storage, Recall, Templar's Fury Psionic Storm, Improved Psionic Bolt, Life Drain, Void Blast, Void Prison, Void Strength, Improved Psionic Burst, Chaos Missiles, Chaos Wave, Might of the Archon, Void Explosion, Black Hole, Soul Eater, Improved Psionic Wave*

**Evolution Powers:** *Devour, Consumption, Siphon Life, Bio-Plasma Blood, Mend, Bio-Plasma Discharge, Separation*

**Command Tactics:** *Adrenaline, Fervor, Swarm Maneuvering, Terrifying, Unyielding*

**Creature Abilities:** Cosmic Dominator\*, Energy Barrier, Psionic Infused Might\*, Psionic Parasite, Power Overwhelming, Unlock Evolution Discipline x4 (Paragon Biomancy, Paragon Spawning), Divine Form (damage resistance, defense, regeneration, toughness, damage threshold, attack accuracy), Improved Telekinetic Grasp\*, Devour Essence\*

**Strength:** 22

**Instinct:** 7

**Agility:** 8

**Fortitude:** 26

**Intelligence:** 10

**Willpower:** 18

**Gear:** Tier 4 Gargantuan-sized Scything Claws, Tier 4 Void Carapace

**Special Ability (Cosmic Dominator):** The hybrid exists to enslave all other races and bend them to Amon's will. All the hybrid destroyer's offensive psionic powers deal +25 damage. If an enemy suffers a crippling wound from a hybrid dominator's psionic powers, they lose an extra morale level and the hybrid can immediately force that target to make an attack action against one of their allies. If the effected minions slays an ally with this attack, they become enslaved by the hybrid.

**Special Ability (Improved Telekinetic Grasp):** The hybrid is very proficient with the telekinetic grasp power. When manifesting, they can target up to 3 targets with a single use of the powers, if each target is within 6 squares of another target. They can sustain telekinetic grasp as a minor action.

**Special Ability (Power Overwhelming):** Any action the hybrid uses to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. If they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. The hybrid can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Psionic Parasite):** Every time a psionic power is manifested within 120 squares of the hybrid, it recovers energy equal to the energy spent or energy fatigue gained.

**Special Ability (Evolution Powers):** The hybrid dominator is capable of using Zerg evolution powers and has access to Paragon Biomancy and Paragon Spawning.

**Special Ability (Levitation):** The hybrid dominator levitates about a meter above the ground. This renders them invulnerable to ground based hazards, such as land mines, and allows them to float over water or lava.

**Special Ability (Devour Essence):** The hybrid can, as a minor action, drain the essence from a minion. They are reduced to 0 hit points and the hybrid recovers energy equal to the target's level. The drained target is freed from the hybrid's enslavement.

**Special Ability (Psionic Infused Might):** The hybrid has strength and fortitude beyond what is capable for its meager size. It counts as being one-size category larger for determining its toughness, damage threshold, hit points, and the energy shield from the Energy Barrier trait. They also gain +6 strength and fortitude, already included above. None of the other factors for increased size are applied, including all the penalties.

**Special Ability (Psychic Entity):** The hybrid has a Psi Level of 16 and can draw powers from the Telepathy, Telekinesis, Temporal, or Energy psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other hybrids and enslaved minions. It has access to the Corruption, Void, and Khala psionic power sources.

**Special Ability (Enslaver):** The hybrid has the ability to enslave feral zerg as a mastermind strain zerg. It also can control other creatures via its Cosmic Dominator power. These creatures are commanded just like zerg minions and can have command tactics applied to them. They have a Command limit of 1,000.

**Special Ability (Perfect Senses):** Hybrid ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Hybrid do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.



## Hybrid Nemesis Description

Hybrid nemesis are airborne hybrid that fly through pure mental effort. They are space faring champions of the hybrid, capable of soaring through the stars to assist their enslaved minions in space combat or aerial raids. Hybrid nemesis are about the size of a military transport or freighter, but their psionic might lets them vessels that are even large, such as capital ships. Because of their nature, nemesis are found alone, in grounds with 1-2 other nemesis, or alongside enslaved aerial forces.

### Tactics

Hybrid Nemesis only use their melee attacks if they are drained of energy. Instead, they fight with their offensive psionic powers. They begin an encounter by eliminating key combatants using *Phase Shift* or *Stasis Field*. *Phase Shift* is more common in tactical or small battles, while *Stasis Field* is used in grand combat engagements where they need to cut off huge numbers of enemies. They have exceptionally high accuracy with these powers, allowing them to imprison even exceptionally large and powerful foes.

Once the enemy ranks are scattered in stasis, the hybrid will begin its psionic onslaught. They prefer to use their *Destructor* power whenever possible, blasting enemies apart with their psionic might, using their special single-target version of the attack at very distant foes. They fly quickly into combat to the densest concentration of enemies and use their beam to eliminate all their foes. If their foes are too far or the hybrid nemesis cannot or will not approach them, they will instead use *Shadow Barrage* and *Void Explosion* to blast their enemies. They will activate Power Overwhelming to gain additional psionics for more attacks, adding *Feedback* into the rotation to eliminate troublesome psychics.

Like most hybrid, the nemesis will use *Bio-Plasma Discharge* to deal colossal damage to powerful targets, *Mend* to heal itself once it goes low on hit points, and *Siphon Life* to recover biomass. *Bio-Plasma Stasis* is used as a substitute for *Phase Shift* or *Stasis Field* to save energy or effect a clustered group of light targets.

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**-Hybrid Nemesis's Favored Psionic Powers:** Psi Level 12, +32 psionic manifestation bonus, recovers 5 energy per turn

**-Destructor;** DC 36 manifestation as a full-round action; 16 energy fatigue, +5 per round sustained; creates a beam 7 squares wide and 45 squares long, those within the area suffer 145 damage with the Piercing trait, sustained as a full-round action, beam can be rotated when sustained. Instead of the normal area, can be used against a single target at strategic range.

**-Feedback;** DC 18 manifestation as a standard action; 6 energy fatigue; +22 attack versus resolve of another psychic within distant range, target suffers 16 energy fatigue and 160 psionic damage

**-Phase Shift;** DC 28 manifestation as standard action; 6 energy fatigue; +73 attack versus toughness against up to 3 gargantuan-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 12 rounds or until target succeeds DC 25 willpower check as full-round action

**-Shadow Barrage;** DC 26 manifestation as a standard action; 16 energy fatigue; releases 15 missiles that can target different or the same targets, multiple missiles at a single target gains +4 accuracy and damage per missile, +22 attack versus defense, struck takes 73 damage with Piercing trait

**-Stasis Field;** DC 30 manifested as standard action; 16 energy fatigue; +73 attack versus toughness against up to 24 targets of any size, all targets must be within distant range of at least one other target and within remote 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 no actions; power lasts 12 round.

**-Void Explosion;** DC 30 manifestation as a full-round action; 16 energy fatigue; +22 attack versus defense in a Burst (7) at medium range, struck takes 130 damage with Piercing and Rending 7 traits, struck target's lose a healing threshold

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**Hybrid Nemesis's Favored Evolution Powers:** Biomass 76

**-Bio-Plasma Discharge;** 20 biomass; as standard action; +23 attack at remote range, 320 damage, Piercing, Corrosion, Acid Damage

**-Bio-Plasma Stasis;** 24 biomass; power useable as a standard action; +48 attack against toughness at remote range, Burst 30 area, all struck targets are immobilized and stunned, and can only perform psionic actions, vehicles suffer a collision, power lasts 4 rounds

**-Mend;** 10 biomass; as free action, allows caster to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.

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

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**Hybrid Nemesis Favored Command Tactics:** Command +30

-**Push;** commanded minions gain +6 movement speed

-**Swarm Maneuvering;** commanded minions gain +7 defense and toughness

-**Unyielding;** commanded minions gain 7 damage resistance

## Hybrid Nemesis

**Level 31 Colossal-sized Hybrid Creature (Heroic Psionic Entity/ Fury/ Assailant), Epic Threat**

**Skill Purchases:** 29

**Talent Purchases:** 24

**Ability Score Purchases:** 34

**Hit Points:** 2,584

**Healing Threshold:** NA

**Damage Threshold:** 130

**Defense:** 41

**Toughness:** 127

**Resolve:** 38

**Acceleration Rating:** 120

**Maximum Speed:** 700

**Morale Bonus:** NA

**Space:** 10 by 10 squares

**Reach:** 5 squares

**Initiative:** +8

**Damage Resistance:** 46

**Psionic Resistance:** 66

**Energy Shield:** 1,200 (10 shield armor)

**Regeneration:** 36

**Biomass:** 76

**Energy:** 144

-**Scything Claws** 1d20+55 accuracy, 95 damage, +4 strikes maximum; *Special Traits:* Penetration 46, Cleaving 2

-**Barbed Tendrils** 1d20+54 accuracy, 114 damage, +2 strikes maximum; *Special Traits:* Penetration 50, Cleaving 2

**Skills:** Athletics 12, Acrobatics 12, Command 12, Defensive Training 15, Durability 12, Endurance 12, Lore 6, Melee 12, Mental Training 12, Perception 12, Psionics 14, Ranged 15, Science 8, Stealth 6, Survival 6, Tactics 8

**Skill Focuses:** Acrobatics +2, Defensive Training +3, Perception +2, Psionics +2, Ranged +3

**Talents:** Awesome Abilities (strength II, agility II, fortitude II, willpower II), Close Combat Shot, Command Tactics, Cynic, Defensive Fighting III, Endless Energy V, Evolution Powers, Jaded, Psychic Discipline Focus (energy III), Psychic Power x4, Resistant V, Resilience, Resolute, Zerg Skill Focus (Will)

**Psionic Powers:** *Phase Shift, Stasis Field, Wormhole, Void Blast, Shadow Barrage, Void Prison, Hungering Void, Void Explosion, Destructor, Feedback, Compulsion, Command*

**Evolution Powers:** *Bio-Plasma Discharge, Consumption, Mend, Devour, Bio-Plasma Stasis, Siphon Life, Corrosive Bolt*

**Command Tactics** *Adrenaline, Fervor, Push, Rejuvenation, Swarm Maneuvering, Terrifying, Undying, Unyielding*

**Creature Abilities:** Mortal Nemesis\*, Beyond Gravity, Energy Barrier, Psionic Infused Might, Psionic Parasite, Power Overwhelming, Divine Form x2 (defense, attack accuracy, damage resistance, damage threshold, regeneration, toughness), Unlock Evolution Discipline x2 (Paragon Biomancy), Airborne Native, Nimble Slip

**Strength:** 32

**Instinct:** 8

**Agility:** 11

**Fortitude:** 32

**Intelligence:** 8

**Willpower:** 12

**Gear:** Tier 4 Colossal-sized Scything Claws, Tier 4 Colossal-sized Barbed Tendrils, Tier 4 Void Carapace

**Special Ability (Psionic Flight):** The hybrid nemesis can fly at will and is not limited by the restrictions of gravity This movement is based on force of will rather than physical locomotion methods.

**Special Ability (Mortal Nemesis):** The hybrid is the enemy to all natural life in the universe. All the hybrid nemesis' offensive energy powers deal +25 damage and they gain +25 accuracy with all their psionic powers and evolution powers when targeting the toughness of an enemy. If it reduces an enemy to 0 hit points with a psionic power, all other enemies within 60 squares and line of sight suffer 2 negative morale markers. Any creature reduced to negative 5 morale by this effect are enslaved by the nemesis. The target creature becomes one of the controlled minions under the effect of the hybrid's command tactics. The hybrid dictates the enslaved creature's actions. The creature remains enslaved until it or the hybrid is reduced to 0 hit points.

**Special Ability (Power Overwhelming):** Any action the hybrid uses to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. If they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. The hybrid can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Remote Destruction):** The hybrid nemesis may manifest their destructor power into a more precise, long range beam. When the hybrid nemesis manifests destructor, instead of the normal area, the power instead may target a single target within strategic range.

**Special Ability (Psionic Parasite):** Every time a psionic power is manifested within 120 squares of the hybrid, it recovers energy equal to the energy spent or energy fatigue gained.

**Special Ability (Evolution Powers):** The hybrid nemesis is capable of using Zerg evolution powers and has access to Paragon Biomancy.

**Special Ability (Psionic Infused Might):** The hybrid has strength and fortitude beyond what is capable for its meager size. It counts as being one-size category larger for determining its toughness, damage threshold, hit points, and the energy shield from the Energy Barrier trait. They also gain +6 strength and fortitude, already included above. None of the other factors for increased size are applied, including all the penalties.

**Special Ability (Psychic Entity):** The hybrid has a Psi Level of 12 and can draw powers from the Telepathy, Temporal, or Energy psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other hybrids and enslaved minions. It has access to the Corruption and Void psionic power sources.

**Special Ability (Enslaver):** The hybrid has the ability to enslave feral zerg as a mastermind strain zerg. It also can control other creatures via its Cosmic Dominator power. These creatures are commanded just like zerg minions and can have command tactics applied to them. They have a Command limit of 144.

**Special Ability (Perfect Senses):** Hybrid ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Hybrid do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.



## Hybrid Reaver Description

Hybrid reavers are the most common variant of hybrid. Reavers are frequently known as zerg-hybrids as they have more pronounced zerg features than other hybrid. Hybrid reavers are the elite soldiers and line breakers of the hybrid army, and Amon uses them very aggressively to destroy enemy defenses. Comparable to other hybrids, reavers are simple and instinctual creatures. Despite that, they still have psionic strength beyond mortal capacity and are smarter than the average terran.

No fight against the hybrid is complete without dealing with elite squads of hybrid reavers. Reavers are usually found in pairs, alongside enslaved forces, or acting as the elite guard for stronger hybrids. They are rarely encountered alone.

### Tactics

Hybrid Reavers engage their enemies in melee as quickly as possible and rely on their joint claw and tendril attacks to quickly execute their foes. They take sprint actions to get as close as they can to their enemies in order to fight them. Once engaged, they may take a break from their melee attacks to hit their enemies with a *Slime Wave* or *Mind Ripple* to cripple their foes. These powers do not have near the offense of their physical attack, but it helps them control and slow their enemies. *Mind Ripple* deals more damage, but *Slime Wave* helps counter cloaked enemies by ensnaring them in goo.

Hybrid Reavers ensnare their foes by ripping them apart with their claws. The trauma of this death weakens the resolve of their enemies, causing their minds to be open to the hybrid's invading psionic presence.

**Hybrid Reaver's Favored Psionic Powers:** Psi Level 11, +22 psionic manifestation bonus, recovers 2 energy per turn

-**Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +22 damage and +5 rending, lasts 110 minutes (1100 rounds), always active

-**Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +17 attack versus resolve in a Burst 22 centered on the caster, targets takes 84 psionic damage; Rending 5, targets that take a crippling wound are slowed a number of rounds equal to wounds taken

-**Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, caster can take a full-round action even though it is not their turn, can be used twice per turn between the turns of other characters or NPCs

**Hybrid Reaver's Favored Evolution Powers:** Biomass 52

-**Devour;** 0 biomass; power usable as a full-round action, slays an enslaved target, regains biomass equal to twice slain target's level and hit points equal to one-half target's remaining health, maximum 100

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

-**Slime Wave;** 4 biomass; as full-round action; +23 attack versus defense and toughness in Burst 6 centered on caster, on hitting defense, target suffers 40 damage with Penetration 10, half damage on miss; on hitting toughness target is slowed for 3 rounds and cannot benefit from stealth or cloaking; target gains melting condition if it hits defense and toughness

**Hybrid Reaver Favored Command Tactics:** Command +20

-**Adrenaline;** commanded minions deal +4 damage

-**Fervor;** commanded minions gain +3 accuracy and can perform aim actions

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



## Hybrid Reaper

**Level 28 Huge-sized Hybrid Creature (Heroic Psionic Entity/ Hunter), Formidable Threat**

**Skill Purchases:** 34

**Talent Purchases:** 15

**Ability Score Purchases:** 27

**Hit Points:** 1,478

**Healing Threshold:** NA

**Damage Threshold:** 82

**Defense:** 31

**Toughness:** 76

**Resolve:** 30

**Speed:** 9

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +12

**Damage Resistance:** 37

**Psionic Resistance:** 41

**Energy:** 88

**Regeneration:** 17

**Biomass:** 52

**-Scything Claws** 1d20+32 accuracy, 141 damage, +4 strikes maximum; *Special Traits:* Penetration 51, Rending 12, Cleaving 1

**-Barbed Tendrils** 1d20+31 accuracy, 128 damage, +2 strike maximum; *Special Traits:* Penetration 55, Rending 12

**-Ripping Fangs** 1d20+32 accuracy, 125 damage, +2 strikes maximum; *Special Traits:* Penetration 51, Rending 16

**Skills:** Acrobatics 6, Athletics 6, Command 12, Defensive Training 12, Durability 12, Endurance 12, Lore 7, Melee 15, Mental Training 12, Perception 12, Psionics 14, Ranged 12, Stealth 8, Survival 12, Tactics 12

**Skill Focuses:** Athletics +2, Melee +3, Psionics +2

**Talents:** Awesome Abilities (strength II, agility II, fortitude II, willpower II), Command Powers, Cynic, Defensive Fighting II, Emotionless, Evolution Powers, Jaded, Endless Energy II, Hardened Survivalist, Psychic Power x2, Power Strike, Resilience II, Swift Strikes, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

**Psionic Powers:** *Reading, Messaging, Enhanced Fangs, Surge of Activity, Mind Blast, Mind Ripple*

**Evolution Powers:** *Slime Wave, Miasma, Bio-Electric Surge, Mend, Devour, Bio-Plasma Blood*

**Command Tactics:** *Adrenaline, Fervor, Terrifying*

**Creature Abilities:** Immense Strength, Psionic Parasite, Divine Form (accuracy, damage, penetration, regeneration, defense, resistance), Reaper of Souls\*, Unlocked Evolution Discipline (Master Biomancy, Master Pestilence)

**Strength:** 22

**Instinct:** 6

**Agility:** 6

**Fortitude:** 22

**Intelligence:** 3

**Willpower:** 8

**Gear:** Tier 3 Huge-sized Scything Claws, Tier 3 Huge-sized Barbed Tendrils, Tier 3 Huge-sized Ripping Fangs, Tier 3 Void Carapace

**Special Ability (Reaver of Souls):** The hybrid reaver is a devastating melee combatant. It deals +30 damage and gains Cleaving (1) with its Scything Claw attack. In addition, any round that it makes a scything claw attack, it can also make a barbed tendril attack as a minor action. This does not suffer any penalties for dual-wielding. If it reduces an enemy to 0 hit points with a melee attack, all other enemies within 30 squares and line of sight suffer 2 negative morale markers. Any creature reduced to negative 5 morale by this effect are enslaved by the reaver. The target creature becomes one of the controlled minions under the effect of the hybrid's command tactics. The hybrid dictates the enslaved creature's actions. The creature remains enslaved until it or the hybrid is reduced to 0 hit points.

