

StarCraft Roleplaying Game

Core Rulebook

~A Fan Project by Leovaunt Game Design



Table of Contents

Prologue: History of the Terrans.....	12
The Decline of Western Civilization	12
United Powers League	12
The Long Sleep	13
The New World	14
The Guild Wars.....	15
The Rebellion of Korhal.....	15
The Great War: As Known by the General Public	16
The Great War: The True Story	17
The Brood War	18
Rise of the Queen of Blades.....	18
Leading up the Second Great War	19
The StarCraft Roleplaying Game	19
Chapter 1: Game Play Basics.....	20
What is a Roleplaying Game?	20
Core Mechanics.....	21
Ability Scores.....	21
Skills.....	23
Skill Focuses	25
Talents.....	25
Level	25
Character Statistics	26
Chapter 2: Creating a Heroic Character	30
Decisions before Character Creation	30
Starting Level.....	30
Power Level.....	32
Starting Races.....	33
Character Creation Basics	33
Characteristic Points	33
Terran Character Creation Package	34

Terran.....	34
Terran, Psionic.....	35
Backgrounds.....	36
Specializations.....	43
Specializations.....	43
Advanced Specialization	46
Master Specialization.....	51
Spending Leftover Characteristic Point.....	53
Starting Credits	53
Leveling Up Characters	54
'Banking' Characteristic Points.....	54
Recap: Building your Character's Statistics.....	55
Recap: Advancing Your Character.....	56
Spending Characteristic Points	56
Statistical Changes based on Ability Scores	56
Statistical Changes based on Prowess Skills	56
Chapter 3: Skills.....	57
Acrobatics (Agility)	58
Athletics (Strength)	59
Computers (Intelligence)	60
Defensive Training (prowess).....	61
Durability (prowess).....	61
Endurance (Fortitude).....	62
Influence (Willpower)	63
Leadership (Willpower).....	65
Lore (Intelligence)	66
Medicine (Intelligence)	67
Melee (prowess)	68
Mental Training (prowess).....	68
Perception (Instinct)	69
Pilot (Instinct).....	70
Psionics (Willpower).....	71

Ranged (prowess)	71
Science (Intelligence)	72
Stealth (Agility).....	74
Survival (Instinct)	75
Tactics (Intelligence)	76
Chapter 4: Talents	77
Talents.....	77
Talent Descriptions	82
Chapter 5: Equipment	92
Equipment Basics	92
Equipment Tiers	92
Higher Tiered Weapons	93
Higher Tiered Armor	93
Higher Tiered Gear	93
Item Traits	94
Weapons	100
Pistols	101
Rifles.....	101
Heavy Weapon.....	102
Explosives	102
Melee Weapons	103
Weapon Details.....	103
Ammunition	113
Ammunition Details	114
Armor	117
Armor Details	118
Gear	125
Gear Details.....	126
Chemicals	135
Chemical Details.....	137
Item Upgrades.....	139
Upgrade Details.....	141

Carrying and Moving	146
Encumbrance	146
Carrying Capacity	147
Commodities	148
Services	148
Chapter 6: Encounter Rules	150
Encounter Basics	150
Advantage and Disadvantage	151
Natural 20s, Natural 1s, and Natural d20s.....	151
Rounds and Turns	151
Initiative	152
Surprise	152
Delay	152
Ready	152
Start of the Turn.....	154
Sustain or Start of Turn Activations	154
Pay Costs and Suffer Penalties.....	154
Gain Bonuses and Regeneration Effects.....	154
Actions	154
Action Details: Standard Actions and Attacking	154
Area of Effect Attacks.....	159
Automatic Fire Method.....	162
Special Combat Actions.....	163
Action Details: Other Uses of Standard Actions	164
Action Details: Move Actions	165
Action Details: Minor Actions	166
Action Details: Free Actions	169
Action Details: Reactions	169
Additional Encounter Rules.....	171
Weapon Jamming	171
Morale.....	171
Damage Threshold and Crippling Wounds	172

Dual Weapon Fighting.....	174
Energy Shields	174
Regeneration.....	174
Protection	175
Healing and Healing Thresholds.....	175
Combat Factors	177
Sneaking, Cloaking, and Spotter Actions	178
Big and Small Creatures	179
Special Damage Types.....	180
Acid Damage	180
EMP Damage.....	180
Energy Damage	180
Poison Damage	180
Piercing Damage	180
Psionic Damage.....	180
Conditions	180
Bleed	180
Blinded	181
Boosts and Drains	181
Burning.....	181
Cloaking.....	181
Crushed	182
Dying	182
Energy Fatigue.....	182
Exhaustion.....	182
Frozen	182
Helpless.....	183
Hidden.....	183
Immobilized	183
Melting.....	183
Slow.....	183
Staggered	183

Stunned	183
Tormented	184
Death and Dying.....	184
Unconscious	184
Disfigurement	184
Key Words and Terms	190
Target Types.....	190
Action Types.....	190
Power Rating and Resistance Rating.....	191
Roll Terminology	191
Statistics Terms	191
Chapter 7: Psionic Powers	192
Terran Psychic Classifications	192
Terran Wrangler.....	192
Basic Terran Telepath	192
Advanced Terran Telepath.....	192
Terran Telekinetic	192
Terran Psychokinetic.....	193
Using Psionic Powers	193
Power Effect.....	193
Energy Fatigue Score.....	193
Boosting and Overloads	194
Bolstering Psi Level	195
Terran Psychics	195
Natural Mind Reading.....	195
Thought Blocking	195
Psionic Detection	195
Instinctive Telepathic Link.....	196
Psionic Powers	196
Powers Quick List.....	196
Telepathy Discipline	198
Telekinesis Discipline	204

Cloaking Discipline	208
Augmentation Discipline	209
Chapter 8: Constructs	212
What Are Constructs?	212
Vehicle Rules	212
Vehicle Actions	212
Attacking Vehicles and Drivers	214
Maneuverability: Combat and Cruising Speeds	214
Ramming and Collision	214
Flying Vehicles	215
Pilot Checks	215
Losing Control	215
Piloting Maneuvers	216
Active Locomotion Constructs	217
Hover	218
Constructs and Crippling Injuries	218
Destroying Constructs	218
Vehicle Basics	219
Structure Rating	219
Pilot Requirements	219
Mounted Weapons	219
Equipment Tiers of Vehicles	219
Terran Vehicles Description	220
AH/G-24 Banshee Tactical Strike Aircraft	220
Bike	221
Car	221
Dropship	222
Goliath	223
Hellion	224
Hellion, Helbat	225
Siege Tank, Arclite	226
Space Construction Vehicle	228

Transport.....	229
Thor Heavy Combat Mech	230
Viking, Fighter Mode.....	232
Viking, Ground Assault Mode	233
Vulture Bike.....	234
CF/A-17G Wraith Superiority Fighter.....	235
Vehicle Equipment List.....	236
Vehicle Weapon List.....	239
Vehicle Armor List.....	241
Chapter 9: Game Universe Rules	242
Rest and Exhaustion.....	242
Long Rest.....	242
Short Rest.....	242
Exhaustion and Starvation	242
Environmental Features and Hazards	243
Radiation	243
Temperature	243
Electricity.....	244
Water	245
Acid Pools.....	246
Falling	246
Airlessness.....	247
Open Space	247
Gravity.....	247
Poison.....	247
Technological Features	248
Flight	250
Objects	251
Destroying Objects.....	251
Objects dealing Damage	252
Explosive Objects	253
Common Objects.....	254

Regenerative Services and Resocialization	255
Regenerative Services	255
Cybernetics	255
Resocialization	258
Neural Inhibitors	259
Chapter 10: Adventures and Adversaries	261
Awarding Experience for Combat Encounters	261
Enemy Threat Levels	261
Special Circumstances.....	262
Awarding Experience for Skill Encounters	262
The Mission	262
Rewarding Missions	263
Creating Non-Player Characters and Creatures	264
NPC Classifications	264
NPCs and Characteristic Points	265
Character NPCs	265
Creature NPCs	265
Creature Types.....	266
Creature Abilities	269
Creature Natural Weapons and Armor.....	277
Swarm Template	280
Swarm Size	280
Swarm Hit Points.....	280
Swarm Traits	281
Swarm Attacks	281
Swarm Threat and Effective Level.....	281
Additional Swarm Rules	281
Chapter 11: NPC Glossary	283
Terrans	283
Colonist Description	283
Colonist	283
Combat Pilot Description	284

Combat Pilot	284
Ghost Description	285
Ghost.....	285
Hardskin Mercenary Description	288
Hardskin Mercenary.....	288
Marauder Description	289
Marauder	289
Marine Corps Description	290
Marine.....	292
Marine Medic.....	293
Marine Sergeant	294
Outlaws Description.....	295
Assassin	297
Enforcer.....	299
Gun-for-Hire	300
Thug	301
Aliens.....	302
Ash Worm Description	302
Ash Worm	302
Bengalaas Description.....	304
Bengalaas	304
Guard Dog Description.....	305
Guard Dog	305
Karak Description	306
Karak	306
Kakaru Description	307
Kakaru	307
Lava Crab Description	308
Lava Crab.....	308
Lyote Description	309
Lyote.....	309
Mitoscarab Description.....	310