**Special Ability (Psionic Parasite):** Every time a psionic power is manifested within 120 squares of the hybrid, it recovers energy equal to the energy spent or energy fatigue gained.

**Special Ability (Evolution Powers):** The hybrid reaver is capable of using Zerg evolution powers and has access to Master Biomancy and Master Pestilence.

**Special Ability (Crawler):** The hybrid reaver can crawl along walls and ceilings without any penalty to movement speed. It can also leap horizontally, vertically, or both up to 30 squares as a standard action.

**Special Ability (Psychic Entity):** The hybrid has a Psi Level of 11 and can draw powers from the Telepathy or Augmentation psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other hybrids and enslaved minions. It has access to the Corruption psionic power source.

**Special Ability (Enslaver):** The hybrid has the ability to enslave feral zerg as a mastermind strain zerg. It also can control other creatures via its Reaper of Souls power. These creatures are commanded just like zerg minions and can have command tactics applied to them. They have a Command limit of 100.

**Special Ability (Perfect Senses):** Hybrid ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Hybrid do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.

## Moebius Cyber-Hybrid Description

The cyber-hybrid is an advanced, prototype hybrid that was developed while the End War has happening. As such, no more than a handful of these abominations were ever created. They remain one of the most powerful forms of hybrids, however, as they combine zerg might, protoss psionic prowess, and the pinnacle of terran weapon research.

Cyber-Hybrids are armor plated horrors that can control and dominate vehicles and robots instead of traditional organics. They have a wide variety of Moebius defensive armaments to protect themselves in combat. They can easily be a threat to an entire armed force of the greatest weapons or war, and remain one of the most powerful hybrid. It is thankful how rare they are.

### Tactics

The cyber-hybrid begins a fight by releasing its full onslaught, bombarding enemies with *Chaos Waves* while cycling through its 3 forms of Moebius Ordinances. If it is taking damage, it activates *Acceleration* to massively improve its defense and speed. *Life Drain* is used on weak foes to regain hit points and target weak vehicles for domination by its Cyber Terror power. It uses *Blink* to outmaneuver foes and prevent itself from being swarmed.

The Cyber-Hybrid prefers not to go below 100 total energy. If it gets low, it relies on melee attacks and Moebius Ordinances to deal damage. Once its shields are down and it is taking damage, it will active Void Shade Simulacrum to spawn three copies of its. This is enough to take down most foes, as these simulacrums are very durable, and have access to the hybrid's powerful melee attacks and ordinances.

If the Cyber-Hybrid's simulacrum's are defeated, then it returns to its normal form, short 100 energy. This likely leaves it very low on energy. Once it has enough to manifest it, it will then use *Stasis Field* to hold half the enemies while it focuses down the remaining foes. It then uses all of its energy, ordinances, and melee attacks reckless until it, or its foes, are defeated.

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**Moebius Cyber-Hybrid's Favored Psionic Powers:** Psi Level 13, +36 psionic manifestation bonus, recovers 5 energy per turn

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**-Acceleration;** DC 26 manifestation as a minor action; 6 energy fatigue +2 per round sustained; caster gains +15 bonus to defense, +7 strikes and move speed, gains a bonus move action each turn sustained as a free action, user gains +1 fatigue points when effect ends

**-Blink;** DC 26 manifestation as a move action; 2 energy fatigue; character instantly teleports to any location that is up to 65 squares away, does not require line of sight to target

**-Chaos Wave;** DC 28 manifestation as a standard action; 16 energy fatigue; +21 attack versus defense and toughness, effects an area adjacent to the character that is 52 squares long and 13 squares wide, struck takes 75 damage (+20 EMP damage) with Piercing trait; if power surpasses toughness, struck targets are pushed 6 squares away

**-Life Drain;** DC 22 manifestation as a standard action; 6 energy fatigue; +26 accuracy, targets an enemy within long range, deals 52 damage (+20 EMP damage) with Piercing; caster can spend a healing threshold to regain hit points equal to damage dealt

**-Stasis Field;** DC 30 manifested as standard action; 16 energy fatigue; +76 attack versus toughness against up to 13 massive-sized or smaller target, all targets must be within distant range of at least one other target and within remote 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 no actions; power lasts 13 rounds.

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**Moebius Cyber-Hybrid's Favored Command Tactics:** Command +34

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**-Focused;** commanded minions gain +5 to skill checks

**-Swarm Maneuvering;** commanded minions gain +5 defense and toughness

**-Undying;** commanded minions gains 12 temporary hit points

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## Moebius Cyber-Hybrid

Level 35 Colossal-sized Hybrid Creature (Heroic Psionic Entity/ Oppressor/ Assailant), Epic Threat

Skill Purchases: 32

Talent Purchases: 22

Ability Score Purchases: 47

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Hit Points: 2,560

Healing Threshold: NA

Damage Threshold: 90

Defense: 22

Toughness: 81

Resolve: 39

Speed: 13, fly 50

Shift Speed: 2

Morale Bonus: NA

Space: 10 by 10 squares

Reach: 1 square

Initiative: +12

Damage Resistance: 69

Psionic Resistance: 95

Energy Shield: 1,800 (15 shield armor)

Regeneration: 30

Biomass: 70

Energy: 195

**-Scything Claws** 1d20+49 accuracy, 91 damage, +3 strikes maximum; *Special Traits*: Penetration 42, +20 EMP Damage, Cleaving 2

**Skills**: Acrobatics 8, Athletics 10, Command 12, Computers 14, Defensive Training 14, Durability 12, Endurance 12, Lore 12, Medicine 8, Melee 12, Mental Training 14, Perception 12, Pilot 12, Psionics 14, Ranged 14, Science 12, Stealth 8, Survival 12, Tactics 12

**Talents**: Awesome Abilities (strength II, agility II, fortitude II, Instinct I, willpower III), Command Tactics, Close Combat Shot, Cynic, Jaded, Endless Energy V, Enduring Shields V, Psychic Powers x3, Resistant IV, Resilience II, Resolute II, Zerg Skill Focus (will)

**Skill Focuses**: Athletics +2, Mental Training +3, Psionics +2, Perception +2, Ranged +2

**Psionic Powers**: *Reading, Messaging, Feedback, Manipulate, Move Object, Telekinetic Push, Telekinetic Shockwave, Blink, Acceleration, Temporal Shade, Stasis Field, Life Drain, Dark Matter Surge, Chaos Wave*

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

**Creature Abilities**: Sensory Glands II, Energy Barrier, Psionic Infused Might, Psionic Parasite, Moebius Ordinance\*, Jet Thrusters\*, Void Shade Simulacrum\*, Bonded Exoskeleton\*, Cyber Terror\*

**Strength**: 25      **Instinct**: 12      **Agility**: 6      **Fortitude**: 30

**Intelligence**: 10      **Willpower**: 15

**Gear**: Tier 4 Colossal-sized Scything Claws, Tier 4 Void Carapace with Bonded Exoskeleton

**Special Ability (Moebius Ordinance)**: As a minor action, the cyber hybrid can deploy one of three special ordinance attacks. They can only release one attack per round and cannot use the same power two turns in a row.

**-Purification Drones**: The hybrid releases up to 10 purification drones that target creatures within long range. These drone floats 10 squares over their target and point a targeting laser at the target's square. At the start of the hybrid's next turn, each drone explodes, releasing a purification blast at the target square. This blast has a +30 accuracy bonus and deals 100 damage (penetration 20) if it hits, or half damage on a miss. The drone's effects can be negated by destroying it (small-sized unbreakable object) or moving out the square the laser targets.

**-EMP Shockwave**: The hybrid releases a pulse of electromagnetic energy that hits all targets within 60 squares. This power has a +30 accuracy bonus and deals 60 EMP damage to each target in the area if it hits, or half damage if it misses. If they attack bypasses the defense and toughness of any vehicles in the area, those vehicles are stunned for 1 round. Moving vehicles lose control.

**-Blast Wave**: The hybrid releases a wave of crackling energy that sweeps over an area. This effects a Cone (30) area. This power has a +30 accuracy bonus and deals 60 energy damage (penetration 40) to each target in the area if it hits, or half damage if it misses.

**Special Ability (Cyber Terror)**: The hybrid seeks to dominate and control all energy and technology around itself, including enemy engines of war. All the cyber hybrid's melee attacks and energy powers deals a bonus hit of 20 EMP damage against vehicles and robots. If a construct is reduced to 0 hit points by hybrid's attacks that deal EMP damage, instead of reducing them to 0 hit points it can take control of them and command them like a minion. The target robot or vehicle becomes one of the controlled minions under the effect of the hybrid's command tactics. Any pilots inside become prisoners within the vessel. The hybrid dictates the enslaved construct's actions. The construct remains enslaved until it or the hybrid is reduced to 0 hit points.

**Special Ability (Psionic Parasite)**: Every time a psionic power is manifested within 120 squares of the hybrid, it recovers energy equal to the energy spent or energy fatigue gained.

**Special Ability (Void Shade Simulacrum)**: The hybrid can spend 100 energy as a standard action to split itself into 3 simulacrums. Each of these simulacrums is identical to the cyber hybrid, each within long range of the original hybrid, except for the following purposes: they only possess 750 hit points, have no energy shields, do not have regeneration, and cannot manifest psionic powers. The simulacrums must remain within 60 squares of another remaining simulacrum. Their only method of attack is to use their claws and their Moebius Ordinance. Once all three simulacrums are destroyed, or 1 minute has passed, the hybrid reemerges within 60 squares of where it disappeared. The hybrid can only use this ability once every 5 minutes.

**Special Ability (Jet Thrusters)**: The hybrid has jet thrusters on its back that is powered by its psionic essence. These thrusters allow the hybrid to levitate a square off the ground. This renders them invulnerable to ground based hazards, such as land mines, and allows them to float over water or lava. In addition, these thrusters allow rapid flight, with an acceleration rating of 50 and a maximum speed of 500.

**Special Ability (Psionic Infused Might):** The creature has strength and fortitude beyond what is capable for its meager size. It counts as being one-size category larger for determining its toughness, damage threshold, hit points, and the energy shield from the Energy Barrier trait. They also gain +6 strength and fortitude, already included above. None of the other factors for increased size are applied, including all the penalties.

**Special Ability (Bonded Exoskeleton):** The hybrid has a near impenetrable, neo-steel frame affixed to its biological frame. This exoskeleton gives the hybrid +30 damage resistance.

**Special Ability (Psychic Entity):** The hybrid has a Psi Level of 13 and can draw powers from the Telepathy, Telekinesis, Technopathy, Temporal, or Energy psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other hybrids and enslaved minions. It has access to the Corruption psionic power source.

**Special Ability (Enslaver):** The hybrid has the ability to enslave feral zerg as a mastermind strain zerg. It also can control other creatures via its Aspect of Destruction power. These creatures are commanded just like zerg minions and can have command tactics applied to them. They have a Command limit of 200.

**Special Ability (Perfect Senses):** Hybrid ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Hybrid do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.



## Archons

Archons are psionic entities created by the merging of two psionically gifted protoss. Archons are beings of pure energy and emotion that are unleashed in desperate times to lay waste to the foes of the protoss. The two most common archon variants, archons and dark archons, are described in Supplement 3: The Protoss. This section includes three new variants of archons based on different combinations or usages of psionic power sources.

### Bane Archon Description

The bane archon is an archon created from corrupted energies of the Tal'darim. Two tal'darim casters must put aside their quest for superiority to merge and become something even stronger. Bane Archons are nexus of pure evil; creatures of pure hunger that seek the life force of the living. Once created, they are unleash pure destruction upon anything they come across until they dissipate or are destroyed.

During any time period where Amon is alive, he commands the bane archons. They are slaved to his will. He alone could reel the creatures in. After Amon's death, however, the bane archons are uncontrollable. They are a danger to everyone, including their fellow Tal'darim. After Amon's defeat, created bane archons are released to thwart enemies, followed by an immediate retreat by tal'darim forces hopeful not to get consumed by the archon.

### Tactics

Bane Archons seek the quick and utter destruction of their foes. They start most engagements by using Power Overwhelming to summon both a *Chaos Orb* in the direction of their foes and use *Wall of Dark Matter* to fill the battlefield with swirling motes of psionic energy. Afterwards, they hold back on using their energy too quickly and use *Chaos Missiles* to barrage their foes. *Dark Matter Surge* is used to destroy swarms and weak, clustered enemies. *Chaos Wave* is used as a finisher or a well-timed assault to thwart an enemy advance.

Bane archons focus on weakened enemies above all else, to kill them and take their essence. As their energy is their hit points, this increase their longevity and their psionic sustain. It doesn't matter what does; weak and strong creatures give equal essence. Swarms of weak creatures give them most. Therefore, they prioritize weak creatures above strong, and swarms above all.

If the battle is still going when the *Chaos Orb* dissipates, then they will use Power Overwhelming to summon another *Chaos Orb* and more dark matter walls. These walls last several minutes, so previously walls are likely already active. They will continue to fill the battlefield with growing area of dark matter until either they or their enemies are destroyed.

***Bane Archon's Favored Psionic Powers:*** Psi Level 10, +28 psionic manifestation bonus, recovers 4 energy per turn

**-Chaos Missiles;** DC 26 manifestation as a standard action; 8 energy fatigue; releases 8 missiles that target different targets at long range, +21 attack versus defense and toughness, struck takes 52 damage with Piercing; ignores cover and improved cover; knocks targets prone if bypassing defense and toughness

**-Chaos Orb;** DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 13 squares per round, makes a +21 attack against any target that were within 5 square of it during any part of its move; attack deals 65 damage on a hit with the Piercing weapon trait, continues move in a straight line for 6 rounds before dissipating at end of caster's 6<sup>th</sup> round

**-Chaos Wave;** DC 28 manifestation as a standard action; 16 energy fatigue; +21 attack versus defense and toughness, effects an area adjacent to the character that is 52 squares long and 13 squares wide, struck takes 75 damage with Piercing trait; if power surpasses toughness, struck targets are pushed 6 squares away

**-Dark Matter Surge;** DC 24 manifestation as a standard action; 8 energy fatigue; +21 attack versus defense in a Cone 13, struck targets suffer 49 damage; Rending 13, targets who suffer crippling wounds suffer Bleed 13, and suffer 1 strength damage per crippling wound point

**-Wall of Dark Matter;** DC 26 manifestation as a standard action; 12 energy fatigue; caster creates 36 cubic squares of pure destructive energy anywhere within long range, squares do not need to be touching or adjacent, any creature that starts their turn within or moves through the wall suffers 130 energy damage, anyone that starts their turn adjacent or move adjacent to the walls suffers 65 damage, lasts for 65 rounds



## Bane Archon

**Level 26 Huge-sized Creature (Heroic Psionic Entity), Formidable Threat**

**Skill Purchases:** 14

**Talent Purchases:** 30

**Ability Score Purchases:** 42

**Energy:** 1,500

**Healing Threshold:** NA

**Damage Threshold:** NA

**Defense:** 28

**Toughness:** 43

**Resolve:** 35

**Speed:** 13

**Shift Speed:** 3

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +12

**Shield Armor:** 24

**Psionic Resistance:** 90

**-Protoss Claw** 1d20+20 accuracy, 41 damage, +4 strikes maximum; *Special Traits:* Penetration 5, Unarmed

**Skills:** Acrobatics 10, Athletics 10, Defensive Training 10, Lore 11, Melee 10, Mental Training 10, Perception 10, Psionics 13

**Skill Focuses:** Psionics +2

**Talents:** Awesome Abilities (instinct I, willpower III), Jaded, Cynic, Endless Energy IV, Defensive Fighting II, Penetration V, Psychic Power x4, Psychic Discipline Focus (energy III, telepathy III, telekinesis III), Resolute II, Survival Instincts, Weapon Mastery (melee II), Unstoppable Movement

**Psionic Powers:** *Reading, Messaging, Mind Blast, Mind Ripple, Mind Overload, Feedback. Manipulate, Move Object, Life Drain, Dark Matter Surge, Chaos Missiles, Wall of Dark Matter, Chaos Field, Chaos Wave, Chaos Orb*

**Creature Abilities:** Archon, Power Overwhelming, Devourer of Essence

**Strength:** 15

**Instinct:** 10

**Agility:** 10

**Fortitude:** NA

**Intelligence:** 8

**Willpower:** 15

**Gear:** Tier 3 Huge-sized Protoss Claw

**Special Ability (Psionic Energy):** Bane archons have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Bane Archons do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A bane archon has an energy reservoir of 900. The archon can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

**Special Ability (Pure Psionic Energy):** The bane archon does not have a hit point score. Instead, any damage it suffers is instead removed from its Energy score. Instead of damage resistance, it has Shield Armor equal to its thrice intelligence that applies to any damage against it. Bane archons cannot be healed by any traditional means, instead only prolonging their life by whatever means increases their Energy rating. Once an archon is reduced to 0 energy, it dissipates in a shimmer of electronic energy.

**Special Ability (Power Overwhelming):** The bane archon's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Devourer of Essence):** Any time a living creature dies within 60 squares of a bane archon, the archon recovers 3 energy. Swarms instead restore 60 energy. This effect does not trigger off of psionic entities or robots.

**Special Ability (Psionic Entity):** The bane archon has a base Psi Level of 10, and can draw powers from the Energy, Telepathy, or Telekinesis disciplines. Bane Archons never overload their psionic powers from poor dice rolls. The archon also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.

**Special Ability (Archon Traits):** Archons ignore all concealment from darkness and gain advantage on all perception checks. They do breathe, age, or require substance. They are not subjected to abilities that target living creatures, do not have a fortitude score, damage threshold, or healing threshold. They cannot be subjected to cripple wounds.