Mitoscarab	310
Rhynadon Description	311
Rhynadon	311
Scantid Description	312
Scantid.....	312
Scantipede Description	314
Scantipede.....	314
Ursadak Description	315
Ursadak	315
Ursadon Description	317
Ursadon.....	317
Urubu Description.....	318
Urubu	318
Terran Robots List	319
Adjutant Description	319
Adjutant	320
Auto-Turret Description.....	321
Auto-Turret	321
Labor Bot Description	323
Labor Bot.....	323
Missile Turret Description.....	324
Missile Turret	324
Service Bot Description.....	325
Service Bot	326
Spider Mine Description	328
Spider Mine.....	328

Prologue: History of the Terrans

~Rewritten from StarCraft Wiki

The Decline of Western Civilization

During the twentieth century, the development and exchange of technology and culture spread rapidly. By the end of the twenty-first century, radical new technologies offered increased access to advanced computers and informational databases to even the most destitute nations. Nuclear weapons quickly became available in abundance following the eradication of Communism from the eastern nations.

Third-world nations challenged the economic and military might of the world's superpowers, blasting apart the international power structure. Militant humanist factions and hardline religions challenged the power of private interest corporations, who profited from genetic experimentation such as cybernetics, cloning, and gene-splicing, all of which were on the rise. Many of the fundamental humanist factions panicked as multitudes of people were augmented with cybernetic implants while others manifested slight physical mutations ranging from heightened senses to advanced telepathy.

As technology continued to evolve and spread, world leaders sought ways to stem the growth of their nations' inhabitants. Despite this, Earth's population grew to an estimated twenty-three billion by 2301. Pollution and lack of natural resources and affordable fuels added to the fire. As overpopulation and genetic alteration swept across Earth, popular sentiment held that it was plummeting towards an inevitable catastrophe.

Many core international economic systems folded in upon themselves and shut down as tensions rose regarding the use and capitalization of cybernetics and genetic mutations. Acts of terrorism and violence erupted between the corporate sector and the humanist factions, resulting in forced police actions across Earth. Civil chaos was already rampant in many of the larger countries, but media coverage of the police's brutal actions spurred it. The precarious balance of world power ultimately exploded into international pandemonium.

United Powers League

On November 22, 2229, the United Powers League was founded upon the basis of 'enlightened socialism'. It accomplished that which the now defunct United Nations never could by unifying humanity. It encompassed and controlled close to ninety-three percent of Earth's population. Only a few volatile countries in South America remained out of its fold. The UPL often resorted to fascist police actions to maintain the public order. With its control lasting for nearly eighty years, the UPL sought to unify the various cultures of humanity. It went to great lengths to eradicate the last vestiges of racial separatism and designated English as the common language of Earth, banning many ancient languages in their native countries.

The UPL held an almost zealous belief in the supposed 'divinity of mankind', which called for the immediate eradication of any non-vital prosthetics or mutations amongst the pure-strain human gene pool. Hardline UPL proponents and scholars argued that genetic alteration, cyber technology, and use of psychoactive drugs all led to humanity's eventual degeneration.

The UPL leaders set Project Purification in motion. UPL troops scoured every nation, rounding up dissidents, hackers, synthetics, the cybernetically enhanced, tech-pirates, and criminals of every kind. Nearly four hundred million people were executed, but the world media was under the UPL's strict control and downplayed the violence, keeping the general populace of Earth unaware.

The UPL reopened fields of research that had lain dormant for decades, including the American and Russian space exploration programs which had previously been abandoned due to drastically reduced budgets and incessant political sabotage. The coupling of cryogenic hibernation with the ability to travel through warp space ushered in a forty-year period during which the UPL founded colonies on Earth's moon and many of the other planets within the Solar System.

During this period, Doran Routhe, a reputable scientist, became obsessed with founding colonies on the outlying worlds, convinced that the discovery of new minerals and alternate fuel sources would make him one of the most influential men on Earth. He used his political connections and personal fortune to secure fifty-six thousand prisoners that were slated for mass execution under the edict of Project Purification.

The prisoners were transported to Routhe's private laboratories, where he had his science crews prep them for a long-term cryogenic hibernation. He catalogued their various mutations and cybernetic enhancements, then input all the data into ATLAS, a super-computer designed to supervise this project, which processed this genetic information. It predicted which of the prisoners should be able to survive the rigorous conditions. The forty thousand who were deemed viable were loaded onto four supercarriers loaded with supplies, rations, and hardware to aid them once they arrived at their destination. The ships were also equipped with reproductive technology such as frozen fertilized eggs and embryos, cloning technology, food processors, and more required for the survival and prosperity of the colonists. The navigation computer was then programmed with the coordinates of Gantris VI, the world being closely investigated by Routhe.

The Long Sleep



The ATLAS computer system was installed into the *Naggifar* supercarrier, while the *Argo*, *Sarengo*, and the *Reagan* were programmed to follow that vessel as it was launched towards Gantris VI. It was scheduled as a one-year trip. ATLAS continued to monitor the prisoners in stasis over the course of the journey. Evaluating the numerous mutations and enhancements found within their gene pool, ATLAS became aware of a powerful mutagenetic strain that existed in the DNA of less than one percent of the prisoners and seemed to augment the latent psionic potential within the human brain. ATLAS calculated that many of the prisoners might benefit from this psionic mutation within only a few generations should they survive in their new environment.

At some point during the journey the navigation systems linked to ATLAS shut down, erasing the coordinates of Gantris VI and Earth. The supercarriers barreled blindly through warp space for twenty-eight years until their warp-drive engines reached critical meltdown.

The supercarriers emerged into real space in the Koprulu Sector. With their engines destroyed and their life-support batteries nearly exhausted, the ships engaged their emergency protocols and plummeted toward the nearest habitable worlds.

The *Reagan* and the *Sarengo* crash-landed on Umoja. The *Sarengo* suffered massive system failures during its atmospheric descent and smashed into the planet, killing everyone aboard. The *Reagan* made a controlled descent and landed safely. The cold sleep chambers were deactivated, and the passengers slowly awakened. They attempted to discern where they were and how they had slept, but found that ATLAS had somehow erased all knowledge of their journey from their computer banks.

The *Argo* landed on Moria and, similarly, all information regarding their current status was erased. In the meantime, the *Naggifar* landed on Tarsonis, giving its passengers direct access to ATLAS. It confirmed their suspicions that they would never see Earth again. Even though ATLAS had suffered many critical failures, it was vital to giving them a head start when it came to establishing themselves.

The New World

Thinking they were the only survivors of the Long Sleep, the inhabitants of each planet worked to survive in what they termed to be 'the new world'. They made do with what meager resources they could find, salvaging the crashed supercarriers of all essential supplies.

The colonial populations grew quickly in the first three generations, thanks to social pressures to recolonize and the reproductive assistance technology that the super carriers possessed. The people of Tarsonis expanded quickly to establish cities and industry over much of the planet's surface.



As the Umojans spread across their planet, they quickly adopted a method of fair and democratic governance that later became known as the Umojan Ruling Council. It had a philosophy of leaving nothing to waste, which kept Umoja's flora and fauna unspoiled.

In a relatively short amount of time, all three colonies spread to other worlds and developed their own prosperous self-supporting economies.

After sixty years, the people of Tarsonis developed second-generation subwarp engines which allowed their ships to make contact with Moria and Umoja. Tarsonis was the most technologically advanced and prosperous of the three colonies, having the most direct access to the ATLAS computer system.

Once reunited by warp travel, the three colonies benefited from mutual trade and commerce treaties. On Moria, a boom of mining and manufacturing positions took hold. Family run guilds set up hundreds of refineries, factories, and mining facilities across the worlds. Larger guilds began to destroy and assimilate the smaller guilds until the Morian Mining Coalition and the Kelanis Shipping Guild dominated Moria's economy, and soon even its political structure.

The Tarsonis government pressured Moria and Umoja to join in a conglomerated government; the two smaller colonies steadfastly refused, as they worried about their own diminishment in such a pairing. The Old Families, the rulers of the Confederacy, responded by expanding their military might and colonizing more aggressively.

Having founded prosperous colonies on seven other worlds, Tarsonis' military might grew by leaps and bounds. Tarsonis and its colonies founded the Terran Confederacy which began extending its influence to other worlds.

While each Confederate planet had its own senators, the Confederacy was really ruled from Tarsonis City, the core of the Confederacy. However, other newer colonized planets were significant to the Confederacy. Korhal became a center scientific research. Tyrador was a center of higher learning, and its structured development created a world that was more aesthetic and organized. Shiloh became a massive agricultural platform where adventurous colonists worked to supply to rest of the Confederacy. Chau Sara and Mar Sara were colonized for their great minerals veins, helping the Confederacy bolster the size of their fleet.

The Guild Wars

The Morian Mining Coalition and the Kelanis Shipping Guild began to fear that the Confederacy might attempt to strong-arm them with its military Strength and secure their mining operations. The two organizations merged to form the Kel-Morian Combine, becoming the government of the Moria system.

The planet Char was settled to exploit its fantastically rich reserves of heavy metals to fuel the rapidly growing Confederate economy. Although Char earned a place among the thirteen core worlds of the Confederacy, it became a source of friction between the Confederacy and the KMC. In 2485, these disputes escalated into open conflict. The Guild Wars had begun.



As the Confederacy possessed by far the greatest military might between the two nations, the soldiers of the KMC mostly resorted to sabotage, terrorist attacks, and underhanded tactics to slow and punish the Confederates. Even though the two nations were embarked in a bitter conflict, the rampant corruption in both governments became apparent to anyone fighting in the war. Soldiers and politicians on both sides stole from their allies and their peers, or made back room deals with members of the opposite faction to increase their own wealth. The vast majority of the military was on the take, and the higher up the hierarchy one went, the more common it became.

Neural resocialization grew more common during the guild wars. Criminals, political opponents, and innocents alike were brainwashed and reprogrammed into docile servants sent haplessly into battle against the enemy.

The Guild Wars ended in 2489, with a peace agreement decided, where the Combine retained its autonomy but most of its affiliated mining guilds were annexed by the Confederacy. Appalled by this abusive agreement, the Umojan Ruling Council formed the Umojan Protectorate and organized a government and defense force designed to protect their territories from Confederate advancement.

As the Confederacy grew more and more powerful, vast amounts of wealth were funneled into Tarsonis, and the planet became the great power house of the Terran systems. The Old Families reveled in wealth and power and viciously destroyed anyone who challenged their authority.

The Rebellion of Korhal

As the Confederacy grew more and more corrupt, tensions rose on Korhal, and agitators called for outright secession from the Confederacy. Riots took place, and martial law was declared across multiple sectors on the planet. The Confederates

feared that the people of Korhal, their most treasured and luxurious colony, turning against them might instigate other colonies to revolt.

Senator Angus Mengsk became the voice of the secession movement. His efforts culminated in a senate vote to declare war on the Confederacy if Korhal's demands for autonomy were not satisfied. The Umojan Ruling Protectorate secretly backed Mengsk as he riled his followers into a patriotic frenzy. Soon the people of Korhal had seized control of all the Confederate outposts on the planet.

The Confederates pulled away from the planet, and let the people of Korhal believe themselves victorious. In the midst of their celebration, the Confederates sent three of their ghosts, brainwashed assassins with natural psionic abilities, to kill the Mengsk family. They succeeded in eliminating Angus, his wife, and his young daughter.

Arcturus Mengsk, Angus' surviving son, returned to Korhal and rallied the various militant groups that had followed his father against the Confederacy. They struck at various Confederate bases and installations, once again with the support of the Umojan Protectorate.

To put the rebellion to a final end, the Confederacy fired one thousand nuclear missiles at the planet of Korhal, wiping all traces of civilization from the planet. Arcturus Mengsk witnessed this devastation and renamed his followers the Sons of Korhal. His rebellion was bolstered by volunteers who were outraged over the attack.



The Sons of Korhal quickly became the most wanted fugitives in the sector as they won countless victories over the Confederacy with methods and tactics that ranged from harsh to nefarious. The Universal News Network, under confederate control, portrayed Mengsk as a terrorist and a madman. Most colonies refused to house or provide services to anyone affiliated with the Sons of Korhal. Despite this, they continued to confound Confederate enforcement agencies.

The Great War: As Known by the General Public

During the period of the Mengsk revolution, the alien Zerg swarm, a race of bestial, yet highly evolved, hive-minded aliens, came to the Koprulu sector. They began to conquer many of the fringe worlds on the outer edge of the Confederacy. These aliens collected other species and drew them into their fold, assimilating new strains into their collective fold. As they started to infest and conquer entire worlds, a second alien fleet, belonging to the enigmatic Protoss, began incinerating worlds to prevent the Zerg from controlling them. The first world to be punished in this way was the urban metropolis of Chau Sara.

Following Chau Sara, came the Zerg infestation and subsequent Protoss incineration of the worlds of Mar Sara and Antiga Prime. During this time, the Sons of Korhal rebellion was put into overdrive. They staged attacks and raids on many worlds around the sector. The infamous Confederate General, Edmund Duke, even joined Mengsk's crusade as the social structure of the Confederacy started to fall apart.

All of this culminated into the Zerg invasion of Tarsonis, the capital of all Terran worlds. The Zerg razed the cities of Tarsonis, destroying the backbone of Confederate power in the sector. With the Strength of the old Confederacy broken, the

Sons of Korhal became the major Terran power in the sector. Arcturus Mengsk rallied the survivors of the Terran colonies behind him and reorganized the scattered colonies as the Terran Dominion, with Mengsk declaring himself emperor.

While the Zerg continued to battle the forces of the Terran Dominion, the bulk of the fighting moved away from the Terran worlds, as the Zerg brought their invasion to the Protoss core worlds.



The Great War: The True Story

The true story of the Great War was far more horrific than that known by the general populace. In truth, the Confederates knew of the Zerg advance long before the initial invasion. They experimented on Zerg matter, trying to find ways to control and manipulate them, intending to use the hive mind as a weapon against the enemies of the Confederacy. They had several laboratories set up around the sector designed for that very purpose.

On one of his raids, Arcturus Mengsk and the Sons of Korhal found one of these secret laboratories. In addition to the Zerg experiments, he discovered they also ran tests on their ghosts, including Sarah Kerrigan. The Confederate scientists knew that psychic potential was the key to controlling the Zerg, and were using a brainwashed Kerrigan to manipulate the experiments with the Zerg. Mengsk freed Kerrigan from their clutches, and in time she became a lieutenant in the Sons of Korhal.

After the Zerg invasion began and started wiping out multiple systems, Mengsk sought to gain advantage over the Confederates. He rescued several colonies from Mar Sara along with the local marshal, Jim Raynor. Afterwards, Mengsk had Raynor lead an invasion of a Confederate government installation to steal weapon plans for them to use.

This weapon was the Psi Emitter, a device that magnified psychic emanations that attracted the Zerg in mass. Under Mengsk's orders, Sarah Kerrigan used the Psi Emitter to draw the Zerg to Antiga Prime to break a Confederate blockade moving in to annihilate the Sons of Korhal.

Mengsk did not stop there. After breaking through the orbital defenses of Tarsonis, he planted Psi Emitters all over the world. Mengsk led the Zerg to the capital of the Core Worlds, slaughtering billions in a mad grasp for power. When Sarah Kerrigan protested this action, he abandoned her to her death on the planet's surface. Jim Raynor, who had become a close friend to Kerrigan, abandoned Mengsk's revolution at that point. He brought many of his followers and allies with him, and stole Mengsk's flagship, the *Hyperion*.

Unknown to them at the time, Sarah Kerrigan was not killed. Instead, she was collected by the Zerg and transformed into a Zerg monstrosity that became known as the Queen of Blades. The mutated creature had none of Kerrigan's morality and nobility, only an unquenchable desire for power and control.

After leaving Mengsk and his newly founded Terran Dominion, Raynor left Terran space, allied with the Protoss, and aided in the defense of their home world, Aiur. He aided the Protoss in destroying the Overmind, the commander of all the Zerg forces. This great victory broke the back of the Zerg invasion, leaving the lesser swarm leaders to pick up the pieces.



The Brood War

Even though it had been centuries since the United Powers League had sent the supercarriers into the stars, they never forgot about them. Indeed, through a network of spies and infiltrators, they watched the development of the Terran colonies in the Koprulu Sector. With the development of the Protoss and Zerg invasions, the humans of Earth decided to take direct action, taking back control of their wayward colonies.

The United Powers League transformed into the more militarized United Earth Directorate. They sent a full invasion force into the Koprulu Sector, arriving shortly after the conclusion of the Great War under the command of Admiral DuGalle. Their goal was to take control of the colonies, enslave the Zerg, and pacify the Protoss. The invasion was initially successful, taking control of many key locations across the Dominion. They joined forces with Duran, an ex-Confederate ghost, who was fighting against the new Dominion. They found a device called a Psi Disrupter, which had the potential to disrupt the Zerg's hive mind and make the broods incapable of coordinating. While DuGalle ordered the Psi Disruptor destroyed at Duran's urging, his second in command, Alexei Stukov, had the disruptor rebuilt and relocated in secret.

In the meantime, the UED Expedition pushed the invasion of the recently rebuilt planet of Korhal, the capital of the new Dominion. They were successful in taking control of the planet and overthrowing Arcturus. However, Emperor Mengsk managed to escape thanks to the reluctant help of Jim Raynor and a Protoss force.