## High Archon Description

The High Archon is a superior variant of the protoss archon. Like the archon, a high archon is created by the merging of psionic essence of two high templars. However, to create a high archon requires the sacrifice of two exceptionally powerful templars, the type with the raw power and energy that comes along so rarely. To lose such exemplars of the protoss way is a tragedy and a tremendous loss of their race. However, the creature they create is powerful enough to sometimes justify the loss.

A high archon has even greater psionic energy than a common archon and serves as a beacon in the Khala. The high archon not only releases energy in destructive ways but produces a wellspring of psionic energy and projects it onto all allies through the Khala. This ability to generate psionic energy makes the high archon more likely to sustain itself over long periods of time.

The creation of a high archon is an act of desperation when all else has failed. However, should the archon survive the conflict it was born into, it remains a blessing to the protoss people. It provides guidance and energy to the protoss people, often remaining in a special chamber within a protoss nexus where its energies can be maintained and channeled throughout the colony. It retains greater personality than a common archon, although remains a cryptic and emotional creature.

### Tactics

The high archon always begins combat by activating *Might of the Archon*, both to drain its foes and give itself a protective bulwark of additional shields. It then uses Power Overwhelming to manifest a *Psionic Storm*, usually centered on itself, using its ability to ignore allied squares to protect it and its allies. This is enough to route most foes, as it is channeling multiple auras of destruction around itself, improving its defense, and staggering all but the toughest foes. Afterwards, it simply moves amongst the foes, letting its psionic damage auras wear out their enemies while letting their energy expire. If the enemies are not phased by the aura of destruction, the high archon stops maintaining its *Might of the Archon* and turns to more conventional powers.

*Psionic Discharge* is the primary offensive power in tight confines, while *Judicator's Vengeance* is more used in larger battles. If they have an opportunity to use it, however, high archons will unleash their powerful *Eradication* power to disintegrate columns of enemies. *Feedback* is used primarily to shut down enemy psychics. When a powerful enemy needs to be destroyed quickly, the High Archon manifests *Crush* on them.

One of the greatest powers of the high archon is their Wellspring of the Khala, which gives both them and their allies incredible energy recovery while nearby. It also gives allies connected to the Khala an advantage on all checks, which greatly bolsters them.

**High Archon's Favored Psionic Powers:** Psi Level 12, +30 psionic manifestation bonus, recovers 15 energy per turn

**-Crush;** DC 30 manifestation as a standard action; 24 energy fatigue; +84 attack versus opposed athletics, acrobatics, or pilot at remote range, target must be gargantuan-sized or larger, target is lifted 7 squares off the ground, is Immobilized and Staggered, non-vehicles can make a DC 45 strength test to end the effect, on the turn after the target takes 750 damage

**-Eradication;** DC 36 manifestation as a full-round action; 16 energy fatigue, +8 per round sustained; creates a beam 2 squares wide and 45 squares long, those within the area suffer 150 damage with the Piercing trait, sustained as a full-round action, beam can be rotated when sustained, each round the beam is sustained it grows 3 squares long, makes a +24 attack versus toughness against every target within 6 squares of the beam, on a hit, targets are pushed back 1 square away from the caster for every point the attack surpassed their toughness

**-Feedback;** DC 18 manifestation as a standard action; 6 energy fatigue; +30 attack versus resolve of another psychic within distant range, target suffers 15 energy fatigue and 150 psionic damage

**-Improved Psionic Discharge;** DC 24 manifestation as a standard action; 17 energy fatigue; +30 attack versus defense at distant range, struck takes 80 damage with Piercing then leaps to a target within short range, keeps jumping until it misses or hits 7 total targets

**-Judicator's Vengeance;** DC 30 manifestation as a full-round action; 18 energy fatigue; +34 attack versus defense in a Burst (7) at remote range, struck takes 150 damage with Piercing trait, gives damage psychics 15 energy fatigue

**-Might of the Archon;** DC 28 manifestation as a standard action; 6 energy fatigue +6 per round sustained; all targets within 3 squares of the archon suffer 55 damage at the end of their turn, Piercing weapon trait, in addition the archon gains 300 shield points on top of their energy while active, sustained as a standard action.

**-Templar's Fury Psionic Storm;** DC 30 manifestation as a standard action; 17 energy fatigue; effects a Burst (45) area at remote range, deals 85 damage to everyone within area and staggers them if they fail a DC 40 endurance test; Piercing trait, lasts 4 rounds; powers area can omit 15 squares from being effect, these squares can change every round

## High Archon

**Level 30 Huge-sized Creature (Heroic Psionic Entity), Formidable Threat**

**Skill Purchases:** 15

**Talent Purchases:** 34

**Ability Score Purchases:** 46

**Energy:** 1,920

**Healing Threshold:** NA

**Damage Threshold:** NA

**Defense:** 37

**Toughness:** 47

**Resolve:** 48

**Speed:** 13

**Shift Speed:** 3

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +12

**Shield Armor:** 30

**Psionic Resistance:** 98

**-Protoss Claw** 1d20+26 accuracy, 42 damage, +4 strikes maximum; *Special Traits:* Penetration 11, Unarmed

**Skills:** Acrobatics 10, Athletics 10, Defensive Training 12, Computers 8, Lore 11, Melee 10, Mental Training 12, Perception 10, Psionics 14, Science 8

**Skill Focuses:** Psionics +2

**Talents:** Awesome Abilities (instinct I, willpower III), Jaded, Cynic, Endless Energy V, Defensive Fighting III, Penetration V, Psychic Power x6, Psychic Discipline Focus (energy III, telepathy III, telekinesis III), Resolute II, Survival Instincts, Weapon Mastery (melee II), Unstoppable Movement

**Psionic Powers:** *Improved Psionic Bolt, Improved Psionic Burst, Psionic Onslaught, Improved Psionic Wave, Improved Psionic Discharge, Might of the Archon, Judicator's Vengeance, Templar's Fury, Eradication, Reading, Messaging, Feedback, Mind Blast, Mind Ripple, Manipulate, Move Object, Telekinetic Push, Levitation, Imbue Form, Telekinetic Grasp, Crush*

**Creature Abilities:** Archon, Power Overwhelming, Wellspring of the Khala, Divine Form (defense, attack accuracy, penetration)

**Strength:** 16

**Instinct:** 10

**Agility:** 10

**Fortitude:** NA

**Intelligence:** 10

**Willpower:** 16

**Gear:** Tier 3 Huge-sized Protoss Claw

**Special Ability (Psionic Energy):** High archons have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. High archons do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A archon has an energy reservoir of 1,152. The archon can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

**Special Ability (Pure Psionic Energy):** The high archon does not have a hit point score. Instead, any damage it suffers is instead removed from its Energy score. Instead of damage resistance, it has Shield Armor equal to its twice intelligence that applies to any damage against it. Archons cannot be healed by any traditional means, instead only prolonging their life by whatever means increases their Energy rating. Once an archon is reduced to 0 energy, it dissipates in a shimmer of electronic energy.

**Special Ability (Power Overwhelming):** The high archon's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Wellspring of the Khala):** The high archon is a beacon of power in the Khala. It, and all other creatures with the Khala power source within 60 squares, recover 10 energy (or remove 10 energy fatigue) every round. This includes the high archon. Furthermore, all allies connected to the Khala within 60 squares gain advantage on all checks.

**Special Ability (Psionic Entity):** The high archon has a base Psi Level of 12, and can draw powers from the Energy, Telepathy, or Telekinesis disciplines. Archons never overload their psionic powers from poor dice rolls. The archon also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with Aiur Protoss. The Khala is their psionic power source.

**Special Ability (Archon Traits):** High archons ignore all concealment from darkness and gain advantage on all perception checks. They do not breathe, age, or require substance. They are not subjected to abilities that target living creatures, do not have a fortitude score, damage threshold, or healing threshold. They cannot be subjected to cripple wounds.

## Twilight Archon Description

The twilight archon is an archon created by the combination of void and Khala energies combined. Most often, is created when a high templar and a dark templar merge together to create an archon. This unique combination of energies produces a creature with both powers and then some.

Twilight archons have grown increasingly common since the end of the Brood War, and even more so after the End War. Now, most created archons are twilight archons, as even the high templar are carriers of both void energies and Khala discipline. The combining of energies creates an archon with a flexible array of psionic powers that also possesses great temporal mastery. Much like more common archons, twilight archons are fleeting creatures filled with passion, rage, and desire to consume energy.

### Tactics

Twilight archons deal their best damage up close, where they can strike multiple foes with *Improved Psionic Wave* and *Destructor*. They try to close the distance with their foes, then blast them with *Improved Psionic Wave* to stun them, then following with a *Destructor* beam to eradicate them quickly. They *Phase Shift* critical enemy targets to take them out of the fight and make the remaining forces easier to pick off. *Void Explosion* is used to eliminate swarms and enemies that try to flee their wrath.

If engaging from a distance, the twilight archon bombards its foes with *Psionic Onslaught* while seeks to get close to its foes. However, if the battlefield is large enough, it may begin an encounter by setting up a powerful *Time Rift*, their ultimate power. Used when fighting huge hosts or in conjunction with an army, this power can greatly bolster their forces by debilitated their enemies or bolstering all their allies. The effect of their *Time Rift* is drastic, and can easily make a battle trivially easier when used correctly. However, the large area of the *Time Rift* means it can only be used in very large battlefields, so that it does not affect both allies and enemies.

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**Twilight Archon's Favored Psionic Powers:** Psi Level 11, +30 psionic manifestation bonus, recovers 5 energy per turn

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-**Destructor;** DC 36 manifestation as a full-round action; 16 energy fatigue, +5 per round sustained; creates a beam 7 squares wide and 42 squares long, those within the area suffer 112 damage with the Piercing trait, sustained as a full-round action, beam can be rotated when sustained

-**Improved Psionic Wave;** DC 28 manifestation as a standard action; 19 energy fatigue; +24 attack versus defense, effects an area adjacent to the character that is 28 squares long and 14 squares wide, struck takes 80 damage with Piercing and staggers the target unless they succeed a DC 38 endurance check; powers area can omit up to 14 squares from being effected

-**Psionic Onslaught;** DC 26 manifestation as a standard action; 12 energy fatigue; releases 7 missiles at long range that can target different targets, +42 attack versus defense, struck takes 57 damage with Piercing trait

-**Phase Shift;** DC 28 manifestation as standard action; 6 energy fatigue; +76 attack versus toughness against up to 3 gargantuan-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 13 rounds or until target succeeds DC 25 willpower check as full-round action

-**Time Rift;** DC 32 manifestation as a full-round action; 11 energy fatigue +3 per round sustained; creates a Burst (65) area, area either accelerates all targets within the area or slows all targets within the area; if accelerating, all targets gains Swiftiness Boost (14) and an extra move action each turn; if slowing, all targets suffer Swiftiness Drain (14) while within the area; power lasts as long as it is sustained as a move action and 3 rounds after the caster stops sustaining

-**Void Explosion;** DC 30 manifestation as a full-round action; 16 energy fatigue; +24 attack versus defense in a Burst (7) at medium range, struck takes 98 damage with Piercing and Rending 7 traits, struck target's lose a healing threshold

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## Twilight Archon

**Level 28 Huge-sized Creature (Heroic Psionic Entity), Formidable Threat**

**Skill Purchases:** 14

**Talent Purchases:** 31

**Ability Score Purchases:** 45

**Energy:** 1,760

**Healing Threshold:** NA

**Damage Threshold:** NA

**Defense:** 28

**Toughness:** 46

**Resolve:** 50

**Speed:** 10

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +10

**Shield Armor:** 36

**Psionic Resistance:** 97

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-**Protoss Claw** 1d20+20 accuracy, 41 damage, +3 strikes maximum; *Special Traits:* Penetration 5, Unarmed

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**Skills:** Acrobatics 10, Athletics 12, Defensive Training 12, Computers 8, Lore 12, Melee 12, Mental Training 12, Perception 12, Psionics 14, Science 8

**Skill Focuses:** Psionics +2

**Talents:** Awesome Abilities (instinct I, intelligence I, willpower III), Jaded, Cynic, Endless Energy V, Defensive Fighting II, Penetration V, Psychic Power x5, Psychic Discipline Focus (energy III, telepathy III, telekinesis III, temporal II), Resolute II

**Psionic Powers:** *Reading, Messaging, Mind Blast, Mind Ripple, Psionic Maelstrom, Void Blast, Improved Psionic Bolt, Improved Psionic Burst, Improved Psionic Wave, Void Explosion, Destructor, Psionic Onslaught, Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Blink, Acceleration, Deceleration, Time Rift, Phase Shift*

**Creature Abilities:** Archon, Power Overwhelming

**Strength:** 16      **Instinct:** 10      **Agility:** 8      **Fortitude:** NA

**Intelligence:** 12      **Willpower:** 16

**Gear:** Tier 3 Huge-sized Protoss Claw

**Special Ability (Psionic Energy):** Twilight archons have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Twilight archons do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A archon has an energy reservoir of 1,056. The archon can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

**Special Ability (Pure Psionic Energy):** The twilight archon does not have a hit point score. Instead, any damage it suffers is instead removed from its Energy score. Instead of damage resistance, it has Shield Armor equal to twice its intelligence that applies to any damage against it. Archons cannot be healed by any traditional means, instead only prolonging their life by whatever means increases their Energy rating. Once an archon is reduced to 0 energy, it dissipates in a shimmer of electronic energy.

**Special Ability (Power Overwhelming):** The twilight archon's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 time the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Psionic Entity):** The twilight archon has a base Psi Level of 11, and can draw powers from the Energy, Telepathy, Temporal, or Telekinesis disciplines. Archons never overload their psionic powers from poor dice rolls. The archon also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with Aiur Protoss. The Khala and Void are their psionic power source.

**Special Ability (Archon Traits):** Archons ignore all concealment from darkness and gain advantage on all perception checks. They do breathe, age, or require substance. They are not subjected to abilities that target living creatures, do not have a fortitude score, damage threshold, or healing threshold. They cannot be subjected to cripple wounds.



## Creatures of the Void

Amon became the undisputed master of the Void dimension after slaying the other Xel'naga. He bent the domain to his will, creating armies of monstrosities and psionic constructs. He used these creatures to wage war against the material universe, sending them out from the Void to create havoc.

### **Void Thrasher Description**

Void thrashers are titanic psionic monstrosities that are native to the void. During the End War, Amon utilized these colossal creatures as living siege engines, bombarding enemy fortifications with raw psionic power. A single void thrasher can destroy a city if left alone, and alone concentrated efforts by armies and capital ships can stop its incredible might.

Even with the destruction of Amon, it is unknown what exactly a void thrasher is, whether it is a natural inhabitant of the void or a creation of Amon's will. It is known that they rely on the void in order to sustain themselves. Those that appear in the mortal universe emerge from portals directly connecting them to the void. They are only able to partially emerge from the portals, in order to prevent being disconnected from void energies.

Void Thrashers are an iconic foe of the End War, and many players would relish to fight one. They should be cautious, however, as void thrashers are immense and powerful creatures, one of the greatest threats in the StarCraft RPG. Players should restrain themselves from going directly towards such a creature, instead waiting until they have significant backup.

### **Tactics**

The important mechanic of the void thrasher is their psionic heart. They can open their psionic heart to gain more powerful and faster firing psionic powers. By opening their heart, they gain empowered abilities and can manifest two powers per turn. By fully opening their heart, they gain overcharged abilities and can manifest three powers per turn. However, opening the heart renders it vulnerable to targeted attacks.

Void thrashers are summoned for a reason, usually to lay siege on a fortified target. To do so, they overcharge their psionic heart and fire three *Overcharged Psionic Bolts* at the target every round as part of a slow steady bombardment. If their target is larger than a single building, they will instead manifest an *Overcharged Psionic Storm* every turn, creating a psionic hurricane that can destroy cities in little time. If they are engaged by a host of enemy forces, they will instead switch to empowering their heart and use *Empowered Psionic Blast* on key enemies and *Empowered Psionic Storm* to hit as many foes, and structures, as possible with a single usage. They take advantage of their Devourer of Essence ability to regain energy as their foes die. For most of the combat, they continue to bombard their foes with those two empowered psionic powers.

If the void thrasher's shields are drained and their enemies are taking advantage of targeting their psionic heart, the void thrasher will ease back on the offense and energy expenditure by manifesting normal *Psionic Missiles*, *Psionic Blasts*, and *Psionic Storms*. If the thrasher is close to death, however, it will overcharge once again and try to destroy as many targets as it can with *Overcharged Psionic Missiles* and *Overcharged Psionic Storms*. It will only utilize its melee attack as an opportunity attack or if it is entirely drained of energy.

If the void thrasher is encountered in the void itself, it can also spend energy to create armies of void spirits to serve it. These void spirits take the form of mortal warriors, organisms, and vehicles. They create whatever servants they need to defend themselves against whatever is attacking them, so they can focus on the total destruction of their foes.



**Void Thrasher's Favored Psionic Powers:** Psi Level 15, +30 psionic manifestation bonus, recovers 5 energy per turn

-**Overcharged Psionic Bolt;** DC 22 manifestation as a standard action; 6 energy fatigue; +45 attack versus defense at 10 kilometer range, struck takes 114 damage with Piecing weapon trait  
 -**Psionic Missiles;** DC 26 manifestation as a standard action; 8 energy fatigue; releases 10 missiles that target different targets at 10 kilometer range, +43 attack, struck takes 69 damage with Piercing  
 -**Overcharged Boosted Psionic Missiles;** DC 26 manifestation as a standard action; 16 energy fatigue; releases 20 missiles that target different targets at 10 kilometer range, +43 attack, struck takes 169 damage with Piercing  
 -**Psionic Blast;** DC 30 manifestation as a standard action; 16 energy fatigue; +43 attack versus defense in a Burst (9) at a 10 kilometer range, struck takes 180 damage with Piecing trait  
 -**Empowered Psionic Blast;** DC 30 manifestation as a standard action; 16 energy fatigue; +43 attack versus defense in a Burst (18) at a 10 kilometer range, struck takes 230 damage with Piecing trait  
 -**Psionic Storm;** DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (54) area at 10 kilometer range, deals 100 damage to everyone within area; Piercing trait, lasts 4 rounds  
 -**Empowered Psionic Storm;** DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (108) area at 10 kilometer range, deals 150 damage to everyone within area; Piercing trait, lasts 4 rounds  
 -**Overcharged Psionic Storm;** DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (270) area at 10 kilometer range, deals 200 damage to everyone within area; Piercing trait, lasts 4 rounds

## Void Thrasher

**Level 32 Gigantic-sized Hybrid Creature (Heroic Psionic Entity), Epic-3 Threat**

<b>Hit Points:</b> 6,550	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 179
<b>Defense:</b> 14	<b>Toughness:</b> 198	<b>Resolve:</b> 46
<b>Speed:</b> 50 fly	<b>Shift Speed:</b> NA	<b>Morale Bonus:</b> NA
<b>Space:</b> 2 by 2 starship	<b>Reach:</b> 2 starship	<b>Initiative:</b> +13
<b>Damage Resistance:</b> 54	<b>Psionic Resistance:</b> 96	
<b>Energy:</b> 225	<b>Energy Shields:</b> 5,000 (10 shield armor)	

-**Thrasher Claw** 1d20+116 accuracy, 400 damage, +2 strikes maximum; *Special Traits:* Penetration 50, Cleaving 20, Titanic Limb

**Skills:** Acrobatics 13, Athletics 13, Defensive Training 13, Durability 13, Endurance 13, Melee 13, Mental Training 13, Perception 13, Psionics 15, Ranged 13, Survival 13, Tactics 13

**Talents:** Awesome Abilities (willpower II), Cynic, Devastating Cripple (melee II), Jaded, Emotionless, Endless Energy V, Psychic Discipline Focus (energy III), Psychic Power x2, Resilience II, Resistant V, Resolute II, Swift Strikes, Untapped Potential (13, 14, 15)

**Skill Focuses:** Psionics +2

**Psionic Powers:** *Psionic Bolt, Psionic Burst, Psionic Missiles, Psionic Discharge, Psionic Blast, Psionic Storm*

**Creature Abilities:** Psionic Heart\*, Spawn Void Spirits\*, Devourer of Essence, Thrasher Claw\*, Void Shields\*, Psionic Bombardment\*

**Strength:** 75      **Instinct:** 11      **Agility:** 6      **Fortitude:** 50

**Intelligence:** 8      **Willpower:** 15

**Gear:** Thrasher Claw, Tier 4 Void Carapace

**Special Ability (Psionic Heart):** The void thrasher's mortal frame contains a psionic heart of pure energy that contains their essence. They must open their flesh to expose their psionic heart to use the most powerful forms of their psionic powers. Opening their psionic heart requires a move action. They can either partially open it, or fully expose their heart. Partially opening their psionic heart allows them to manifest two psionic powers as a standard action and gives them the Empowered version of their powers. Fully opening their psionic heart allows them to manifest three psionic powers and gives them the Overcharged version of their powers.

Empowered psionic powers gain +50 damage and their twice normal burst area. Overcharged psionic powers gain +100 damage and five times normal burst area.

Opening their psionic heart is not without downsides. When the heart is open, it can be the target of a called shot ranged attack if the void thrasher's shields are down. The heart has a defense of 26. When partially open, the heart has 25 damage resistance, and all called shots against the heart gain Hailfire (2). When the heart is fully open, the heart has 0 damage resistance, and all called shots against the heart gain Hailfire (4).

**Special Ability (Spawn Void Spirits):** When in the void or an area that is filled with void energies, a void thrasher can spend 50 energy as a standard action to summon void spirits that take the form of mortal creatures. With a single casting, they summon 250 levels worth of minions. High threat enemies cost twice as many levels, extreme threat cost four times as many levels, and formidable threat counts as eight times as many levels.

The following are common combinations of minions summoned by a void thrasher:

**Void Terran Assault Force:** a marine platoon and three goliaths

**Void Terran Aerial Force:** two viking and two banshees

**Void Zerg Rush Wave:** two zergling swarms and three hydralisks

**Void Zerg Raiding Force:** a flock of mutalisks

**Void Protoss Assault Force:** five Tal'darim foresworn and two Tal'darim ascendants

**Void Protoss Aerial Force:** four Tal'darim phoenix

**Special Ability (Psionic Bombardment):** The void thrasher's psionic might allows them to hurl psionic energy over massive distances. All their powers can be used at a range of 10 kilometers. It also gains +20 accuracy with all psionic powers.

**Special Ability (Thrasher Claw):** The void thrasher possesses a massive claw that it can use to swipe at enemies. It deals 400 base damage, or deals half if it misses. Against targets smaller than gargantuan size, it deals half damage if it hits, or one quarter damage if it misses. Its claw can be evaded by characters with the Dodge talent. It never gains attack overages on its hits.

**Special Ability (Devourer of Essence):** Any time a living creature dies within 60 squares of a void thrasher, the thrasher recovers 3 energy. Swarms instead restore 60 energy. This effect does not trigger off psionic entities or robots.

**Special Ability (Void Shields):** The void thrasher possesses a 5,000 point energy shield. The void shields regenerate 250 shield points every minute the thrasher is outside of combat.

**Special Ability (Psionic Entity):** The void thrasher has a Psi Level of 15 and can draw powers from the Energy discipline. The void thrasher also possesses Psionic Detection and Natural Mind reading. Corruption is their psionic power source, but they do not modify their psionic powers based on their power source.

**Special Ability (Void Reliance):** The void thrasher cannot sustain its existence without void energies. In its home dimension, it is stable and suffers no penalties to actions or movement. When it is summoned to the mortal universe, it appears from a void portal from which it only half emerges. It is rooted in this portal and must exert influence on the universe from the location of its portal, not emerging from it. The exception is if the region is heavily saturated with void energies, then the thrasher may stay in the limits of void energies. If it is ever caught without a source of void energies, it starves, suffering 200 hit point and shield damage each round it is cut off. This lasts until it is destroyed or the reenters an area of void energy. If it is still within its void portal, it can retract fully back to the void as a full-round, closing the portal.



## Propagator Description

Propagators are a creation of Narud, the shapechanged Xel'naga who ran the Moebius Foundation. He created them alongside the Hybrid by experimenting with zerg biomatter infused with tremendous amounts of void energies. The creation was a horrible, ooze-like creature that assimilated all matter that it encountered to create more of itself. These creatures were thankfully difficult to recreate, but a single propagator could signal the destruction of a world.

The few propagators that were created were unleashed with Moebius Corps forces in their assaults on terran worlds. The propagators would act as infiltrators to sneak in and created more of their kind, weakening their enemies' forces while acting as a plague that consume not only living flesh but engines of war. As they spread, they create more and more of their kind into an unstoppable plague that can sweep over a world.

The presence of a propagator caused great fear amongst the terran Dominion during the End War. It became clear that a single propagator, strong enough to fight a veteran soldier, could bring the end of an entire world. Multiple propagators were a such a threat that they could not be killed fast enough, even by entire armies, to stop their pestilent presence. When a propagator was encountered, the standing order was to nuke the entire sight from orbit. A cleansing was the only way to ensure the propagator was dead and cut off from its food source.

### Tactics

The propagator is a psionic predator of instinct and cunning. It is a stealthy hunter that prowls the shadow to ambush its victims. Propagators prefer not to enter combat at all, they use stealth checks to hide and sneak up on unsuspecting victims. They prefer weak prey, such as isolated marines, that they can quickly kill and convert into new propagators. For most weak enemies, their mere touch is enough to assimilate their victim and create a new propagator. Once their clone is created, the two propagators split to seek separate victims, hiding as always. They will make use of their *Command* power to order potential victims to come to them, away from prying eyes, or use them to weaken the defenses on their allies, such as removing a bulkhead door or forcefield blocking the propagator's way to more victims.

If forced into combat, the propagator spends its first turn manifesting *Toughness* to drastically improve its resistance then double moves up the closest enemy. If it starts taking fire, it manifests *Regeneration* to heal its injuries. It focuses attacks on one target at a time, trying to assimilate one foe before moving onto the next. Propagators have no fear of death, and fight until they die.

**-Propagator's Favored Psionic Powers:** Psi Level 11, +24 psionic manifestation bonus, recovers 2 energy per turn

**-Command;** DC 20 manifestation as standard action; 10 energy cost; +15 attack versus resolve of a target at distant range, struck target is commander by the caster, who must follow all of the caster's commands, including elaborate and complex orders using their full powers, power lasts until the target succeeds a DC 26 willpower test with disadvantage.

**-Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 42 for 11 minutes

**-Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; +28 damage resistance and psionic resistance for 16 rounds

## Propagator

**Level 28 Medium-sized Psionic Entity Creature (Heroic Psionic Entity/ Oppressor), High Threat**

**Skill Purchases:** 17

**Talent Purchases:** 25

**Ability Score Purchases:** 28

**Hit Points:** 322

**Healing Threshold:** NA

**Damage Threshold:** NA

**Defense:** 43

**Toughness:** 31

**Resolve:** 37

**Speed:** 11

**Shift Speed:** 3

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +10

**Damage Resistance:** 10

**Psionic Resistance:** 79

**Energy:** 132

**-Assimilation Touch** 1d20+17 accuracy, 75 damage (see Assimilation), +4 strikes maximum

**Skills:** Acrobatics 12, Athletics 12, Defensive Training 12, Durability 12, Endurance 12, Melee 12, Mental Training 12, Perception 12, Psionics 12, Stealth 12, Survival 12

**Talents:** Awesome Abilities (willpower II), Defensive Fighting III, Dodge II, Cynic, Endless Energy II, Hardened Survivalist, Jaded, Psychic Discipline Focus (augmentation III), One with the Darkness, Psychic Power x2, Resistant V, Resilience II, Resolute II, Stalker, Survival Instinct, Unstoppable Movement, Wrestling Combatant

**Skill Focuses:** Athletics +2, Mental Training +2, Psionics +2

**Psionic Powers:** *Messaging, Reading, Compulsion, Command, Toughness, Regeneration*

**Creature Abilities:** Bully, Hobbling Strike, Divine Form (accuracy, defense, damage resistance), Assimilation\*, Mutable Form\*  
**Strength:** 3      **Instinct:** 8      **Agility:** 10      **Fortitude:** 10  
**Intelligence:** 3      **Willpower:** 12  
**Gear:** None

**Special Ability (Assimilation):** The propagator is a unique being that assimilates the genetic code of whatever it touches and converts it into a replica of itself. If it hits a target with its melee attack, it deals 75 damage, ignoring all damage resistance and shield armor. If it deals a crippling wound, the wound is dealt to every wound location. If it is grappling a target, instead of performing a slam action it can forcefully drain and convert the target, dealing 200 damage as a full-round action. If a target is killed by a propagator, their body and all their equipment is converted into another propagator at full health.

Propagators can convert any biological target with this power. If they had the psionic entity creature type, they suffer half damage from the propagator's assimilation. Constructs can also be converted. If a construct is converted, the pilots are ejected from the vehicle into adjacent squares after the vehicle is converted. Psionic entities with the archon creature type cannot be converted or effected by the propagator's touch.

**Special Ability (Mutable Form):** The propagator has a highly mutable form made from shifting, protoplasmic, psionic ooze. It gains many benefits from its unstable, non-physical form, including a +6 bonus to defense and toughness, immunity to crippling wounds, being unaffected by difficult terrain, and being able to climb sheer surfaces with checks or hindrances.

**Special Ability (Hobbling Strike):** If the propagator's melee attack surpasses the target's defense and toughness, the target is also knocked prone. They gain +5 to their accuracy for targeting the toughness of enemies.

**Special Ability (Psionic Energy):** Propagators have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Propagators do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A propagator has an energy reservoir of 132. The propagator can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

**Special Ability (Psionic Entity):** The propagator has a Psi Level of 11 and can draw powers from the Telepathy and Augmentation disciplines. The propagator also possesses Psionic Detection and Natural Mind reading. Corruption is their psionic power source.



## Void Reanimator Description

Reanimators are void entities created from the essence of protoss who willingly gave themselves, heart and soul, over the Amon. Most often, they are created from the most devote Tal'darim Blasphemers. They transformed into beings of pure corruptive energies that live to reinforce Amon's armies by reanimating dead soldiers as fresh void spirits.

Void reanimators were unleashed alongside Amon's forces during the End War. Most often, they fought alongside the corrupted protoss and Amon's zerg broods. As creatures of pure energy, like an archon, they can fill dead creatures with psionic energy to create a corrupted void spirit replication of the host body. Reanimator were used to give powerful minions a chance to fight again or create a void shade of a worthwhile enemy to fight their allies.

### Tactics

The reanimators primary purpose is to resurrect the fallen and create void spirits, not fight. It stays behind the front lines, flying about the battlefield at incredible speed resurrecting the dead as void spirits. If it is engaged, it usually flies away. However, sometimes it fights with incredibly psionic might.

The reanimator starts combat by releasing a *Chaos Orb* into the ranks of its enemies. It then follows with *Chaos Wave* and *Chaos Missiles*. It usually prefers the missiles power, but against larger groups it will use *Chaos Wave*, especially if it can push enemies into the range of the retreating orb. *Telekinetic Shockwave* is used if it gets surrounded or swarmed. If it kills high value enemy targets, it uses a substantial amount of energy reviving them as new void spirits.

If fighting alongside allies, the reanimator maintains a *Chaos Field* to shield it an its allies, while simultaneously draining its foes. It will then hide behind its allies, using Void Spirits, Reanimate, and spending actions to recharge its energy.

**Void Reanimator's Favored Psionic Powers:** Psi Level 13, +28 psionic manifestation bonus, recovers 5 energy per turn

**-Chaos Field:** DC 28 manifestation as a move action; 6 energy cost, +2 per round sustained; creates a protective shield centered on the caster in a Burst 30 area; everything within area are protected by a single energy shield against outside attacks, shield pool of 375, all enemies within the shield suffer 30 piercing damage, damage dealt by the shield replenishes an equal amount into the shield pool, power sustained as a move action

**-Chaos Missiles;** DC 26 manifestation as a standard action; 8 energy fatigue; releases 8 missiles that target different targets at long range, +23 attack versus defense and toughness, struck takes 58 damage with Piercing; ignores cover and improved cover; knocks targets prone if bypassing defense and toughness

**-Chaos Orb;** DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 15 squares per round, makes a +23 attack against any target that were within 5 square of it during any part of its move; attack deals 75 damage on a hit with the Piercing weapon trait, continues move in a straight line for 7 rounds before dissipating at end of caster's 6<sup>th</sup> round

**-Chaos Wave;** DC 28 manifestation as a standard action; 16 energy fatigue; +23 attack versus defense and toughness, effects an area adjacent to the character that is 60 squares long and 15 squares wide, struck takes 85 damage with Piercing trait; if power surpasses toughness, struck targets are pushed 7 squares away

**-Telekinetic Shockwave;** DC 24 manifestation as a full-round action; 10 energy fatigue; +25 accuracy versus defense and toughness against all targets in a Burst 45 centered on caster, striking defense deals 95 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

## Void Reanimator

**Level 28 Medium-sized Psionic Entity Creature (Heroic Psionic Entity/ Oppressor), High Threat**

**Skill Purchases:** 12

**Talent Purchases:** 20

**Ability Score Purchases:** 34

**Energy:** 420

**Healing Threshold:** NA

**Damage Threshold:** NA

**Defense:** 33

**Toughness:** 31

**Resolve:** 45

**Speed:** 140 fly

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +12

**Shield Armor:** 38

**Psionic Resistance:** 89

**Skills:** Defensive Training 12, Durability 12, Lore 10, Melee 12, Mental Training 12, Perception 12, Psionics 14, Ranged 12, Tactics 12

**Talents:** Awesome Abilities (willpower II), Close Combat Shot, Cynic, Defensive Fighting II, Enduring Shields II, Jaded, Endless Energy V, Psychic Discipline Focus (telekinesis II, energy II), Psychic Power x4, Resolute II, Untapped Potential (12, 13)

**Skill Focuses:** Athletics +2, Mental Training +2, Psionics +2

**Psionic Powers:** *Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Life Drain, Void Strength. Chaos Missiles, Chaos Field, Chaos Wave, Chaos Orb*

**Creature Abilities:** Archon\*, Beyond Gravity\*, Hardened Energy Armor\*, Reanimate\*, Void Spirits\*  
**Strength:** 9      **Instinct:** 8      **Agility:** 9      **Fortitude:** NA  
**Intelligence:** 9      **Willpower:** 14  
**Gear:** None

**Special Ability (Reanimate):** The reanimator can revive a fallen ally as a void spirit. They can revive up to 5 allies as a single standard action, the corpse of all allies must be within medium range of reanimator. These can be any mortal creature, such as zerg, terran, or protoss. Doing so costs the reanimator energy equal to the total level of all reanimated creatures. The created void spirits follow all normal rules for void spirits, including their modified statistics based on their exposure to void energies.

The reanimator cannot resurrect psionic entities, constructs, vehicles, or targets larger than colossal size.

**Special Ability (Void Spirits):** When in the void or an area that is filled with void energies, a reanimator can spend energy as a standard action to summon void spirits that take the form of mortal creatures. With a single casting, they summon 125 levels worth of minions. High threat enemies cost twice as many levels, extreme threat cost four times as many levels, and formidable threat counts as eight times as many levels. They lose energy equal to the number of levels they summon.

The following are common combinations of minions summoned by a reanimator:

**Void Terran Force:** a marine platoon

**Void Zerg Force:** a zergling swarm

**Void Protoss Force:** six tal'darim zealots

**Special Ability (Psionic Energy):** Reanimators have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Reanimators do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A reanimator has an energy reservoir of 420. The reanimator can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

**Special Ability (Hardened Energy Armor):** The reanimator's spectral frame is enclosed in a suit of protoss armor made of indestructible void energies. They have base shield armor equal to 4x their intelligence.

**Special Ability (Pure Psionic Energy):** The reanimator does not have a hit point score. Instead, any damage it suffers is instead removed from its Energy score. Instead of damage resistance, it has Shield Armor that applies to any damage against it. reanimator cannot be healed by any traditional means, instead only prolonging their life by whatever means increases their Energy rating. Once an archon is reduced to 0 energy, it dissipates in a shimmer of void energy.