Shortly after, DuGalle learned that Vice-Admiral Stukov had rebuilt the Psi Disruptor and sent Duran, to assassinate him. In his dying moments, Stukov told DuGalle that the Psi Disruptor was the key to defeating the Zerg. Duran was revealed to be an infested Zerg infiltrator placed in their ranks by the Queen of Blades. Duran escaped after killing Stukov, and the UED regained control over the Psi Disruptor. Using it to weaken the Zerg hive mind, the UED made a full invasion of Char, the current Zerg base of operations, and chemically enslaved the new Overmind that had formed.

With this victory, the UED had gained control over the vast majority of both the Terran forces and the Zerg, making it the undisputed power of the sector, but the Brood War was not over.

Rise of the Queen of Blades

The Queen of Blades, who was once Sarah Kerrigan, began her plan to regain control over all the Zerg. She allied with Jim Raynor, Arcturus Mengsk, and the Protoss war hero Fenix to combat the UED occupation force. After she and her allies destroyed the Psi Disruptor, they pushed to retake Korhal from the UED. Their combined invasion was successful, and they broke Admiral DuGalle's control over the Dominion capital.

Kerrigan proved to be a treacherous friend, however, and turned on her allies. After crippling both the Dominion and Protoss forces, she slew General Duke and Fenix. Raynor and Mengsk barely escaped the betrayal, and Raynor swore to kill Kerrigan for the monster she had become.

Shortly after, Kerrigan slew the enslaved Overmind, using Protoss forces who were forced into following her after she kidnapped their matriarch. With the Psi Disruptor and new Overmind both destroyed, Kerrigan had complete control over the

Zerg broods. At the conclusion of the Brood War, a massive combined force, consisting of what was left of the Dominion fleet, the UED expedition, and a Protoss armada converged on Kerrigan's base in orbit of the planet Char. However, even this union was insufficient to defeat Kerrigan, and she emerged victorious, the unchallenged Queen of the Zerg.

Mengsk returned to rebuild his shattered empire. Jim Raynor formed the Raynor's Raiders revolution movement, whose primary goal was to protect innocents, fight for freedom, and overthrow Mengsk. The UED fleet was destroyed, without a single member of the invasion fleet surviving to make it back to Earth.



Leading up the Second Great War

Several years have passed since the conclusion of the Brood War. Mengsk has used his lavish fortunes to rebuild Korhal, build a new fleet, and hunt down Jim Raynor. The Zerg have not been seen for years, having retreated their forces back to Char where they lie and wait. The Protoss have likewise retreated back to their sector of space, rebuilding their own fractured forces. Raynor's rebellion goes poorly, due to poor funding, limited support, and constant harassment by Dominion forces.

Most Terrans are unfamiliar with much of what occurred during the Great War. They are blissfully unaware of Mengsk staging the Zerg invasion of Tarsonis, or the true human origins of the Queen of Blades. Most see Raynor's Raiders as a terrorist organization, not the freedom fighters that they truly are. The Protoss are viewed with suspicion and fear, not as the noble warriors the majority of them truly are.

The Second Great War begins four years later with the Zerg starting a massive invasion back into Terran space to finish off humanity once and for all. Is this mankind's final hour, or will heroes be able to save it from extinction?

The StarCraft Roleplaying Game

In the StarCraft Roleplaying Game, a group of players will each control a Terran character in the StarCraft setting and go on wild and dangerous adventures in this rich universe. Another individual, known as the Game Master, will control the various entities and life forms of the universe, and create adventures, epic tales, and stories for the players to embark on. The fate of humanity rests in the hands of such heroes. Are you up to the task?

Chapter 1: Game Play Basics

What is a Roleplaying Game?

A roleplaying game is a tabletop game where one or more individuals create a character that they control and act out in a fictional universe. This fictional universe is controlled by the Game Master, who sets up the adventures and scenarios for the players to interact with. To represent their character's abilities, a player character has a number of statistics and values to represent what they are good, or bad, at. These statistics are combined with random chance, represented by dice rolls, that determines if a character's action succeeds or not.

The StarCraft RPG is designed for 3-5 players, each controlling a single character, who act out and control their player in the fictional setting as described by the GM. This is not a competitive environment; the players are simply the main characters in a story orchestrated by the Game Master. Like any great science fiction or fantasy novel, as the characters progress they overcome greater and greater obstacles and get an increasingly more impressive skill set. This is represented by the statistical values of their character increasing and becoming more impressive.

The players get to create a character of the image and design that they want, using the parameters of the game's rule set as a guide to their capabilities. The GM creates adventures for the characters to go on, settings for them to enjoy, people for them to meet, and enemies for them to defeat. A lot of work is involved for the Game Master, but is a rewarding prospect as they get to see their players enjoy the adventure and story that they lovingly crafted.



Core Mechanics

This section lists all the core mechanics of the StarCraft Role Playing Game, and how to play the game. Note that to play this game, the players and the Game Master will need at least one twenty-sided die.

In the StarCraft RPG, the players will control a fictional character within the universe and describe their actions. This is everything from what they say, to what they do, what they think, or how they react to things. For normal mundane actions, such as making small-talk or walking down a street, no test is required; the character simply does what the player describes them doing. However, when a character performs a difficult action, such as climbing a cliff, firing a gun at a target, or talking their way out of danger, this requires a **check**.

When a character makes a check, they roll a twenty-sided die, known as a **d20**. This represents the luck aspect of the game, and how well the character performs that check in that instant. The character will be trying to hit a certain **Difficulty Class**, or **DC**, in order to succeed the check. For example, a character might be trying to hit a DC 15, so they must score a 15 or higher on the dice.

But luck is not everything. The character's training and skill also factor into how successful they are at the check. For this reason, the character has **skills** and **ability scores**. These numeric values represent how good they are at different tasks, and give a bonus to the dice check, allowing a greater chance of success and less reliance on mere luck.

For example, if a character's skill and ability scores give them a +5 bonus on a check, then the dice roll would be a 1d20+5. If the final result after the dice roll and bonus equals or passes the DC, then the check is successful and the character performs that action. If the character fails the check, then they are unable to perform the action, which might result in complications.

Some factors can give advantage or disadvantage on a check. If a check has advantage, roll two dice for the check, and take the higher dice result. If a check has disadvantage, roll two dice, and take the lowest result. If a check has advantage and disadvantage, the effects cancel each other out and the dice are rolled as normal.

The following is the breakdown of skills and ability scores, and how they affect dice rolls.



If you roll a natural 20 on a d20 result, count the result as an automatic success. If you need to account for degrees of success, count your result as a 30+ the bonus on the d20 check.

If you roll a natural 1 on the check, the check is failed, no matter what.

Ability Scores

Ability Scores are the base traits of a character. They determine how physically strong a character is, how smart they are, or how fast they are. They are the core to character design, as they are the base qualities that make up the character as an individual.

A character's ability scores are used to determine every factor of their development, including damage, defense, toughness, hit points, skills, and talents. Characters gain characteristic points at character creation that can be used to increase ability scores, increase skills, acquire talents, and more.

Ability scores have a maximum value based on level. On level up, the character cannot raise an ability score beyond their level limit. At level 1 and character creation, a character cannot increase their ability score beyond 5. However, as they increase in level, their ability score maximum increases (see pg. 25 for details).

Strength

Strength is how physically fit a character is.

One half of a character's Strength is added to melee and thrown weapon damage, and the character's Strength determines their maximum attack overages for melee and thrown weapons. Strength also determines their carry capacity. A character's toughness is determined through Strength, calculated as $10 + \text{their Strength score} + \text{their Defensive Training skill}$.

Instinct

Instinct marks a character's reaction time, cunning, perception, and timing.

The character's Instinct score is added to their initiative and is used for skills such as perception. Instinct is used to determine the maximum attack overages for ranged weapons and explosives. It is also required for a wide variety of talents that involve Instinct and ranged attacks.

A creature with an Instinct score of 0 is unable to perceive or react to their surroundings and is stunned and helpless.

Agility

Agility affects speed and reflexes.

A character's defense score is $10 + \text{their Defensive Training skill} + \text{their Agility}$. One half the Agility score is added to the character's movement speed (which is base 4 for Terran characters). Every 5 points of Agility adds 1 square a character can move when they evade or shift.

A creature with an Agility score of 0 is immobile.

Fortitude

Fortitude is a character's resilience, stability, health, and a measure of how hard they can push themselves without collapsing.

A character gains three times their Fortitude added to their maximum hit points, and the Durability skill gives the character $5 + \text{their Fortitude ability every rank}$ (for medium sized characters, which consists of the majority of characters). One-half the character's Fortitude score is added to their damage resistance, and a character's healing threshold is $5 + 1/2 \text{ Fortitude}$. A character's damage threshold is $16 + \text{their Durability skill} + \text{their Fortitude}$.

Intelligence

Intelligence is how smart and adaptive a character is.

Characters gain a number of skill points equal to $2 + 1/2 \text{ their Intelligence score}$ any time they purchase skill points by spending characteristic points. Increasing the Intelligence score is retroactive, increasing skill points for the current, future, and past levels.

Animalistic creatures have an Intelligence score of 1 and can never increase it. Some especially dense humans have an Intelligence score of 1, but they are capable of increasing it. Non-intelligent entities such as vehicles have an Intelligence score of 0.

Willpower

Willpower is how strong a character's resolve is and how well they can influence others. A character's resolve is equal to $10 + \text{their Willpower} + \text{their Mental Training skill}$. Their morale bonus is $1/2 \text{ their Willpower} + 1/2 \text{ their Mental Training}$. It

also applies to the Psionics adventuring skill and is required for upgrading a character's Psi-Level, making it essential for psychic characters. In addition, three times the character's Willpower is added to psionic resistance.

Willpower is also the key attribute for influence, and thus functions as the primary social ability score as well, being the character's ability to 'force their will' on someone else.



The races in the StarCraft RPG have different character development mechanics. Terrans, for example, have specializations. Many of these give bonuses to ability scores. If a bonus to ability score puts you over your maximum ability score cap based on level, you can instead put that ability point in any ability score that is not already max.

For example, if you have 6 strength and a maximum of 6 strength, if you gain another point of strength from a specialization, you instead put that point into any statistic that is not already maximum.

Skills

Skills are a character's learned actions that they have focused on improving. Skills have a number that determines how proficient a character is at the skill. Those are known as skill ranks. Characters spend characteristic points to improve their skills, by improving their numerical skill rank.

A character can spend 1 characteristic point to gain a number of skill points equal to $2 + \frac{1}{2}$ their Intelligence. Terran characters instead gain $3 + \frac{1}{2}$ their Intelligence every time they purchase skills. The maximum number of skill points a character can have is limited by the character's level. When you purchase skills, you can place those skill ranks into any skill of your choosing, even multiple points in one skill. For example, if you spend a characteristic point and gain 5 skill ranks, you could purchase 2 ranks of 1 skill and 1 rank of 3 other skills. Or, you could purchase 1 rank of 5 skills. Or 5 ranks of 1 skill. You can distribute skills however you desire, as long as you spend all of the skill points and you do not exceed the skill maximum based on level.

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. The benefit from increasing intelligence is retroactive for past skill purchases. Therefore, you should always have $3 + \frac{1}{2}$ your intelligence skill points for every skill purchase ever made.

More points in a skill directly increases the chance of succeeding a skill test. The total bonus of a skill is equal to the points in the skill plus the relevant ability score plus or minus any other miscellaneous penalties. Skill checks are usually made against a DC (difficulty class). Higher check results allow solving more difficult problems or achieving more effective results. Some checks are opposed against another character's skill check. Whoever scores a higher result wins the check.

Characters can assist an ally's skill check, as long as it makes sense given the context of the check. The assistant makes a DC 15 check of the relevant skills. On a success, the character being aided gives +2 to the final result.

Most skills have an ability score attached to them. For example, the athletics skill is attached to Strength. This means, whenever a character would make an athletics skill check, they would add their Strength to the skill check. The exception to this

is some skills are considered Prowess skills, such as the defensive training or melee skills. Prowess skills are strictly used for determining combat numbers and a character's effectiveness in battle. These skills are not used to make skill checks and are not attached to any particular ability score.

Acrobatics: This skill covers nimbleness, precision, and grace and is used for physical activities such as balancing, acrobatic stunts, tumbling, and evasion. The relevant ability score for acrobatics is Agility.

Athletics: This skill covers physical Strength activities, such as jumping, climbing, and swimming. The relevant ability score for athletics is Strength.

Computers: This skill covers computer systems, hacking, programming, and overcoming security and software. The relevant ability score for computers is Intelligence.

Defensive Training: Defensive Training is a gauge at how skilled a character is at avoiding being struck in combat. Defensive Training is a prowess skill.

Durability: Durability is how tough the character is and how difficult they are to kill or take down in dangerous situations. Durability is a prowess skill.

Endurance: This skill covers a character's ability to overcome poison, disease, fatigue and allows them to survive longer in difficult conditions. The relevant ability score for endurance is fortitude.

Influence: This skill covers a character's ability to persuade or manipulate others. The relevant ability score for influence is Willpower.

Leadership: This skill covers a character's ability to lead, inspire, and coordinate their allies. The relevant ability score for leadership is Willpower.

Lore: This skill covers a character's ability to recall information, discern the weakness of their enemies, and generally how much they know. The relevant ability score for lore is Intelligence.

Medicine: This skill covers a character's knowledge of first aid, their ability to perform surgery, and their knowledge of medical procedures and remedies. The relevant ability score for medicine is Intelligence.

Melee: Melee skill is how talented a character is at fighting in hand-to-hand combat. Melee is a prowess skill.

Mental Training: Mental Training is a gauge of how difficult a character is to influence, as well as their morale and resolve. Mental Training is a prowess skill.

Perception: This skill represents a character's ability to use their senses, such as their ability to see, hear, smell, or otherwise detect something that is not immediately obvious. The relevant ability score for perception is Instinct.

Pilot: This skill represents a character's ability to drive vehicles, pull off difficult maneuvers, and steer their vessel through obstacles and hazards. The relevant ability score for pilot is Instinct.

Psionics: This rare skill is the character's ability to manifest Psionic powers. Only the rare life form is capable of manifesting psychic energies; therefore, this skill is restricted to all characters that are born with psionic potential. The relevant ability score for psionics is Willpower, but the skill is also very dependent on a character's Psi Level (described in the future).

Ranged: Ranged skill is how talented a character is at fighting with ranged weaponry, such as guns, explosives, cannons, or acidic spit. Ranged is a prowess skill.

Science: This skill covers hardware, engineering, the character's ability to perform complex mathematical formula, and understand equations and advanced technology. The relevant ability score for science is Intelligence.

Stealth: This skill covers the character's ability to sneak, hide, and steal. The relevant ability score for stealth is Agility.

Survival: This skill covers the character's ability to track footprints, find food, and identify natural hazards along with environmental changes. The relevant ability score for survival is Instinct.

Tactics: This skill covers the character's ability to understand tactics and perform strategic maneuvers in combat and warfare. The relevant ability score for tactics is Intelligence.



Skill Focuses

Skill Focuses are skills that the character has additional practice or specialization in performing. Their maximum number of ranks in focus skill are increased by 2. This is not additional ranks but is an increased skill capacity. If characters have multiple focuses in a single skill, simply increase the maximum ranks they are capable of gaining in a skill from focus by 1. For example, if a character has a focus in ranged combat and gains the ranged skill focus sometime in the future, they then gain +3 maximum ranks in that focus.

Talents

Talents are a special ability that a character picks up when they level up. The exact effect of a talent varies, and they are not grouped into mere categories. Every talent is different. For example, the Sabotage talent allows a character to tamper with machines and vehicles, while the Far Shot talent allows a character to fire ranged weapons further without penalty. The Survivor talent allows a character to survive more damaging hits, while the Power Strike talent allows a character to make powerful but inaccurate melee swings. There are hundreds of talents in the StarCraft RPG, and the potential for character design is endless. It costs 2 characteristic points to purchase a talent.

Note that most talents have some requirements before they can be purchased. This is often another talent, some level of proficiency with a skill, or having reached a certain ability score level. The character must meet the requirements of a talent before they can purchase it.

Level

There have been many mentions of character level in previous sections. A character's level is an overall gauge of their power. Higher level characters are more powerful. Every creature and character has a level.

The highest level any character can attain is 30.

Characters gain levels by acquiring experience. Experience is gained from defeating enemies, completing quests, and overcoming obstacles. It requires 500 experience points to advance each level.

On reaching a new level, a character gains a number of characteristic points, usually 4, that they can spend to increase skills, ability scores, or gain new talents. In addition, a character's maximum ability score and skill ranks are dependent on level. Use the following table to determine a character's maximum values based on level.

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

Character Statistics

A character's level, ability scores, and skills are the choices that a player makes to design the character they want, but all these numbers mean nothing on their own. Rather, these numbers are used to determine the statistical values that make up a character's statistics.

Hit Points

A character's hit point total represents how much damage they can take before being killed. Whenever a character takes damage, it is subtracted from their current hit points. Being reduced to 0 or fewer hit points can take a character out of the fight or kill them (see Death and Dying on pg. 174).

Characters can restore hit points by using medipacks or painkillers. Also, resting for 8 hours recovers all lost hit points. Characters cannot gain hit points above their maximum.

A level 1 heroic character starts with 40 maximum hit points + triple their Fortitude ability score. Whenever a character purchases a new rank of the Durability prowess skill, they gain a number of hit points based on their size and their Fortitude. For example, a medium sized character with 4 Fortitude would gain 9 hit points every rank of the Durability skill (5 from medium + 4 from Fortitude).