**Special Ability (Psionic Entity):** The reanimator has a base Psi Level of 13, and can draw powers from the Energy, Telepathy or Telekinesis disciplines. Reanimators never overload their psionic powers from poor dice rolls. The archon also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.



## Void Shades

Void shades are creatures made of corrupted void energies that mimic creatures from the mortal universe. They are servants and creations of Amon, and he uses them to fill out his legions. Void Shades can take a wide variety of forms, including any protoss, zerg, or terran, and even replicate their engines of war. Their existence allows Amon to create a varied army made of the warriors of different races.

Void shades are mere replications for the purposes of combat; they do not have the initiative, intelligence, or drive of the actual being. They doppelgangers meant for war and conquest. Most void shades replicate weaker individuals, such as low-level characters or weaker zerg. It takes more concentrated void energy to replicate a more advanced individual, thus higher-level void shades only show up when there is greater sources of void energy or more dire need.

Because void shades are manifestations of that realm, they are reliant on void energies. The more void energies around them, the more powerful they are. Without void energy, they simply dissipate.

In gameplay terms, void shades are a simple template that can be applied to any creature to convert them into a void shade replication of the material being. When converting a creature to a void being, follow these rules:

### Void Shade Template

- Void Shades possess all the features, equipment, and statistics of the cloned creature. However, they are still only quasi-real replications. If killed, all their equipment dissipates alongside them. Because their existence requires void energies, their statistics are determined based on how much void energy they are exposed to:

- Void Shades created in normal areas in the universe have 50% the maximum hit points and shield pool of the base creature, suffer -5 to all attacks and check, and are one threat level lower.

- Void Shades created in an area with void energies, such as an excess of terrazine gas or transferred void energies, are more powerful and have 75% the hit points and shield pool of the base creature and suffer -2 to all attacks and checks. However, they dissipate if they lose exposure to void energies.

- Void Shades created in the void are at full power and suffer no penalties to health, shields, attacks, or checks.

- Void Shades are immune to telepathy psionic powers, cannot suffer psionic damage, and do not have a resolve score. They do not use morale and do not have a morale bonus. Void shades are unaffected by leadership and combat influence and do not use combat augmentations. They still use combat behaviors.

- Void shades have a damage threshold, but not need receive crippling wounds. Crippling wounds instead destabilize their existence, dealing +20 damage instead of normal penalties.

- Purity Energy powers are exceptionally effective against a void shade. Purity energy powers gain the Piercing trait and Hailfire (2) against void shades.

- Void shades do not, and cannot, speak and never interact with other beings except to unleash violence.



## Xel'naga Constructs

The Xel'naga used powerful constructs to guard and secure their installations. These constructs possess technology beyond the understanding of mortals and can be quite dangerous if threatened. Protoss often consider these guardians sacred.

### **Xel'naga Guardian Construct Description**

These mystical relics are creations in defiance of science and mathematics. They are the ancient and stalwart guardians of the most ancient Xel'naga installations, waiting silently for word from their masters or those who would ascend to Xel'naga.

Xel'naga constructs are usually triggered by the presence of an invader, and act to defend the installation. Otherwise, they remain dormant until some function is needed to perform. The constructs of Ulnar, for example, waited deep in that facility for those of pure of form and essence to come and take the mantle of Xel'naga. They waited to battle those who approached in order to prove their worth. Constructs can be used for a wide variety of other purposes, such as protecting a vault, defending the tomb of a Xel'naga, or as weapons to be unleashed on their enemies when they are gained control over.

### **Tactics**

Xel'naga constructs have an energy reservoir that they use to use their powerful abilities. They start with 100 energy and regain 30 energy per turn. They usually begin a combat by using Charged Shot, a powerful area of effect bombardment power that deals heavy damage and created 5 charged crystal minions. These minions gang up on those nearest to them, attacking them with their concussion beams. After creating their first batch of minions, the primary construct uses their optic blast to focus down individual targets while regaining energy.

Once their energy has gone back up, they use either charged shot or charged strike, depending on if they are fighting melee or ranged foes. Once they have at least 6 charged crystals up in battle, they begin to use their actions to activate optic blast and sentinel bombardment every turn. Sentinel bombardment hits more targets with more accuracy depending on how many charged crystals are active. They will unleash this onslaught for several rounds, then revert back to charged shot and strikes to add more constructs.

If the enemy tries to flee, the construct will act according to its instructions. If it is to persue, it will use phase step to fly through walls and go after them. If its instructions are to stand and guard, it will use automated repair to restore its hit points before reverting to its dormant form.



*~A Xel'Naga Guardian Construct alongside several Charged Crystals*

## Xel'naga Guardian Construct

### Level 30 Colossal-sized Construct (Heroic Robot), Formidable Threat

**Skill Purchases:** 23

**Talent Purchases:** 17

**Ability Score Purchases:** 41

**Hit Points:** 2,060

**Healing Threshold:** NA

**Damage Threshold:** 108

**Defense:** 15

**Toughness:** 90

**Resolve:** NA

**Speed:** 10

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 10 by 10 squares

**Reach:** 10 squares

**Initiative:** +14

**Damage Resistance:** 59

**Psionic Resistance:** NA

**Energy Reservoir:** 100

**-Bash** 1d20+45 accuracy, 66 damage, 1 strike maximum; *Special Traits:* Penetration 12, Cleaving 2, Smashing

**-Optic Blast** 1d20+19 accuracy, 25 damage, 1 strike maximum, long range; *Special Traits:* Piercing, Focusing Beam, costs 10 energy

**-Charged Shot** 1d20+20 accuracy, 100 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 20, Energy Damage, Burst 5, Delay, Spawns 5 Charged Crystals, costs 70 energy

**-Charged Strike** 1d20+36 accuracy, 108 damage, 1 strike maximum, all targets within 5 squares; *Special Traits:* Special\*, Spawns 3 Charged Crystals, costs 40 energy

**-Sentinel Bombardment** 1d20+15 accuracy, 40 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 20, Energy Damage, costs 20 energy

**Skills:** Computers 12, Defensive Training 12, Durability 15, Lore 12, Melee 12, Mental Training 12, Perception 12, Pilot 12, Ranged 15, Science 12, Tactics 12

**Skill Focuses:** Durability +3, Ranged +3

**Talents:** Awesome Abilities (intelligence), Close Combat Shot, Devastating Cripple (ranged II), Resistant V, Resilience II, Survival Instincts, Weapon Mastery (melee III, ranged III)

**Creature Abilities:** Eternal Construct\*, Charged Shot\*, Charged Strike\*, Sentinel Bombardment\*, Phase Step\*, Automated Repair, Focus

**Strength:** 36

**Instinct:** 10

**Agility:** 1

**Fortitude:** 45

**Intelligence:** 8

**Willpower:** NA

**Gear:** Tier 3 Colossal-sized Bash, Tier 3 Heavy Plated Hull

**Special Ability (Eternal Construct):** The Xel'naga construct is a powerful and mystical device made to serve the will of their god-like makers. They use many mystical abilities powered by creation. To fuel these abilities, a construct has an energy reservoir of 100. Most of its abilities require some of the energy to fuel their power. The construct regains 30 energy at the start of its turn. A construct starts an encounter with full energy.

**Special Ability (Optic Blast):** The construct can spend 10 energy as a standard action to make an optic blast attack against a single target.

**Special Ability (Charged Shot):** The construct can charge a special shot that will bombard the target area with explosive charged crystal. This is usable as a full-round action, and costs 70 of the construct's energy reservoir. They make a +20 attack at Burst (5) area, targetable within distant range. The attack deals 100 damage, half damage on a missed attack, with the Penetration (20), Energy Damage, and Delay weapon traits. In addition, the attack spawns 5 Xel'naga charged crystals in unoccupied squares within the burst area, if there are any.

**Special Ability (Charged Strike):** The construct can release a psionically charged strike against the ground, dealing heavy damage and releasing charged crystals. This is usable as a full-round action that costs 40 of the construct's energy reservoir. They make a +36 attack against the defense and toughness of all targets within 5 squares of the construct. If they attack hits defense, the attack deals 108 damage. If they attack hits toughness, the target is knocked prone and are pushed back 5 squares. If the attack hits defense and toughness, the target is stunned for 1 round. In addition, the attack spawns 3 Xel'naga charged crystal in unoccupied squares adjacent to the construct.

**Special Ability (Sentinel Bombardment):** The construct can spend 20 energy to orchestrate a wide bombardment on all nearby enemies, with their charged crystals supplying additional attacks. This is used as a minor action. They make a sentinel bombardment attack at 1 target within medium range, plus an additional target per charged crystal within the area. The attacks gain +1 strike for every 4 charged crystals active in an area. Thus, if a construct has 8 active charged crystals, they will strike 9 total targets with +8 accuracy per target. Sentinel Bombardment attacks always count as coming from the primary construct for the purposes of cover. They attack profile for a sentinel bombardment is listed above. Sentinel Bombardment does not benefit from attack overages.

**Special Ability (Phase Step):** The construct can spend 30 energy as a minor action to phase out of existence, benefit as if they had used the *Phase Shift* power. This lasts until the start of their next turn. While they are phased, they can fly at a speed of 50 squares per round, passing through walls as normal with phase shifting.

**Special Ability (Automated Repair):** As a minor action, the construct activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 32 hit points.

**Special Ability (Hover):** The construct can hover over the ground indefinitely and avoids ground-based hazards such as difficult terrain and land mines. It does not possess actual flight, however.

## Xel'naga Charged Crystal Description

Charged crystals are smaller guardian constructs created by Xel'naga installations and constructs. They are designed to thwart intruders and fulfill function the larger guardian constructs are not intended to perform. Charged crystals are temporary creations, crumbling to dust a few minutes after they are created.

### Tactics

Charged crystals usually gang up on targets and blast them with their concussive beam. If they are swarmed themselves, they will activate psionic winds to blast nearby foes with an explosion of energy. They also use psionic winds in synergy with other crystals to create expansive areas of damaging terrain to obstruct their enemies. Finally, if a charged crystal is destroyed, it explodes in an EMP blast as a final, last resort way to counter its foes.

## Xel'naga Charged Crystal

### Level 30 Medium-sized Construct (Non-heroic Robot), Low Threat

**Skill Purchases:** 18

**Talent Purchases:** 11

**Ability Score Purchases:** 17

**Hit Points:** 255

**Healing Threshold:** NA

**Damage Threshold:** 41

**Defense:** 27

**Toughness:** 28

**Resolve:** NA

**Speed:** 6

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +6

**Damage Resistance:** 28

**Psionic Resistance:** NA

**-Concussive Beam** 1d20+18 accuracy, 65 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 10, Disruption Beam

**Skills:** Defensive Training 12, Durability 15, Perception 12, Ranged 15

**Skill Focuses:** Durability +3, Ranged +3

**Talents:** Awesome Abilities (intelligence), Close Combat Shot, Resilience II, Resistant V, Weapon Mastery (ranged III)

**Creature Abilities:** Disruption Beam\*, Energy Purge\*, Psionic Winds\*

**Strength:** 6

**Instinct:** 6

**Agility:** 5

**Fortitude:** 10

**Intelligence:** 2

**Willpower:** NA

**Gear:** Tier 3 Light Hull

**Special Ability (Disruption Beam):** The charged crystals concussive beam attack goes against the target's defense and toughness. If it hits defense, it deals damage. If it hits defense and toughness, the target is knocked back 2 squares and is knocked prone.

**Special Ability (Psionic Winds):** The charged crystal can spend a full-round action releasing psionic winds. This creates a zone of dangerous psionic energy in all adjacent squares. The area immediately deals 40 energy damage, penetration 5, to everyone within the area. In addition, any non-charged crystal or Xel'naga construct that ends their turn within the area suffers the damage.

**Special Ability (Energy Purge):** When the charged crystal is reduced to 0 hit points, it explodes in a burst that drains all energy from the area around it. It makes a +20 attack against all adjacent targets. If it hits, it deals 40 EMP damage, or half that much damage on a missed attack.

**Special Ability (Figment of a Larger Construct):** When a charged crystal is created by a Xel'naga construct, it only lasts for 10 minutes. After 10 minutes, it falls apart and its pieces and energy are reabsorbed by the construct, if it is still around.

## Void Shard Description

Void shards are the creations of Amon. They are large, metallic shards of void minerals, inlaid with corrupted energies, that he creates and hurls through the cosmos through pure will. When he manifested in the universe, he could hurl these shards out of the void into the physical universe and use them to create chaos and transform the region into something more comfortable for void beings. When the End War was brought into the void, Amon unleashed large numbers of void shards as defensive measures to halt the advance of his foes.

Void shards are tremendous obstacles for player characters, and destroying one is a huge accomplishment. Players might be tasked to destroy a void shard in order to stop it from corrupting the landscape, destroying a city, or allowing a huge number of void monsters into a world. When fighting in the void, void shards will need to be destroyed because of the threat they pose to advancing forces, or to clear an area so it can be passed through safely.

### Tactics

Void shards come in a wide range of forms and have various abilities. When creating a void shard for your campaigns, pick 1-4 of the cataclysmic powers listed below, or make your own for whatever purpose the void shard serves for your adventure. Most powers cannot be used every round, so the void shard is forced to cycle between powers or wait several rounds for its abilities to recharge. In combat, a void shard uses all of its abilities as often as it can to devastate its foes.

## Void Shard

### Level 30 Gigantic-sized Construct (Heroic Robot), Epic-2 Threat

<b>Hit Points:</b> 6,700	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 166
<b>Defense:</b> 1	<b>Toughness:</b> 160	<b>Resolve:</b> NA
<b>Speed:</b> NA	<b>Shift Speed:</b> NA	<b>Morale Bonus:</b> NA
<b>Space:</b> 2 by 2 starship	<b>Reach:</b> NA	<b>Initiative:</b> +10
<b>Damage Resistance:</b> 62	<b>Psionic Resistance:</b> NA	

**Skills:** Durability 14, Perception 12, Ranged 14

**Talents:** Devastating Cripple (ranged II), Resistant V, Resilience II

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

**Creature Abilities:** Pure Corruption\*, Cataclysmic Powers x1-4

**Strength:** 50    **Instinct:** 10    **Agility:** NA    **Fortitude:** 50

**Intelligence:** 5    **Willpower:** NA

**Gear:** Tier 3 War Machine Hull

**Special Ability (Pure Corruption):** When a void shard is thrust into the material universe, it begins to drain the life of its surroundings and terraform their surrounding region into the void. This effect the landscape is a 2 kilometer area around it. Plant life and animals quickly wither and die. Living creatures lose 1 healing threshold every 5 minutes they stay within the area, unless they are within an enclosed vehicle. The region counts as partial void for the strength of void spirits within the area. This effect lasts until the void shard is destroyed.

**Special Ability (Cataclysmic Powers):** Amon designs void shards to have a wide variety of powers. These abilities are known as cataclysmic powers, for the pure destructive power that they possess. Every void shard has between 1-4 cataclysmic powers, chosen when Amon creates them. The shard can only use one active ability each round. Chose the powers from the following list.

**-Anima Blast:** Once every 2 rounds, the void shard can fire a massive anima blast at a location within remote range. This attack has the following attack profile.

**-Anima Blast** 1d20+20 accuracy, 100 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 20, Energy Damage, Burst 20, Stun, Delay

**-Dark Matter Field:** All living creatures within the constructs Pure Corruption aura suffer 5 piercing damage every round. This does not affect characters inside enclosed vehicles.

**-Death Grip:** Once every 5 rounds, the void shard can grasp a target that is huge-sized or larger in a pressurized grasp. It makes a +75 attack versus toughness against a target within distant range. If it hits, the target is stunned and lifted 10 squares off the ground. The next round, the vehicle is dropped and suffers an instant hit of 1,000 damage.

**-Energy Shield:** The void shard is protected by an energy shield with a shield pool of 4,000 and 20 shield armor.

**-Rampage Blast:** Once every 2 rounds, the void shard can fire a rampaging onslaught of void blasts. This attack has the following attack profile.

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**-Rampaging Blast** 1d20+15 accuracy, 40 damage, +4 strikes maximum, distant range; *Special Traits:* Penetration 20, Energy Damage, Burst 10, Hailfire 4

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**-Shockwave:** Once every 3 rounds, the void shard can release a massive shockwave of destructive power. Make a +25 attack against the defense and toughness of all creatures with 150 squares of the shard. If the attack hits defense, it deals 120 damage. If the attack hits toughness, the targets are knocked back 1 square +1 square per point the attack surpassed toughness.

**-Torment Laser:** Once every 2 rounds, the void shard can fire a focused beam at a target. This attack has the following attack profile.

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**-Torment Laser** 1d20+25 accuracy, 100 damage, 1 strike maximum, remote range; *Special Traits:* Piercing, Burst 3, Focusing Beam

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**-Void Rift:** Every 10 rounds, the void shard can create a void rift in a nearby area of corruption around it, to a maximum of 3 void rifts at once. These void rifts count as gargantuan, dense objects for the purpose of destruction. A void rift produces 50 levels worth of void shades every round that it is active, to a maximum of 250 levels worth of void shades from a single rift at once. High threat enemies count as twice as many levels, extreme threat count as four times as many, and formidable threat counts as eight times.

**-Void Storm:** Every 5 rounds, the void shard can create a void storm in the target area. This storm lasts for 3 rounds and covers a Burst (50) area. It deals 50 piercing damage to all within the area each round.

**Special Ability (Immobile):** The void shard has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.



## The Xel'naga

The Xel'naga are the gods that created all life in the universe. They belong to an Infinite Cycle, where they are born, seed the universe with life, and then wait for two chosen races to come them in the Void. One chosen race must be pure of form; the other, pure of essence. Together with the essence of eternity, they can combine to become a new generation of Xel'naga.

These rules contain the rare instances that a Xel'naga enters combat. While they are primarily shepherds of life, they can yield cosmic or corrupted energies to vaporize any foe that stands against them. Xel'naga can also summon massive hosts of minions to fight on their side in combat, through acts of genesis or manipulation of void energies.