Healing Threshold

The body can only take a certain amount of doctoring before being too torn and exhausted to endure any more operations. The healing threshold is the maximum amount of uses of the medicine skill can be used on a character between 8 hour rests. This includes any uses of the medicine skill, such as first aid, curing crippling wounds, and surgery. A character's healing threshold is equal to one-half their Fortitude plus 5, and resets after an 8 hour rest.

Note that vehicles, robots, and biological creatures with natural regeneration can endlessly receive repairs and healing and do not have a healing threshold.

Damage Threshold

Every living character has a damage threshold, which is the amount of punishment they can take from a single attack without becoming crippled. A character's damage threshold is equal to 16 + their Durability skill + Fortitude. If a character is dealt more than damage threshold in damage from a single attack, they will be dealt one or more crippling wounds.

Many weapons and features will give a rending value. A rending value is subtracted from a target's damage threshold to determine what the target's final damage threshold is against the attack. A damage threshold cannot be reduced below 1.

Attack Accuracy

The attack accuracy is how likely a character is to hit a target. It is checked against the defense score of the creature or object being targeted. A character's attack accuracy is their relevant skill (either melee or ranged) + their weapon's accuracy bonus.

Close combat weapons use the melee skill, while ballistic, explosive, and any other projectile weapon use the ranged skill. Melee weapons such as unarmed attacks or knives use Strength to determine their maximum attack overages with attacks. Ranged weapons instead use Instinct for overages.

When you make multiple attacks with a single weapon, you still only roll one die. These additional attacks beyond the first are known as strikes. However, you gain a +4 bonus to attack accuracy for every additional strike you make. Therefore, if you have a base weapon accuracy bonus of +5, and you are making 3 strikes, you would roll 1d20+13 (+8 for two attacks beyond the first) and compare the result against the target's defense to see if you hit.

Once an attack hits, it deals damage based on the weapon and how much attack overage they gain. Attack overages are bonus damage that attacks deal by surpassing the target's defense (see Attack Overages on pg. 153). Attack overages are limited by a character's relevant attack ability score. Melee attacks gain one-half the wielder's Strength in damage.

Similarly, some talents increase a character's damage with attacks permanently or in certain situations.

Defense

The defense score is how hard a character is to hit with attacks. A character's defense is 10 + Defensive Training skill + Agility ability score + their armor's defense penalty + size bonus or penalty.

Toughness

The toughness score is how hard a character is to affect with special attacks such as disarms, pushes, knock downs, grabs, and most other effects that rely on moving a character rather than simply damaging them. A character's toughness is 10 + Defensive Training skill + Strength ability score + size bonus or penalty.

Resolve

The resolve score is how hard a character is to affect with attacks targeted against their mind or psyche and how susceptible they are against the influence skill. A character's resolve is 10 + Mental Training skill + Willpower ability score. Certain talents, such as Resolute, also give a bonus to the resolve score.

Morale

A character's morale is a gauge of their mood during combat. Morale goes up and down during combat, depending on how the fight is going.

Positive or negative events in combat affect a character's morale level. Positive events (such as defeating an enemy) increase morale while negative events (such as taking a crippling wound) decrease morale. Positive or negative morale can allow a character to gain a bonus to their attacks and skill checks, and negative morale determines how susceptible they are to enemies using the Influence skill.

A character's morale bonus is $\frac{1}{2}$ their Mental Training prowess skill plus $\frac{1}{2}$ their Willpower. Talents such as Jaded can affect how a character gains or loses morale. Most bestial creatures, constructs, or characters with the Cynical talent do not have a morale score and cannot gain related bonuses or penalties, nor can they be affected by the Influence skill.

Psi Level

The Psi Level only applies to psionic creatures and characters. The character's Psi Level (also known as PL) determines how potent their psionic powers are and what powers are available to them. Psi Level is increased by purchasing talents. Psi level is also added to a character's psionic resistance.

Damage Resistance

Damage resistance is how resistant the character is to incoming damage. Damage Resistance is subtracted from all the damage the character is dealt. Resistance is gained mostly from armors, racial traits, and talents such as Resistant. Also, one-half the character's Fortitude score is added to their resistances.

Many weapons and features will give a penetration value. A penetration value is subtracted from a target's damage resistance to determine how much damage resistance is provided against an attack. A damage resistance value cannot be reduced below 0.



Psionic Resistance

Psionic resistance is a character's resistance to attacks that target their mind rather than the body. Psionic resistance works similarly to damage resistance, except it is determined much differently. A character's psionic resistance is equal to 3 x their Willpower + their psi level + one-half their mental training. Some very rare armors might also add to psionic resistance.

Move Speed

Move speed is how many squares a character in an encounter can move with a single action. The **speed a medium (man-sized) character can move is $4 + 1/2$ its Agility**. Thus, a character with 2 Agility can move 5 squares in a single action

Different sized creatures have a different base speed, which is also increased by Agility. Certain species may gain bonuses or penalties to their movement speed. See 'Size' below for details for how size affects base movement speed.

Note that only characters and creatures follow these rules. Constructs such as robots and vehicles follow their own rules for movement.

In addition, all characters have a shift speed of 1 square + 1 square for every 5 points of Agility they possess. Moving and shifting will be covered in the Encounter Rules segment on pgs. 154 - 155.

Initiative

Characters make initiative checks at the beginning of battles and dangerous encounters to determine what order they act (see Initiative in the Encounter Rules chapter on pgs. 169). A character's initiative score is equal to either their Instinct score or their ranks in the Tactics skill, whichever is higher.

Size

Size is how large a creature is. Large creatures move faster and can take significantly more punishment than smaller creatures, but they are exceptionally easier to hit with attacks.

Every entity has a size rating based on how large they are. Size affects many passive features, such as hit points, defense and toughness, movement speed, and how many squares a creature occupies and how far it can reach. Finally, size determines what the maximum Strength and Fortitude scores of a creature can be.

Terrans (humans) are medium sized.

The following chart is how size affects a creature's statistics.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
Tiny	+6	-8	2	3	-4
Small	+2	-4	3	6	-2
Medium	+0	+0	4	8	+0
Large	-2	+4	5	10	+5
Huge	-4	+8	6	12	+10
Gargantuan	-6	+16	8	14	+20
Colossal	-8	+32	10	16	+40
Massive	-10	+64	Varies	Varies	Infinite

This chart demonstrates how size affects a character's hit points.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
Tiny	20	10	1+Fortitude
Small	30	15	3+ Fortitude
Medium	40	20	5+ Fortitude
Large	60	30	10+ Fortitude
Huge	100	50	20+ Fortitude
Gargantuan	200	100	30+ Fortitude
Colossal	500	250	50+ Fortitude
Massive	1,000	500	100+ Fortitude



Chapter 2: Creating a Heroic Character



Decisions before Character Creation

There are a lot of options for character creation in the StarCraft Roleplaying Game. Before you sit down to create a character, you need to work with your Game Master to determine what type of starting characters are going to fit best with your campaign.

There are three decisions that need to be made before character creation itself. These decisions are starting level, power level, and available races. All of these decisions are ultimately up to the Game Master's discretion, but players should be encouraged to give their feedback.

Starting Level

The first decision you want to make is starting level. As discussed before, starting level is a gauge of power and progression for a character, between levels 1 and 30. Deciding the starting level is determining how much skill and training you want the party to have before starting the adventure. A natural inclination is to start at level 1 and work your way up, but there are various factors to consider if this is the best for your group.

We are going to talk about a selection of starting levels, and the advantages and disadvantages of each.

Starting at Level 1

Level 1 is a natural starting place. It begins a character's journey and lets you tell the entirety of a character's story within a single, ongoing campaign. It is a natural starting point for the game, or at least it seems so.

Level 1 characters are fresh and new. They have done very little in their lives and are going on their first adventures in the universe. Most of what makes them special are their heroic attributes and natural abilities. In fact, all that distinguishes them are their abilities and basic training. They lack any specialized skills or noteworthy attributes. Level 1 characters are, essentially, ordinary people with great potential. They haven't earned their place in the world or attracted any special attentions with their deeds or accomplishments. Examples of level 1 characters include the office worker, the manual laborer, the teenage delinquent, or the rookie who just joined the marine corps and hasn't yet begun formal training.

The important thing to remember about playing at level 1 is your character is untrained and inexperienced. If you are accustomed to reading the StarCraft fiction or comics, or playing the StarCraft video games you would be used to seeing battles with trained soldiers fighting hideous monsters with powerful weapons and powered armor. This is not the reality of a level 1 character. The individuals you see in the published fiction are fully trained individuals with powerful, military degree equipment. They are not level 1 characters. Therefore, starting at level 1, they are not as formidable as you might expect to see from the character's in the video games. This is important to understand before playing StarCraft.