### Wait, I thought the Xel'naga were dead?

By the End War, only three Xel'naga remain: Amon, Narud, and Ouros. All are found in the void, and eventually die there. Their lives and interactions with mortals follow a very specific timeline, and there isn't much variance for them to interact with player characters in that time. Therefore, there will be very few instances to include Xel'naga in your games. These rules are projected in a 'what if?' type scenario that makes Xel'naga a possibility.

Perhaps the players have found a surviving Xel'naga locked deep in a tomb world. Perhaps your campaign includes time travel, where the players go back to the point of time the Xel'naga were active. Maybe your campaign takes place during the protoss era where they were uplifted by Amon, or the corruption of the Primal Zerg into the swarm. For these reasons, Xel'naga statistics are provided for your games.

The quantum ray is a special attack used expressly by Xel'naga. It involves them bending reality and charging psionic energies into a ray of pure power capable of destroying anything.

### Quantum Ray

#### Xel'naga Ranged Weapon

**Damage:** 160

**Accuracy:** +20

**RoF:** Slow

**Range:** Galactic

**Shots:** NA

**Power Rating:** +20

**Special Traits:** Piercing, Focusing Beam

### Xel'naga Tactics

Xel'naga come in two varieties: the pure Xel'naga, true to themselves, and the fallen allies of Amon. Both have identical statistics and similar abilities. They use their quantum ray to quickly disintegrate any powerful foes that try and face them. If they are assaulted by armies, they use their psionic powers to eliminate them, switching between *Psionic Blast*, *Annihilation Beam*, and *Psionic Storm* based on what is needed. Multiple *Crush* powers will be manifested with *Power Overwhelming* to quickly eliminate strategic targets.

Xel'naga gain advantage on all checks and act twice per round. They also constantly regain energy from killing their foes. If their personal attacks are not enough to hold back an enemy advance, they will use their summoning abilities to create hordes of minions to defend them. Pure Xel'naga do this through a genesis event, summoning hosts of primordial monsters to fight on their behalf. Fallen Xel'naga create void shades of corporeal creatures and can even spend extra energy to summon powerful void entities such as Void Thrashers and Void Shards.

Pure Xel'naga will create colossal *Time Rifts* to bolster themselves and their spawned legions, but more often to weaken their enemies into insignificance. Fallen Xel'naga rely less on time manipulation and more on *Dominating* enemy commanders and elite soldiers into fighting on their behalf. Either faction of Xel'naga may grow tired of the fighting and summon a massive *Vortex* that can destroy armies, cities, and fleets in a single manifestation. This usually destroys all but the most massive targets in the minute that the power is active.

***Xel'naga's Favored Psionic Powers:*** Psi Level 18, recovers 5 energy per turn

- Crush;** DC 30 manifestation as a standard action; 24 energy fatigue; +122 attack versus opposed athletics, acrobatics, or pilot at remote range, target must be gargantuan-sized or larger, target is lifted 10 squares off the ground, is Immobilized and Staggered, non-vehicles can make a DC 51 strength test to end the effect, on the turn after the target takes 1,050 damage
- Disintegration;** Manifested as a full-round action; 16 energy fatigue, +10 per round sustained; creates a beam 1 square wide and 63 squares long, those within the area suffer 210 damage with the Piercing and Rending 10 (25 versus massive); sustained as a full-round action, beam can be rotated when sustained
- Solar Blast;** Manifested as a full-round action; 15 energy fatigue; +38 attack versus defense in a Burst (10) at remote range, struck takes 210 damage with Piecing trait, the next round the explosion occurs again, hitting the same effect at that location
- Solar Fury;** Manifested as a move action; 8 energy fatigue +5 per round sustained; all targets within 10 squares of the caster suffer 73 damage at the end of their turn, Piercing weapon trait; sustained as a minor action, targets that take damage are blinded
- Time Rift;** Manifested as a full-round action; 11 energy fatigue +3 per round sustained; creates a Burst (105) area, area either accelerates all targets within the area or slows all targets within the area; if accelerating, all targets gains Swiftess Boost (23) and an extra move action each turn; if slowing, all targets suffer Swiftess Drain (23) while within the area; power lasts as long as it is sustained as a move action and 3 rounds after the caster stops sustaining
- Vaporize;** Manifested as a standard action; 20 energy fatigue; effects a Burst (10) area at remote range, deals 146 damage to everyone within area; Piercing trait, lasts 4 rounds; deals +2 crippling wounds to every location injured
- Vortex;** Manifested over 3 full-round actions; 25 energy fatigue; creates a Burst (2,100) area vortex (Burst 8 Starship scale); everything within the area suffers 168 damage per round and must make a DC 50 strength test or be pulled into the Vortex; inside the vortex take 315 damage per round and unable to perform any actions; vortex ends after 1 minute and everything that was in is spat out, suffer an additional hit of 210 damage, emerging targets end up 1d20x5 squares from the center of the vortex in a random direction and suffer 5 fatigue points; vehicles that emerge from the vortex must make DC 30 pilot checks, aerial vehicle that fail begin to crash, land vehicles flip, walkers are prone

## Xel'naga

**Level 42 Massive-sized Hybrid Creature (Heroic Psionic Entity), Epic-4 Threat**

<b>Hit Points:</b> 9,280	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 189
<b>Defense:</b> 37	<b>Toughness:</b> 143	<b>Resolve:</b> 58
<b>Speed:</b> 190 fly	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 20 by 20 squares	<b>Reach:</b> 10 squares	<b>Initiative:</b> +22
<b>Damage Resistance:</b> 81	<b>Psionic Resistance:</b> 123	<b>Energy Shield:</b> 4,500 (10 shield armor)
<b>Energy:</b> 342		

**-Quantum Ray** 1d20+53 accuracy, 300 damage, 1 strike maximum, unlimited shots at galactic range; *Special Traits:* Piecing, Focusing Beam

**Skills:** Acrobatics 20, Athletics 20, Computers 20, Defensive Training 20, Durability 20, Endurance 20, Influence 20, Leadership 20, Lore 20, Medicine 20, Melee 20, Mental Training 20, Perception 20, Pilot 20, Psionics 20, Ranged 20, Science 20, Stealth 20, Survival 20, Tactics 20

**Talents:** Awesome Abilities (all III), Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Emotionless, Endless Energy V, Far Shot, Hardened Survivalist, Master Tactician, Natural Health III, Psychic Discipline Focus (all disciplines III), Resilience II, Resolute II, Structural Weakness, Surgical Precision, Survival Instincts, Threatening Shot, Universal Knowledge, Untapped Potential (17, 18), Weapon Mastery (ranged III)

**Skill Focuses:** All +3

**Psionic Powers:** All Psionic Powers

**Creature Abilities:** Beyond Gravity, Energy Barrier, Divine Form (all), Haste, Immense Strength, Omniscient, Psionic Infused Might, Psionic Power Source Mastery (celestial)

**Strength:** 40      **Instinct:** 16      **Agility:** 5      **Fortitude:** 80

**Intelligence:** 18      **Willpower:** 19

**Gear:** Tier 5 Quantum Ray, Tier 5 Void Carapace

**Special Ability (Celestial Overload):** When the Xel'naga kills a target with their quantum ray, the target explodes with celestial light. All targets within 20 squares of the detonated target suffer 100 piercing damage, no attack roll required.

**Special Ability (Consuming Light of Purity):** All the Xel'naga's offensive psionic powers gain Hailfire (2) against any target with the Corruption psionic power source. In addition, whenever the caster kills a living target with an offensive psionic power, they restore energy equal to the target's level.

**Special Ability (Genesis Event):** A Xel'naga can spend 50 energy to cause a genesis event, where several primordial, bestial creatures spring to life from nothingness. These creatures fight on the behalf of the Xel'naga. These can be a neutral creature that does not belong to any major faction, such as terran, protoss, or zerg. Look to Supplement 4: Monsters of Koprulu, as a guide to monsters that can be generated via this power. With a single manifestation of this power, the Xel'naga spawns 500 levels worth of minions to its side. Higher threat enemies cost more levels equal to their encounter modifier. The most common summons for a Xel'naga is a swarm of Dire Predators, two swarms of Giant Raptors, and two Dire Hulks.

**Special Ability (Omniscient):** The Xel'naga's divinity and clarity give them unprecedented perfection on all their actions. The creature gains advantage on all their d20 checks. In addition, anyone who makes the Xel'naga a primary target on one of their checks suffers disadvantage on all attack rolls and opposed skill checks against them, unless they also have the Omniscient ability.

**Special Ability (Haste):** The Xel'naga rolls initiative twice and keeps both initiative counts. They act on both initiative results, making their full suite of actions on each count. This ability can be gained a second time, potentially allowing them to act on three different initiatives. Any effect that relies on the start or end of their turn triggers on their first turn in any round.

**Special Ability (Power Overwhelming):** Any action the Xel'naga uses to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. If they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. The Xel'naga can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Beyond Gravity):** The Xel'naga can fly at 190 squares per round. They can also use rapid flight with a maximum speed of 950 squares. Xel'naga have an innate ability to warp jump without the requisite technology.

**Special Ability (Psychic Entity):** The Xel'naga has a Psi Level of 18 and can draw powers from all psionic disciplines. They also have access to all psionic powers. They do not require manifestation checks to manifest powers. The creature also possesses Psionic Detection and Natural Mind Reading. It has access to the Purity psionic power source.

**Special Ability (Perfect Senses):** Xel'naga ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Xel'naga do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.



***Fallen Xel'naga's Favored Psionic Powers:*** Psi Level 18, recovers 5 energy per turn

**-Chaos Orb;** DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 21 squares per round, makes a +38 attack against any target that were within 5 square of it during any part of its move; attack deals 105 damage on a hit with the Piercing weapon trait, continues move in a straight line for 10 rounds before dissipating at end of caster's 10<sup>th</sup> round

**-Crush;** DC 30 manifestation as a standard action; 24 energy fatigue; +122 attack versus opposed athletics, acrobatics, or pilot at remote range, target must be gargantuan-sized or larger, target is lifted 10 squares off the ground, is Immobilized and Staggered, non-vehicles can make a DC 51 strength test to end the effect, on the turn after the target takes 1,050 damage

**-Dark Matter Storm;** Manifested as a standard action; 25 energy fatigue; effects a Burst (63) area at remote range, deals 89 damage to everyone within area; Piercing trait, lasts 10 rounds; can move up to 21 squares each round

**-Dominate;** DC 26 manifestation as a standard action; 18 energy fatigue; +38 attack versus resolve against up to 4 targets at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, can only command 19 minions at once

**-Empowered Wrath;** DC 28 manifestation as a standard action; 6 energy fatigue +6 per round sustained; all targets within 21 squares of the caster suffer 146 damage at the end of their turn, Piercing weapon trait; sustained as a minor action, caster suffers 73 damage each round sustained

**-Obliteration;** Manifested as a full-round action; 16 energy fatigue, +10 per round sustained; creates a beam 2 squares wide and 63 squares long, those within the area suffer 525 damage with the Piercing trait; sustained as a full-round action, beam can be rotated when sustained; the caster suffers 315 damage when manifested and every round it is sustained

**-Vortex;** Manifested over 3 full-round actions; 25 energy fatigue; creates a Burst (2,100) area vortex (Burst 8 Starship scale); everything within the area suffers 168 damage per round and must make a DC 50 strength test or be pulled into the Vortex; inside the vortex take 315 damage per round and unable to perform any actions; vortex ends after 1 minute and everything that was in is spat out, suffer an additional hit of 210 damage, emerging targets end up 1d20x5 squares from the center of the vortex in a random direction and suffer 5 fatigue points; vehicles that emerge from the vortex must make DC 30 pilot checks, aerial vehicle that fail begin to crash, land vehicles flip, walkers are prone

## Xel'naga, Fallen

### Level 42 Massive-sized Hybrid Creature (Heroic Psionic Entity), Epic-4 Threat

<b>Hit Points:</b> 9,280	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 189
<b>Defense:</b> 37	<b>Toughness:</b> 143	<b>Resolve:</b> 58
<b>Speed:</b> 190 fly	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 20 by 20 squares	<b>Reach:</b> 10 squares	<b>Initiative:</b> +22
<b>Damage Resistance:</b> 81	<b>Psionic Resistance:</b> 123	<b>Energy Shield:</b> 4,500 (10 shield armor)
<b>Energy:</b> 342		

**-Quantum Ray** 1d20+53 accuracy, 300 damage, 1 strike maximum, unlimited shots at galactic range; *Special Traits:* Piecing, Focusing Beam

**Skills:** Acrobatics 20, Athletics 20, Computers 20, Defensive Training 20, Durability 20, Endurance 20, Influence 20, Leadership 20, Lore 20, Medicine 20, Melee 20, Mental Training 20, Perception 20, Pilot 20, Psionics 20, Ranged 20, Science 20, Stealth 20, Survival 20, Tactics 20

**Talents:** Awesome Abilities (all III), Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Emotionless, Endless Energy V, Far Shot, Hardened Survivalist, Master Tactician, Natural Health III, Psychic Discipline Focus (all disciplines III), Resilience II, Resolute II, Structural Weakness, Surgical Precision, Survival Instincts, Threatening Shot, Universal Knowledge, Untapped Potential (17, 18), Weapon Mastery (ranged III)

**Skill Focuses:** All +3

**Psionic Powers:** All Psionic Powers

**Creature Abilities:** Beyond Gravity, Energy Barrier, Divine Form (all), Haste, Immense Strength, Omniscient, Psionic Infused Might, Psionic Power Source Mastery (celestial)

**Strength:** 40    **Instinct:** 16    **Agility:** 5    **Fortitude:** 80

**Intelligence:** 18    **Willpower:** 19

**Gear:** Tier 5 Quantum Ray, Tier 5 Void Carapace

**Special Ability (Devourer of Essence):** Whenever the Xel'naga uses an offensive psionic power against a living creature, they heal hit points equal to ½ of the damage dealt. Anytime a living creature without the Psionic Entity creature type dies within 60 squares of them, they recover 3 points of energy. Swarms count as 20 creatures.

**Special Ability (Summon Void Shades):** A fallen Xel'naga can spend 50 energy to create a surge of void shades to appear and take the form of various creatures. See the void shade creature section under Creatures of the Void for the rules on Void Shades. These creatures fight on the behalf of the fallen Xel'naga. This is usually a replication of a terran, protoss, or terran mortal being, sometimes including them within their vehicle. With a single manifestation of this power, the Xel'naga spawns 500 levels worth of minions to its side. Higher threat enemies cost more levels equal to their encounter modifier. The most common summons for a fallen Xel'naga are three zergling swarms and a flock of mutalisks.

**Special Ability (Terror of the Void):** A fallen Xel'naga can spend 100 energy as a full-round action to begin creating either a Void Shard or Void Thrasher. Spawned void thrashers spawn after 5 rounds, anywhere there is room within 5 kilometers of the Xel'naga. Spawned Void Shards are instantly created and hurled where the Xel'naga wants it to be, which can be anywhere in that dimension that there is room.

**Special Ability (Omniscient):** The Xel'naga's divinity and clarity give them unprecedented perfection on all their actions. The creature gains advantage on all their d20 checks. In addition, anyone who makes the Xel'naga a primary target on one of their checks suffers disadvantage on all attack rolls and opposed skill checks against them, unless they also have the Omniscient ability.

**Special Ability (Haste):** The Xel'naga rolls initiative twice and keeps both initiative counts. They act on both initiative results, making their full suite of actions on each count. This ability can be gained a second time, potentially allowing them to act on three different initiatives. Any effect that relies on the start or end of their turn triggers on their first turn in any round.

**Special Ability (Power Overwhelming):** Any action the Xel'naga uses to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. If they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. The Xel'naga can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

**Special Ability (Beyond Gravity):** The Xel'naga can fly at 190 squares per round. They can also use rapid flight with a maximum speed of 950 squares. Xel'naga have an innate ability to warp jump without the requisite technology.

**Special Ability (Psychic Entity):** The Xel'naga has a Psi Level of 18 and can draw powers from all psionic disciplines. They also have access to all psionic powers. They do not require manifestation checks to manifest powers. The creature also possesses Psionic Detection and Natural Mind Reading. It has access to the Purity psionic power source.

**Special Ability (Perfect Senses):** Xel'naga ignore all concealment from darkness. They gain advantage on all perception checks.

**Special Ability (Breathless and Eternal):** Xel'naga do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.



# Chapter 9: Running an End War Campaign

The End War was a dark and dangerous time in StarCraft history. All the races of the universe fought for their very existence. Powerful monstrosities roam the stars. In this time period, StarCraft adventurers and heroes fought against terrible odds and great stakes.

This chapter is going to discuss what is involved in running a campaign that takes place during the End War. This difficult period can be a deadly environment for players to take part in. We will go over many of the reoccurring themes and dangers of this era of game play.

## Themes of Running an End War Campaign

The End War is a dark time where the universe is on the verge of collapse. Let's talk about what that means for your player characters.

### **On the Brink of Apocalypse**

In the End War, the Koprulu Sector is on the verge of collapse as overwhelming forces converged from all sides. This apocalyptic landscape brings many changes to an adventurer's lifestyle.

### **Collapse of Social Order**

With the frantic fight to survive, generally lawless has broken out over civilized worlds. Security forces are taxed trying to defend their world from invasion, and there is no one to keep a check on criminals. Terran worlds suffer from mass crime as criminals and desperate civilians alike pillage whatever they can find to stay alive. Many citizens search for ways off world to reach the fringe colonies and deserted sections of space.

Major streets of a major metropolis are suddenly empty, as everyone is looking out for their own and trying to stay away from what might become a new battleground. Businesses close and everyone fights amongst themselves to get on evac ships. Even planetary governors give up on their worlds as they try to find salvation for themselves.

Some are not so keen to leave. Civilians form armed militias to defend their homes and neighborhoods. Some of these militias work alongside military forces for mutual benefit. Others raise military supply depots to arm themselves. Many militias are worried of corrupted authorities taking them for granted, and fight both the intruders and their own neighbors for survival.

The protoss are no better off. While the corruption of the Khala, vast amounts of the protoss are enslaved by Amon. Peaceful Khalai worlds have suddenly become militarized slave colonies where Amon readies the population for war. Places that might have been refuges for traveling heroes are now enemy encampments, former friends possessed and now obstacles to overcome.

Worlds that possess both khalai and nerazim are wrecked by civil war. Khalai neighbors are seized by the Khala's corruption and suddenly seek to kill their comrades. Nerazim are forced to fight, flee, or desperately sever the nerve cords of the templar they were fighting alongside. This madness can bring an orderly protoss settlement to anarchy, as everyone is fighting for their own survival against their kin turned against them as Amon's hosts bear down on them. More and more, protoss worlds are abandoned to join the *Spear of Adun* into a fleet-based force that encompasses all remaining protoss.

## Worlds Destroyed and Overrun

The End War strikes across the sector and beyond. There is nowhere to hide from it, not truly. With such a massive conflict, heroes might find trouble finding a safe haven.

A good way to play this in a campaign is have the player's refuges become overwhelmed or attacked. Perhaps they often work with a mentor who owns a defensive compound. Imagine that the players find the compound destroyed by a sudden attack. They are forced to adapt, find somewhere else to hide or seek out their mentor, make sure they survived.

You should build the gravity of the End War conflict by having terrible events unfold. Perhaps a town that the player's built connections with has been annihilated, or they are at least forced to help the survivors evacuate to a safe location. Build the emotion and sense of loss. Make the conflict personal for the players. Make them hate Amon and his minions.

Let them view the chaos and destruction that has been wrecked on the galaxy. Make it personal by the player's own investments crumbling under the weight of overwhelming odds. The players should feel they are alone facing the ultimate darkness. Make the devastation across the sector seem horribly real.

## Friends and Allies Slain

The End War is a dark time. Just like the party should see their homes and refuges raised, they should also witness their friends and allies slain. It should feel overwhelming. Consider different ways to place the sense of loss on the players.

Perhaps they were fighting alongside their allies and were unable to save them. For a greater emotional loss, maybe their allies died saving them. Other times, there may be nothing the players could have done. The NPCs might have died off-screen, and the players are left to find out what happened and wonder what they could have done.

As mentioned, build the tension. Build the anger. Build the rage. Make your players want vengeance.

## Give them an Enemy

After destroying homes and taking lives, give your players a foe to focus their anger on. Don't make them angry without a target to go after; they will feel hopeless and get frustrated. Give them a goal. Let the players find out who wronged them and slaughtered their friends. Did the Tal'darim death fleet vaporize their neighborhood? Did a hybrid slaughter their mentor? Did feral zerg overwhelm their territory? Was it the slave armies of the Moebius Corps that betrayed their fellow terrans?

## Isolation and Inability to Purchase Resources

The players should feel very isolated during the End War. As worlds are burning and friends are dying, the players should not be sure of where to go for help. They may be forced to make desperate alliances with former enemies or those that they do not trust. When all your friends are dead, you may be forced to make friends from your enemies.

The collapse of social order brings its own hosts of problems. The players may have credits and plenty of supplies, but nowhere to spend them. Cities are abandoned, shops are closed, and engineers are not taking commissions. Many phase smiths and military craftsmen have all their services taken up by the military, all the arms they create go to them. They have neither the time nor resources to dedicate to adventurers.

What do the players do when they have nothing to fall back upon? Are even the most lawful heroes going to resort to crime and pillaging to survive? Will they make deals with fiendish individuals to have the strength to stand against Amon's hosts?

## Desperate Heroism

While the End War is a dark time of war and chaos, that does not mean there are some great moments for those who stand against the end. Many great warriors perform desperate acts of heroism to protect the universe from annihilation.

### Stand against All Odds

The heroes should feel that they are fighting an uphill battle against enemies. Most encounters they fight against Amon's minions should leave them horribly outnumbered. Let them feel the desperation of their causes. Force them into epic conflicts with dire straits, as they struggle to maintain their ammunition, medical supplies, and healing thresholds.

Bring the epic scale of the conflict to maximum. Let the players defend evacuating ships as hundreds of zerg funnel towards them, while worrying about orbital strikes on their position. Fight a battle in a collapsing tower as a hybrid clambers towards the players, with the heroes trying to get to safety before the structure collapses behind them. Let the players lead their allied navy in massive space battles, leading squadrons of Dominion or Daelaam fighters in a battle with a possessed command ship of the Golden Armada. Lead the players to activate a buried nuclear device in the heart of a city, hoping to avenge its destruction by Amon's hands, while worrying about the evacuation and the host of zerg skittering their direction.

### Noble Sacrifices

Because the End War is built out of epic conflicts, it is also one of incredible danger. Truth be told, not every hero is destined to survive the End War. Many will die in these conflicts.

Nothing ensures the gravity of a conflict like the death of a player's character. That will connect with a group more than a hundred dead NPCs. That being said, don't aim for killing a player. Just let it be a serious possibility. If a player feels they are being targeted, they will be unlikely to continue playing with your group.

While it is not always possible, try to ensure player death has meaning. Let their sacrifice have a purpose. Give dangerous battles significance in the grand scheme of things, so they believe their character died for a purpose.

### Awesome Player Moments

While most often a player dying in battle is not intentional, sometimes it may be. Not in the form of suicide, mind you, but as epic sacrifice. If the player is willing to sacrifice their character for something big, let them. And let them go out big.

When a player makes a last stand or noble sacrifice that they cannot escape from, let them feel awesome while they do it. Consider giving them a massive boost to their statistics so they can go out fighting as long as possible. Something in the line of +10 to attacks and skill checks and temporary hit points equal to their level each turn. This way, the noble hero gets to look very heroic on their final moments, and that character gets to go down in memory as being a great warrior in the memories of everyone around the table.

## Dangers in the End War

Players should be aware of the many dangers involved in the End War, and what great threats they are going against.

### Enemy Factions

While his army is led by the terrible hybrid, most of Amon's host consists of slave soldiers from the three major races. It is important to understand what these factions are and their motivations.

#### Moebius Corps

The Moebius Corps is part of the Dominion Armed Forces that was assigned by Arcturus Mengsk to secure and protect the hybrid laboratories ordered by their government. It also consists of several rogue and offshoot programs, such as spectres and reapers. Together, these were an elite armed force that were stationed to protect Narud and Mengsk's hybrid bio-labs. Unfortunately, upon their birth, these hybrids turned on their terran creators. They use their telepathic powers to enslave the Moebius Corp and turn them into their own private terran army.

During the End War, Moebius Corps armies fought alongside their hybrid masters while invading worlds and protecting the hybrid laboratories. Hopelessly brainwashed, the slave terran armies are a nihilistic cult with no sense of self. They are mere extensions of the will of the hybrid, focused on fulfilling their masters destructive will.

## The Tal'darim

The only faction to willingly serve Amon, the Tal'darim are cruel protoss who worship Amon as a god. They believe in serving him they will ascend to become hybrid themselves. They Tal'darim are led by Highlord Ma'lash, a powerful psychic and fierce servant of Amon. The Tal'darim organize their death fleet to strike at worlds throughout the sector with overwhelming power.

Near the end of the war, Alarak took control of the Tal'darim and declared the faction to be an enemy of Amon. From then on, most of the Tal'darim battled against Amon and his legions. A few renegade commanders still stayed loyal to Amon and continued to fight alongside his hybrid.

## Feral Zerg

Amon and his hybrid dominated many of the feral zerg broods around the sector and weaponized them as his primary invasion force. Many of these feral zerg came from Aiur and other colonies abandoned since before the Second Great War. Therefore, the feral zerg contains many older creatures not found in Kerrigan's swarm, such as guardians, brood queens, and defilers.

The feral zerg spread throughout the sector by using protoss warp gates and wormholes opened by hybrid. Hybrid are usually found behind the battle lines organizing the feral zerg, more rarely leading them into battle.

Many of the lost zerg breeding worlds contained unrivaled numbers of zerg, measuring in the millions or billions. While they lacked the specialized evolutions created by Abathur and Kerrigan, they made up for that in numbers and the might of their hybrid leaders.

## The Golden Armada

The Golden Armada is perhaps Amon's greatest army as well as his most tragic. The armada is the grand fleet of the protoss templar, countless of noble warrior heroes and all their weapons of war. Dominated by Amon's corruption of the Khala, these warriors have lost their free will and are used to destroy all life in the sector.

Every member of the golden armada slain is an ally that is lost forever. Every ship felled is a loss to the universe. The Golden Armada is a tragic foe, one that you must kill in order to survive, but can't help but feel sadness. But these noble protoss are enslaved by Amon and he is using them against the players. They must do what must be done.

## The Hybrid

The hybrid are Amon's champions; the engineered elite that are destined to rule a universe in utter darkness. They are the primary threat in any End War campaign.

An important factor to remember about hybrid is that they are incredibly powerful. It is very unlikely for a small team of elite of elite heroes to defeat a hybrid. Those that do are typically are generally level 30 with at least 6 or more members. However, an End War campaign might not feel complete without a hybrid enemy. Therefore, you as the GM must be careful in how you introduce hybrids as foes.

Once the characters are level 20 or higher, they might fight hybrid when they are aboard vehicles. An entire party of level 20 characters are much more dangerous when they are piloting aircraft or tanks. This can even the odds, but the characters are still at substantial danger. Hybrid can quickly tear apart vehicles. It is preferable to level 20 players fighting a hybrid on foot, however.

Characters that are less than level 20 shouldn't fight hybrid directly, not even with vehicles. Instead, hybrid should be presented as an obstacle or challenge to be overwhelmed. Think of the battle aboard the Castanar science facility in the Wings of Liberty campaign. The hybrid was so powerful that Raynor didn't even bother fighting it. Instead, he fled through the facility, using the terrain and features to slow the hybrid down. Upon escaping, he let the facilities destruction finish off the hybrid.

Think of these types of encounters involving hybrid. Have the players coordinate a nuclear launch on the hybrid's location or collapse a building onto of them. Maybe they need to deploy a secret weapon that is particularly effective against hybrid, such as a chemical agent that specifically targets their genetic makeup. Let them have special circumstances to deal with hybrid as environmental problems. Let them level up before they are forced to fight the hybrid with might and muscle.

## Enslavement

An important detail to remember about the End War is that Amon has very few loyal minions. Most of his followers are telepathically dominated. The hybrid act as the mastermind strains that control the hosts of minions, including terrans and protoss. In addition, hybrid have such potent psionic prowess that they can break the will of mortal characters and dominate them. This is known as the enslavement mechanic.

If you look at the hybrid entries in Chapter 8, every hybrid has a way to break the will of their foes. If they do, they take control of them. This can happen to player characters and is an entirely new threat to worry about. In addition to overwhelming the hybrid's incredible might, they must worry about them breaking their mind and taking control of them.

Once a character has been enslaved, the control can only be broken by killing the hybrid or reducing their ally to 0 hit points. Their ally will received a disfigurement, but at least their mind is free. An important fact to remember is that many hybrid's enslavement powers are based on low morale. Therefore, a potent leader can often prevent enslavement from occurring.

Enslavement should be used by the GM has a horror aspect, where the players cannot even trust their own minds in the face of the enemy. They should be worried about their friends becoming possessed by the hybrid. They must prepare about what they will do when that happens. Many players might think of rules or requirements of how they want their party to behave in case they lose their mind to a hybrid's control.

## No Safety Net

A less direct threat of the End War is the lack of safety net the players benefit from. There may be nowhere for them to spend their credits. Their bases might be destroyed, and their NPC friends enslaved. Players will have to adjust from a normal campaign, where the threat is greater than ever before.

Winning an End War campaign might require the players take a great deal of chances with their resources. They will need to show initiative as well. What do they do when they cannot return home? Where do they restock when all the shops are closed? Who do they trust to shelter them?

If they are lucky, the players will find themselves alongside one of the surviving military outfits. Terran heroes might end up with the Raynor's Raiders, now fighting with the Dominion for humanity's survival. Protoss would be thankful to be granted shelter and an operational headquarters aboard the Spear of Adun or the many ships that follow it. Zerg characters might be part of Kerrigan's swarm, as she raids hybrid labs and seeks the Xel'naga on Ulnar.

For heroes lucky enough to be in these circumstances, they might be able to proceed through the campaign normally. They would have a hub to purchase and trade goods, sleep, find allies, and venture forth into battle. It is characters on the fringe that are the biggest disadvantage, where safety and security is a distant and vague idea. Away from the remaining military forces, everyone is doing whatever they can to fight back and survive against all odds.



## End War Adventure Ideas and Twists

The End War is an exciting and dangerous time that offers plenty of opportunities for heroism. This section details many potential adventure ideas that can be used with an End War campaign. For additional ideas, it is recommending trying the StarCraft II Co-op game mode. Each level in that mode is a different hypothetical battle that takes place during Amon's siege of the sector.

If you are having trouble thinking of an adventure idea, pick an idea from the table below. If you'd prefer something random, roll 2d20 and add the result together to determine the result.

2d20 Result	Adventure Idea
2	The Golden Armada hovers over a colony, blasting purification beams onto the surface. Defend against possessed templar and orbital strikes while you evacuate the colony.
3	Moebius Corps developed a doomsday weapon that is capable of firing across the sector. The players must breach the facility and stop the weapon's reactor before it can be used.
4	A Tal'darim fleet lord has arrived at a world and threatens it with orbital destruction. Help is on the way, but you must last long enough for them to arrive. There is a city spanning shield generator, but it needs repairs before it can be activated. The players must aid repairs while stalling the Tal'darim mothership from attacking.
5	An enslaved brood contained a powerful infestation specialist, the dreaded blightbringer. If the blightbringer makes it to a major terran civilian center, it could create an army that would wash over the world. The blightbringer is so valuable to Amon that he had hybrid guarding it.
6	When Dominion forces die saving a city from a hybrid attack, criminals take over governing the city. Not interested in protecting their citizens, these criminals are only interested in finding a way off world with as many prisoners and riches as possible.
7	The Golden Armada has released several terror squadrons of possessed scouts to harass and weaken the air defenses of important space platforms throughout the sector. If not stopped, they could cause the platforms to collapse from orbit.
8	A strange terran transmission warns of a surprise attack by Moebius Corps and their hybrid masters. Is the message genuine or a ruse? Following the transmission might save the heroes base, or might jeopardize its defenses.
9	A zerg swarm bursts into a terran core world via an ancient, buried Xel'naga warp gate that is just been uncovered and reactivated.
10	A war party of five hybrid, led by a dominator, claim control of an ancient protoss fortress. They claim control over its inhabitants. Is it worth fighting, or even possible, to save that fortress, or should it just be annihilated from orbit?
11	A void thrasher has appeared outside the terran capital of Augustgrad and is destroying its defenses from so far away stationary guns cannot fire back. Forces are need to make close contact with the void thrasher so they can coordinate an orbital strike.
12	Tal'darim lead a secret raid on a protoss or terran science facility. Their goal is to steal captured relics that might pose a threat to Amon and his hybrid.
13	A lone hybrid hunts on the outskirts of a fringe colony, collecting and enslaving those that venture too far into the wilds. It is searching for information on something that is valuable to itself or Amon.
14	A Golden Armada arbiter has locked a Brood Mother in a stasis prison. Now they are waiting for the hybrid to come and take control of her brood. If the arbiter is destroyed, the Brood Mother can regain control of her brood and use it to kill the hybrid.
15	Rumor has it that Moebius personnel escaped a destroyed lab on a Cerberus-class battleship that possessed facilities to grow more Hybrid Nemesis. It lurks on the fringes of space, creating new monstrosities that it sends to the front lines.
16	A concentrated effort between Moebius soldiers and Tal'darim warriors board a zerg leviathan and try to kill it from inside. If they succeed, Kerrigan's swarm will be short a critical asset in fighting back against Amon.
17	The Moebius Foundation has filled a capital ship with a shipment of nuclear warheads and is sending it on a kamikaze mission into the Spear of Adun.
18	A powerful mastermind or command strain zerg has been murdered by a hybrid, and the hybrid has taken control of their former minions. Now they wage war on other zerg with that stolen brood.
19	A hybrid has possessed a powerful terran government official, and now controls them as a secret puppet master. The hybrid uses their puppet to incite conflict and insurrection amongst the Dominion, to weaken their ability to fight back.
20	The heroes must retake a nuclear silo stolen by Moebius Corps and use it to nuke their forward base or capital ship
21	Hybrid launch meteors filled with zerg hyper evolutionary virus at unsuspecting terran worlds. These meteors spreads zerg infestation to anyone that gets too close.
22	Protoss player characters have lost their trusted friend or mentor to Amon's corruption of the Khala. Now, Amon is using that information to hunt the players down and remove them as a threat.
23	One of the two destroyed protoss arkship has survivors still locked in stasis. While exploring the wreckage will involve fighting Amon's brood, it could unlock powerful allies for the fight against Amon.

24	Tal'darim pirates raid a protoss colony and enslave a portion of the population. They try to use telepathic invasion and torture to unlock the secret to nerazim engineering for themselves.
25	The Golden Armada engages the outnumbered Dominion fleet in deep space. The Dominion ships must be defended from the armada's onslaught long enough to make a warp jump. In the meantime, the space fighters defending against the armada must find their own way to safety.
26	A Xel'naga temple on a forgotten moon contains an ancient weapon that was prophesized to be used against the hybrid.
27	Moebius Corps activates a device that takes advantage of the tectonic instability of a planet. If it is not shut down, it could cause the world to fracture in an explosion of earth and fire.
28	The heroes break into a hybrid production lab to reclaim a device that can disrupt the enslavement powers of a hybrid over a short area.
29	A Moebius Cyber-Hybrid has made its way onto Cybros and has begun corrupting the purifier's data corps. It wants to create an infinite army of corrupted purifier soldiers. The personalities need to be cleansed and Cybros freed from the hybrid disease.
30	Hybrid have taken control of a feral zerg breeding world that specialized in producing airborne organisms. They plan to open a wormhole connecting that world to one still belonging to an enemy. If they do, the skies will darken under vast clouds of flying organisms. Thankfully, it is known that the zerg from this breeding worlds are particularly susceptible to a certain form of gas. If the gas can be reproduced in masse, there is a chance of stopping them from overwhelming the world.
31	A high templar has become free of Amon's corruption after having his nerve cords severed in battle. He has great insights on Amon's next move with the fleet, and how to save many more templar.
32	A powerful primal zerg tried to consume the essence of a hybrid. It became something far worse than either, and Amon managed to get control of it.
33	Cargo ships, controlled by Moebius Corps, travels through the sector in secret, preparing to unleash a bio-toxin virus upon an unsuspecting population. Those controlled by Amon are somehow immune to the contagion.
34	A void thrasher has appeared on a fringe protoss colony that is under attack by the zerg, and tries to shoot down any aircraft that tries to reinforce the world. If the colony could somehow reclaimed from the zerg, they had several particle cannons that could be used to fight back against the hybrid.
35	Amon has stolen several evolved zerg from Kerrigan's swarm, and plans to replicate their mutation. If he is successful, his brood will grow much more powerful. The evolved zerg must be slain before they are assimilated.
36	Possessed Moebius soldiers infiltrate a major terran city, placing bombs at strategic points while trying not to direct attention to themselves. If their plot is not uncovered, these bombs can do incredible damage to the city.
37	A primal pack leader lost a fight with a hybrid. Instead of the mercy of death, it was enslaved. Now, that enslaved pack leader orders their other minions into battle on behalf of the hybrid.
38	After Alarak takes control of the Tal'darim, several high ranking Tal'darim only pretend to follow him. Instead, they bind their time and wait for an opportunity to assassinate the leaders of the Daelaam and sabotage the Spear of Adun.
39	Tal'darim forces locate a vein of terrazine gas deep below the surface of an enemy world. They use robotic drills to force the gas to the surface. The presence of the gas allows Amon to send void shades into the world to attack their defenses in concert with the Tal'darim.
40	A void rift opens, and dozens of hybrid pour into the allied fortress. While the heroes have access to substantial defenses and personnel, it might not be enough to fight off so many powerful enemies. They are in for the siege of a lifetime.