Characters at level 1 do not have expensive powered armor and heavy gauss rifles. They are equipped with padded jackets and 21st century slug throwers. They are more likely to run or be overwhelmed by a Zerg rush, rather than stand against it. Their combat skills are best used against common beasts, street gangs, Protoss civilians, or the weakest Zerg creatures such as larva, drones, and broodlings.

It is important that players and Game Masters understand this when making level 1 characters. If this still appeals to them, get ready to make those characters, following all the rules for character creation as detailed here in this chapter.

Starting at Level 5

Level 5 characters are those that have either undergone extensive retraining, resocialization, or gone on a few adventures. They are not experts by any imagination, but they are fully trained individuals.

This very well might be the best starting level for players of the StarCraft RPG, particularly those that want to jump into adventures like what you might see in the video games. Level 5 characters are roughly on par with a trained soldier or mercenary and have enough skill to embrace danger rather than flee from it. At this level, Terran heroes can battle against enemy marines or warrior strains of Zerg such as zerglings. They have enough piloting skill to control basic military vehicles. They can rally together as a group to fight more dangerous foes, like Zerg hydralisks or roaches.

Level 5 characters still haven't earned their place enough in the universe to be distinguished or have the notice of powerful individuals, but they might have a low-key benefactor, such as a colonial magistrate or a Dominion sergeant.

When starting at level 5, follow all the normal rules for character creation, and then give the characters the characteristic points for 4 more levels. For a standard heroic character, this will be 16 bonus characteristic points. In addition, such characters will begin with a base 6,000 credits instead of 1,000. Finally, you begin with 2 specializations instead of 1.

Starting at Level 10

Level 10 characters are elite individuals. They are the veterans of many battles or adventures, and they have substantial experience. Characters starting at level 10 are well equipped, well trained, and have made a mark on the galaxy.

Starting at level 10 means that a section of your character's story has already been told in your background. You will want to decide what your character's achievements have been to reach this level of experience. Playing at this level is best for when you want to play as an elite squad, or be part of a group that has distinction and a reputation. Level 10 characters often have contacts with powerful individuals, such as the leader of a corporation, military commander, or government agent. If you are starting as level 10 adventures, the Game Master should be encouraged to let the players start with a transport ship so they can travel on their own volition.

When starting at level 10, follow all the normal rules for character creation, and then give the characters the characteristic points for 9 more levels. For a standard heroic character, this will be 36 bonus characteristic points. In addition, such characters will begin with a base 25,000 credits instead of 1,000. Finally, you begin with 3 specializations instead of 1, and your first advanced specialization.

Starting at Level 20

Level 20 characters are movers and shakers in the StarCraft Universe. They are experienced individuals that have years of skill in warfare and adventure and are formidable individuals.

Starting at level 20 is generally not recommended, especially for first time players of the system. Much of the character's story has already been told; although their greatest accomplishments are still ahead of them. Starting at level 20 is only recommended for experienced players of the StarCraft RPG, who want to go ahead and start as noteworthy individuals in the setting, start out performing epic feats, and take direct part in major events.

When starting at level 20, follow all the normal rules for character creation, and then give the characters the characteristic points for 19 more levels. For a standard heroic character, this will be 76 bonus characteristic points. In addition, such characters will begin with a base 240,000 credits, enough to buy plenty of starting gear and maybe even a vehicle as well. Finally, you begin with 5 specializations, 3 advanced specializations, and 1 master specialization.

Power Level

Power level is a character's general Strength and aptitude. It is a gauge of how exceptional the players are. Higher power level characters have more potential and greater natural attributes.

Just like starting level, power level should be decided for the entire party at character creation. There are three power levels to choose from, gauging increasing power levels of the characters, and their potential.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level	Base Hit Points
Heroic	25	4	40
Advanced Heroic	32	5	40
Epic Heroic	40	6	40

Heroic Power

The heroic power level is the default option for heroes in StarCraft and is the recommended form of gameplay. Heroic characters are more than the faceless mob of individuals in the universe, and between natural attributes and personal drive, they are set to make a difference in the universe.

Most unique characters are heroic individuals. They are separated from non-heroic characters by their ambition and tenacity. Playing at heroic tier means the players are special, but not extraordinary by default.

Advanced Heroic Power

The advanced heroic power is for heroic individuals that not only have spirit, but excellent attributes as well. Even early in life, advanced characters showed great promise. They excelled in their studies, activities, sports, and everything they put their minds to. They learn faster than other characters and showed great promise when growing up. Now, they put their exceptional natural skill into whatever they do, be it combat, negotiation, piloting, or science and medicine.

The advanced heroic power level is for campaigns where you want the stakes to be greater and more dangerous, and even more heroic individuals are called for to meet the odds. These characters usually have a wider skill range than ordinary heroic characters, with greater ability scores as well. To keep advanced characters challenged, the Game Master will have to provide them with even greater threats.

Epic Heroic Power

Epic heroic characters are prodigies with a strong future or destiny about them. They have excelled at every task set before them, and they learn new skills with frightening ease. They are very rare and are some of the most extraordinary individuals in the universe.

Playing as an epic heroic character is usually not recommended except for the rarest campaigns. These characters are extremely powerful and versatile, and they might find many challenges rather trivial. As such, Game Masters running campaigns with epic characters might find them difficult to potential challenge, and the experience system may seem skewed in the players' favor. They should consider an optional rule that epic characters count as two players each for awarding experience.

Starting Races

StarCraft is a universe set around the disputes between three major factions: the Terran, the Zerg, and the Protoss. These races are wildly different and usually at odds with one another. They generally do not intermix with one another.

The base options for playing in this game are the two human types, Terrans and Psionic Terrans. A campaign featuring these sort of individuals, obviously, focuses on Terran culture, society, and planets. Visiting other races with Terran characters may result in hostility.

Most Terran campaigns should allow both Terrans and Psionic Terrans. However, there may be some limitation on both. A Game Master may feel that Psionic Terrans give too much of an unfair advantage in a StarCraft campaign, with their ability to read and manipulate minds. They also might limit the psionic power level of Psionic Terrans, prohibiting from playing as teeks, for example. Similarly, a team of ghosts, the infamous Terran assassins, might have no room for a non-psionic Terran. It depends on the style of campaign the Game Master wants to play.

Future StarCraft game supplements will include rules to play as various Zerg or Protoss characters. Whether those races are allowed is up to the Game Master. When the campaign includes an alien race, gameplay is simplest when all members of the party belong to the same race. This helps both for game balance and cultural reasons. Because the races do not generally intermix, walking around a city with a Zerg or Protoss will cause alarm and suspicion. Furthermore, each race relies on its own technology, and they cannot gain equipment or make purchases from settlements with different cultures.

Different races vary wildly in personal power as well. Protoss may not be as skilled or versatile as Terrans, but they are extremely potent in combat. Zerg generally begin as weak, puny creatures but may become more powerful than any others at the highest levels. Parties consistent of mixed races should understand the differences between these diverse character types, and that some characters might outshine others in different regards or tiers of play.

Character Creation Basics

These are the rules for creating a heroic character at 1st 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 spent 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 Advanced 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
Heroic	25	4	40
Advanced Heroic	32	5	40
Epic Heroic	40	6	40

Terran Character Creation Package

Step 1: Choose a game power level (Heroic, Advanced 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 only races listed here are Terran and Terran Psychic.

Step 3: Choose your starting skill focus as part of the Terran race (see Adaptability trait).

Step 4: Purchase a background for your Terran character.

Step 5: Choose a specialization for your Terran character.

Step 6: Spend remaining characteristic points.

Step 7: Purchase equipment.

Step 8: Finalize character name and backstory, as well as defining all of your character's statistics.

While all Terran characters have a few base traits in common, most of the character's starting ability scores, skills, talents, and wealth are determined by the spending of characteristic points. Every character must purchase a background with characteristic points. Beyond those, characteristic points can be spent on whatever a character chooses.

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.

These rules only apply to creating Terran characters, which is the default option. Playing as a character of another race may or may not be appropriate, depending on the situation and campaign. The details on other races are described in their respective supplements. The following is the base race package for Terrans.

Terran

Characteristic Points: 4

Ability Score: 2 Strength, 2 Instinct, 2 Agility, 2 Fortitude, 2 Intelligence, 2 Willpower

Size: Medium

Background: All Terrans are heavily influenced by the background or origin that they come from. Therefore, at character creation, a Terran character must choose and spend some of their starting characteristic points on a Terran character background.

Adaptability: Terrans are an adaptable and intuitive race. Against all odds, they have survived and persevered in a galaxy that has set out to destroy them. As such, Terrans gain +1 skill point whenever they spend characteristic points to purchase skills. Furthermore, all Terrans choose one skill at character creation to be their focus skill. Their maximum number of ranks in that skill based on level is increased by 2. They cannot change their focus skill; however, their choice of specialization may give them an additional focus skill. If characters have a focus from multiple sources, simply increase the maximum ranks they are capable of gaining in a skill from Focus by 1. For example, if a character has a focus in ranged combat and gains the ranged combat focus from a specialization, they then gain +3 maximum ranks in that focus.