## **Protoss Campaigns: An Era of Change**

The End War brings massive changes to protoss society. The integration of different protoss tribes, loss of the Khala and caste system, things are changing for the protoss. This section will detail many new protoss rules for your games of StarCraft.

### **Amon Possession**

Most of the Aiur protoss were possessed by Amon during the End War, due to the corruption of the Khala. If your campaign takes place during the End War, your players might come into conflict with these corrupted protoss. Possessed templar are identical to normal, with a few exceptions.

-Possessed templar are nodes of Corruptive energies. They can manifest any energy powers with the Khala power source as either Khala powers or Corruption powers. Therefore, a high templar possessed by Amon can manifest a *Psionic Storm* as either a *Templar's Fury* or a *Dark Matter Storm*.

-All weapons wielded by a possessed templar with the Psionic Weapon Origin trait count as Bane weapons instead of their ordinary type. This is from the taint of Amon perpetuating all the way into the character's psionic weapons. Bane weapon attack ignores energy shield's shield armor and deals 2 bleed damage on successful hit against hit points.

-Possessed templar have no free thought or will. They are slaves to Amon's commands. They have an instinctive telepathic link with all other possessed templar. They also do not have a morale bonus, and do not gain positive or negative morale levels.

-If the nerve cords of a possessed templar are severed, then they are immediately freed from their influence.

### **Severing Nerve Cords**

It is better to save an ally than kill them. When faced with a possessed templar, the players might try to sever their nerve cords. Doing so requires a specific attack roll versus the nerve cords with a single target weapon. This is not a called shot, and thus can be done with a melee weapon. The nerve cords have a defense of 6 higher than the character. Therefore, the nerve cords on a protoss with 20 defense would have 26 defense. You cannot target the nerve cords unless the target has no shield points in their shield pool.

Nerve cords have a damage resistance of 12 with 40 hit points. Any healing the character receives heals both the character and the nerve cords. Any temporary hit points that they receive can protect either the character or the nerve cords. If the nerve cords take 40 damage, they are severed.

### **Effects of Severing Nerve Cords**

While severing nerve cords instantly liberates the target from Amon, its effects are traumatic. The protoss, upon being cut off from the Khala, instantly drops to minimal morale (-5). They lose their Instinctive Telepathic Link with other protoss, causing them to feel isolated. This feeling of isolation persists through what is called the adjustment time, a one month period where the protoss is without their nerve cords. They suffer many penalties during the adjustment time, where they are learning to adapt to losing Khala.

While going through the adjustment time, the character has the following penalties:

- They begin all encounters with negative 1 morale, instead of positive 1 morale.
- They become uncontrolled psychics, similar to terrans that have not received ghost training. For these uncontrolled protoss psychics, any natural 1-4 on a psychic power test causes an overload. Protoss at negative morale are extremely unpredictable, overloading on any natural Psionics check roll of 1-9, while protoss who are at -5 morale automatically overload all psionic powers. Aiur protoss do not benefit from the Mental Discipline trait while in their adjustment period.
- They lose access to their Khala psionic power source. Any energy powers that they manifest are manifested without any power source. Thus, a *Templar's Fury Psionic Storm* would be just a normal *Psionic Storm*. They can still use psionic weapons, or even psionic weapon origin weapons, but do not benefit from the special traits of a psionic weapon origin weapon. Thus, focusing weapons do not recover energy fatigue.

These penalties are quite drastic, but such is the loss of a connection that centers the protoss and gives them a connection to their peers. These penalties last until one of two conditions are met. The first, is a month passes and the character passes through their adjust period. The second is that the character levels up and gains the Daelaam Unification talent. This causes the character to instantly adapt to a new power source and regains their power.

If the first condition is met, the protoss adapts to losing the Khala and finds new ways to center themselves. They lose all penalties for losing their nerve cords but retain their loss of the Instinctive Telepathic Link. They have learned to maintain their old powers but using trace amounts of void energy to sustain and stabilize their psionic energies.

The second condition is quicker and more effective. The protoss fully adopts a new power source that they can channel. Like the first option, they lose all penalties from losing the nerve cords, except they don't have to wait a month to adapt. However, by choosing Daelaam Unification, they get an extra psionic power source they can draw powers from. This lets them gain new options for energy powers and psionic weapon origin weapons.

A preventive measure for all this is taking Daelaam unification before losing their nerve cords. This is rare, but some protoss who supported unification before the End War may have started walking multiple paths. Hierarch Artanis, leader of the Daelaam, had started this path before the End War as he adjusted to the dark templar ways. Because of this, after losing his nerve cords he was able to recover quite quickly, neither requiring a talent or an adjustment period before being at full strength. He even began practicing void magics and using Zeratul's psi blade.

### **Roleplaying the Loss of the Khala**

Properly roleplaying the loss of the Khala is important. To do so, it is important to understand what the Khala is. Imagine a web of interconnected thought with everyone around. Simply being near someone gave you mental awareness of their presence, the feeling of their thoughts, and a connection with their mind. To be part of the Khala meant you are in a wireless network with every living being around you, constantly projecting and sharing emotions and thoughts. It is the lack of loneliness; the constant connection with everyone. Your parents, your ancestors, friends who have died, were all part of it and to some extent their memories and will remains buried amongst the Khala. You are never alone, and no one truly dies.

Then imagine all of that was taken away.

Suddenly, instead of being connected to everyone, you are all alone. As humans we might have trouble understanding this and take it for granted. To put in perspective, imagine spending your entire life amongst friends and family that you see and deal with every day. Then suddenly, you realize that you are going to be in isolated containment for the rest of your life, never to see or hear another soul again. Imagine how empty you would feel.

This is an extreme example, because the protoss can still communicate telepathically with one another, but they can feel or connect with one another. Carefully consider how forced isolation would feel to you in roleplaying a protoss cut off from the Khala.



## The Ultimate Sacrifice: Becoming an Archon

An archon is a powerful psionic entity created when two powerful protoss psychic masters merge themselves and their wills together to become a new, single being. Archons are a combination of both protoss, but also creatures of rage and destructive energy.

Creating an archon requires a sacrifice of two brave heroes. This is not a reversible change. Upon creating the archon, the two heroes are forever gone from the universe, their essence dedicated to creating the archon. Even more, archons are usually short termed creations that use their energy in a devastating fury before expending themselves.

Archons are created out of desperation. They are formed when powerful psychic masters are fighting a battle they are going to lose. Instead of fighting to the death in futility, the protoss sacrifice themselves to create something far more powerful, hoping that the creation will avenge their deaths and win the battle that they could not.

Players should generally not create archons, because it means the end of those players' lives. If they do create an archon, it should be in the listed circumstances; that their defeat is inevitable, and the creation of the archon is a greater good for the battle. Players also need to understand the archon they create is an NPC, not a player-controlled entity.

In order to be applicable to create an archon, you must have a psionic power source and a Psi Level of at least 5. You must also have access to the Energy psychic discipline. You must be adjacent to an ally that meets the same requirements. Afterwards, the characters begin to channel their psionic essence into one another. They are removed from the game, replaced by a 3 by 3 portal that becomes the archon over 3 rounds.

It is important to remember that purifiers cannot become archons.

What archon is created varies on the psi level, psionic power source, and intentions of the contributing members. If a character has multiple psionic power sources, they chose which one they are using to create the archon.

### Archon

The typical archon is created by two protoss with a Psi Level of 5 or higher and energy powers. Both protoss must be channeling the Khala psionic power source.

### Dark Archon

The unstable and dangerous dark archon by two protoss with a Psi Level of 6 or higher and energy powers. Both protoss must be channeling the Void psionic power source.

### Bane Archon

The corrupt and evil bane archon is created by two protoss with a Psi Level of 5 or higher and energy powers. Both protoss must be channeling the Corruption psionic power source.

### High Archon

The high archon, a more powerful version of the common archon, is created by two protoss with a Psi Level of 8 or higher and energy powers. Both protoss must be channeling the Khala psionic power source.

### Twilight Archon

The powerful and mysterious twilight is created by two protoss with a Psi Level of 6 or higher and energy powers. One protoss must be channeling the Khala psionic power source, while the other channels either the Void or Corruption.

The names of protoss who become archons are generally recorded in the templar archives. They are a mark of honor, of war heroes that sacrificed themselves for the greater good of the protoss race. They are generally remembered as such.

## Rak'Shir Dueling and the Chain of Ascension

The key part of Tal'darim society is Rak'Shir, a ritual psionic duel between two Tal'darim for position on the Chain of Ascension. In Rak'shir, a lower ranked protoss challenges a high ranked protoss for their rank on the chain. If they win, they kill the defendant and take their spot. If they fail, their challenge is bested, and they are killed.

Rak'shir always takes place at sunrise, at the Pits of Ascension on Slayn. There is a pit of psionic energy on either side of the arena. The goal was to push your opponent to the pit on the other side of the arena. The arena itself is 500 squares wide. Both combatants start in the middle. At the onset of the match, both combatants throw their full psionic might against one another, trying to push each other into their respective pit.

In the meantime, other protoss can declare for a challenger. If they declare for a challenger, they can contribute their psionic might into helping them win the match. When both sides have contributing members, it is expected for the contributors to fight amongst themselves. By killing the opposition, they weaken the number of supporters on the opposite side to give their ascendant an advantage.

Rak'shir is concluded when one side is pushed all the way back to their pit.

### Running Rak'Shir

Rak'Shir gives no direct benefits but is instead used for story purposes. Maybe the character wants the power that a hated superior has, or perhaps they need to take a superior's rank in order to have the resources to mount an organized assault as part of a current quest. For this reason, rules for running Rak'shir amongst Tal'darim are presented here.

Both duelists in Rak'Shir can perform no actions but push at one another with psionic power. They do not get to perform any actions on their turn besides the duel. They gain dueling power equal to 5 times their Psi Level. At the end of a round, the contestants are moved based on the comparison of their dueling power. If one side has higher dueling power than the other, then they move their opponent a number of squares towards their pit equal to how much dueling power they win by. For example, if challenger has 30 dueling power and the challenged has 35, then the challenger is pushed backwards 5 squares towards their pit (and their demise) every round. If neither duelist has an edge in dueling power, they do not move.

Contributors make the encounter more dynamic. For every participant in Rak'Shir that declares for one of the duelist, they can contribute their psionic might to that duelist as long as they remain within medium range of them. They add dueling power to those they pledged to equal to their own psi level. This is not their psi level times 5, as it would be with the primary duelists, as a pledges individual power means less for the duel than the duelist themselves.

Using the example above with a challenger with 30 dueling power and the challenged with 35, the challenger would be pushed back 5 squares each round. However, if the challenger had the supporting power of 5 tal'darim zealots (PL 3), they would gain 15 dueling power (three for each zealot). This would give them 45 dueling power versus the challenged having 35, and the challenged would be pushed back 10 squares every round. However, if the challenged also was supported by 2 tal'darim foresworn (PL 5), they would gain +5 dueling power and they would be once again matched at 45 dueling power. At this point, the battle is stagnant until the contributors begin killing one another or more contributors arrive in battle.

As a special rule, if a duelist has the Rak'Shir Dueling class trait from Tal'darim Protoss Commander, they always gain +1 psi level for every contributing member. For example, if a character with Rak'Shir dueling was supported by 3 zealots with a Psi Level of 3, they would instead gain 4 psi level from each zealot instead of 3.



## **Into the Void**

The final stage of the End War involved invading the Void dimension itself and confronting Amon and his hosts. This was a dangerous mission that involved a hostile landscape that was opposed to all life. In this section, we will discuss what life is like in the Void in case your campaign travels there.

### **Gravity**

The void has no gravity for the most part, being functional like space itself. However, the larger rocks and landmasses do some to have a magnetic pull, gaining some level of gravity. On the larger landmasses, count characters traveling across them as benefitting from low gravity.

### **Breathable**

Remarkably, the Void has a breathable atmosphere. This is likely a feature created by the Xel'naga to make it possible to sustain life within the void.

### **Lack of Food and Water**

The Void's hospitality only goes so far. The realm has no mortal beings within it. There is nothing to eat or drink within the void. It is a dimension of rock, crystal, and cosmic energy. Terrans will need to bring food with them. Zerg must sustain themselves on creep. Protoss, on the other hand, can become nourished on the great cosmic energies in the void.

### **Landscape**

Most of the voids inhabitable surfaces are made of rock and crystal. The rock are hard objects, while the crystals are unbreakable objects. Nodes of minerals, vespene gas, and terrazine gas can also be found in the void, or at least substances that fulfill the same purposes as the minerals and gas found in the material universe.

Carefully harvesting the void crystals can occasionally yield a powerful fragment that has a focused segment of void energies. Doing so requires a dedicated mining tools and 4 hours of work. At the end of that time, you make a DC 40 science check. If you are successful, you are able to harvest 1 void fragment augmentation crystal.

Smaller floating rocks are easy to move, due to not have a gravitational connection. Any substantial force, such as an explosive, towing capable, or the attack of a large creatures can move a floating rock in the desired direction, even turning it into an offensive projectile. This effects rocks that are gargantuan or smaller in size.

### **Unstable Energies**

The Void is a realm of energy. Much of these energies have been weaponized by Amon and are used to destroy his enemies. Particularly, the area near a void shard is filled with destructive power. This energy will drain and kill those exposed to it. The energies come in three forms, minor, severe, and devastating. Minor unstable energies are quite common, and are frequently anywhere within line of sight of a void shard. Severe void energies are generally found around void rifts and when a void thrasher is spawned in. They are also found when massive storms of void energies wash over an area Devastating void energies are only found in the direct presence of a corrupted Xel'naga. These Xel'naga are not harmed by these energies. Instead, they are healed by it.

<b>Unstable Energies</b>	<b>Damage</b>
<b>Minor</b>	5 piercing damage per round (ignores shield armor)
<b>Severe</b>	20 piercing damage per round (ignores shield armor)
<b>Devastating</b>	40 piercing damage per round (ignores shield armor)

### **Void Shades are Everywhere**

In the Void created by Amon, the void shades are everywhere. Every step is likely hounded by a void shade taking the form of a terran, protoss, or zerg. These shades are infinite and it is a constant battle to stay ahead of them. These shades are also immune to the unstable energies that are present in the Void.

Void shades are usually created by void rift constructs that are created by Amon, void shards, and void thrashers. A single Void Rift can create 50 levels worth of minions every round. High threat enemies cost twice as many levels, extreme threat cost four times as many levels, and formidable threat counts as eight times as many levels. They can save their levels over multiple rounds to summon larger and more powerful creatures, until they have saved up 200 levels.

Destroying Void Rifts is crucial to slowing the tide of void shades. A void rift is an unbreakable, gargantuan-sized object for the purpose of destruction. It takes up a 6 by 6 area. If the void rift enters the damage state, it can only create 25 levels worth of minions every round, with 100 maximum stored levels.



~Void Rift

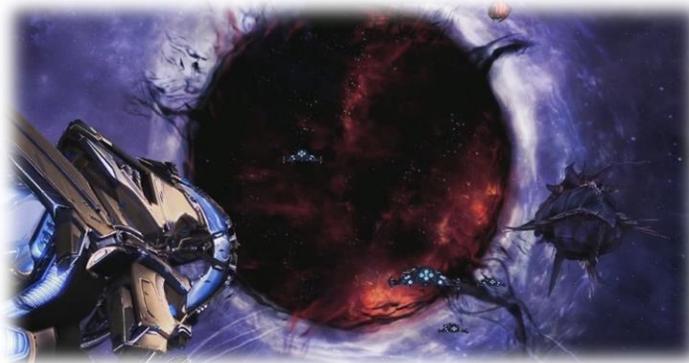
## Rifts and Portals

Entering the Void is difficult. The only known, stable void portal is Ulnar. However, there are other ways to get to the void.

The wormhole power, if manifested at incredibly high Psi Level, can open gates between dimensions. This can be used to create a portal to the Void. This portal is short term and unreliable, however, and can easily deposit its user into a void storm or into the clutch of a pack of void thrashers.

Speaking of void thrashers, they are void beings that breach into the Void by Amon's will. Void shards do much the same. Because these creatures rely on void energies, they enter the material universe by only half emerging from a void portal. It is possible to hijack a shard or thrashers portal to enter the mortal universe. However, this will involve entering the space of said creature and entering a rift that is directly adjacent to a powerful void entity. There is also the question of how to exit the void once breached in this fashion.

Once inside the Void, there are various rifts and wormholes to travel from one location to another. These can be dangerous however and are best used within starships. Some rifts are filled with severe or devastating unstable energies. Other rifts function like the *Vortex* power of the temporal discipline, tearing apart those who travel within and forcibly tossing their victims out the other side of the rift. It is possible, however, to find a stable portal that leads from one location to another.



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