Specialization: At character creation, a Terran character chooses a specialization. Their chosen specialization gives them a unique special ability, bonuses to their ability scores, and an additional skill focus. Characters gain a bonus specialization at levels 4, 8, 12, and 16. They gain the bonus ability score, special ability, and focus of each of the new specializations. In addition, characters gain an advanced specialization at levels 10, 14, 18, 22, 26 and 30 and a master specialization at levels 20, 24, and 28. Advanced and master specializations are bonus specializations available exclusively to higher level Terran characters that give bonus special traits, skill focuses, and (in the case of master specializations) ability scores. Therefore, by level 30 a Terran character will have 14 specializations (5 specializations, 6 advanced, 3 master).

Description: Terran is the common name for the humans of Earth. Most Terrans in the Koprulu Sector have never been to Earth, but they are the descendants of outlaws of their home planet that were shipped into space and crash landed in the Koprulu sector. Over the last few centuries, the Terrans have built a massive civilization far from their distant home planet.

Compared to other alien species, Terrans are adaptable, clever, and have a remarkable perseverance and will to survive against all odds. They have claimed their place in the galaxy and will not yield it to anything, or anyone.

A Terran character's greatest Strength is their mastery of skills. They gain skills faster than any other species, and their focus allows them to perfect a skill beyond the capacities of rival races. In addition, Terrans have access to a colossal variety of customizable weaponry and equipment, including augmenting drugs and chemicals. Their specializations give them a steady trickle of new special abilities as they advance.

Terran, Psionic

Characteristic Points: 4+

Ability Score: 2 Strength, 2 Instinct, 2 Agility, 2 Fortitude, 2 Intelligence, 2 Willpower

Size: Medium

Background: All psionic terrans are heavily influenced by the background or origin that they come from. Therefore, at character creation, a psionic terran character must choose and spend some of their starting characteristic points on a terran character background.

Adaptability: Terrans are an adaptable and intuitive race. Against all odds, they have survived and persevered in a galaxy that has set out to destroy them. As such, terrans gain +1 skill point whenever they spend characteristic points to purchase skills. Furthermore, all terrans choose one skill at character creation to be their focus skill. Their maximum number of ranks in that skill based on level is increased by 2. They cannot change their focus skill; however, their choice of specialization may give them an additional focus skill. If characters have a focus from multiple sources, simply increase the maximum ranks they are capable of gaining in a skill from Focus by 1. For example, if a character has a focus in ranged combat and gains the ranged combat focus from a specialization, they then gain +3 maximum ranks in that focus.

Innate Psionic Potential: Psionic Terrans have an innate psionic ability that is not found amongst ordinary Terrans. This makes them unique, estranged, and often hunted individuals, but nonetheless very powerful. Psionic terrans are uncontrolled manifesters that have a starting Psi Level of 1 (unless stated otherwise). They have access to the psionics skill. They start with no psionic powers; although they can gain psionic powers through purchasing talents such as Psionic Power.

The innate psychic abilities of a Terran psychic vary greatly. When creating such a character, the player must choose how much psionic potential their character has. This is done by spending characteristic points. The more CPs spent on the character's psionic power, the greater potential they have. The following are the options for the psionic terran characters.

-The character can play as a psychic wrangler, an individual with only minor psychic ability that can detect other psionic beings around them. A psychic wrangler does not gain access to any psionic disciplines or psionic powers. They can gain a maximum psi level of 4 and have the Psionic Detection special trait. Playing a psionic wrangler costs 2 characteristic points.

-The character can play as a basic telepath, an individual with the ability to read and manipulate minds on a basic level and somewhat affect their own anatomy. A basic telepath has access to the Telepathy, Augmentation, and Cloaking psionic disciplines. They can gain a maximum psi level of 4 and have the Psionic Detection special trait. Playing a basic telepath costs 6 characteristic points.

-The character can play as an advanced telepath, an individual with the natural ability to read and manipulate minds with ease and even wound others through sheer psychic will. An advanced telepath has access to the Telepathy, Augmentation, and Cloaking psionic disciplines. They have a starting psi level of 2, can gain a maximum psi level of 6, and have the Psionic Detection and Natural Mind Reading special traits. Because they have natural mind reading, the character automatically begins the game with the *Reading* and *Messaging* psionic powers. Playing an advanced telepath costs 9 characteristic points.

-The character can play as a telekinetic, a rare and gifted individual that can not only manipulate minds but can also affect physical matter around them through sheer force of will. A telekinetic has access to the Telepathy, Augmentation, Cloaking, and Telekinesis psionic disciplines. They have a starting psi level of 3, can gain a maximum psi level of 8, and have the Psionic Detection and Natural Mind Reading special traits. Because they have natural mind reading, the character automatically begins the game with the *Reading* and *Messaging* psionic powers. Playing a telekinetic costs 12 characteristic points.

Specialization: At character creation, a Terran character chooses a specialization. Their chosen specialization gives them a unique special ability, bonuses to their ability scores, and an additional Focus skill. Characters gain a bonus specialization at levels 4, 8, 12, and 16. They gain the bonus ability score, special ability, and focus of each of the new specializations. In addition, characters gain an advanced specialization at levels 10, 14, 18, 22, 26 and 30 and a master specialization at levels 20, 24, and 28. Advanced and master specializations are bonus specializations available exclusively to higher level Terran characters that give bonus special traits, skill focuses, and (in the case of master specializations) ability scores. Therefore, by level 30 a Terran character will have 14 specializations (5 specializations, 6 advanced, 3 master).

Description: Psionic terrans are a mutated breed of humans that have begun appearing with infrequent regularity over the past few centuries. These humans have the ability to manipulate minds and matter through pure psionic force of will. These abilities begin to manifest around the time the Terran reaches puberty. Despite these abilities, psionic terrans otherwise appear completely human, and they can pass amongst their less gifted kinsmen.

Backgrounds

Terran backgrounds tell where a character comes from, namely his nationality. Background determines many of the character's most basic starting traits, like ability scores, credits, and special abilities. All Terran characters must pay characteristic points to choose a background.

Note that all the backgrounds have some choices to be made with ability score selection or talent choices. The choice does not affect the cost of the background.

Core Citizen

Characteristic Points: 5

Ability Score: +1 Intelligence, +1 Agility, +1 Willpower OR +1 Instinct

Special Ability (Contacts): Your character has a network of contacts all throughout core planets. When you make an influence test to gather information, you gain advantage, and you can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): Your character gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Wealth: +500 starting credits

Description: The character is from one of the core Confederate or Dominion planets. Being raised amongst high population urban centers, the character is wealthier and more educated than most others but has been raised deluded by the propaganda of their tyrannical galactic empire. Core Citizens have a wide variety of backgrounds and skill sets, and they can set out for military or academic professions.

Core Citizen Character Ideas

Gangster

The core planets are plentiful with great urban centers and metropolis. Unsurprisingly, this results in the core worlds being rife with crime and criminal activity. A character with a core world background might be a member of an organized crime unit, such as a gang, smuggling operation, corrupt business, or other underworld industry. This does not necessarily mean the character is evil; perhaps they have fallen in with the organization by necessity or without choice, or perhaps they are a non-malevolent member of the criminal group.

Highborn Scion

Since the formation of the Terran Confederacy, its core worlds have been led by the Old Families, powerful, old-money families that control the government and economy. With the collapse of the confederacy, agents and scions of these families have scattered to the wind. The character might be a member of one of the old families, having lost their power and wealth during the Dominion takeover, or they are an agent that lost their purpose when the families were eradicated during the fall of Tarsonis.

Law Enforcement

As much crime as the core worlds have, their needs to be an equal number of officials looking to hold back the tide of corruption and illicit enterprise. These members of law enforcements serve many different roles, such as tactical insertion, patrol officers, or detectives and investigators. Due to the widespread corruption of the Confederate and Dominion governments, many of these government representatives have sold their integrity and honor for a greater profit. Are you one of them, or have you remained above the siren call of corruption?



Ghost

Characteristic Points: 6, Psionic Terran only

Ability Score: +1 Instinct, +1 Agility, +1 Willpower

Bonus Talent: Jaded

Special Ability (Ghost Psychic Training): The character is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. The character has gone through layers of mental conditioning, mind wipes, and is controlled through neural implants. While essentially a slave to their government, the character is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Loadout): The character must choose whether they are a Sanctioned Ghost or a Rogue Ghost, picking one of the options listed below.

Option 1 (Sanctioned Ghost): The character can choose to be a sanctioned ghost operative of a government. The character has no starting wealth, but they begin with a Tier 1 Hostile Environment Suit and 8,000 credits worth of weapons, ammunition, and gear. Any credits they do not spend are wasted. These characters also begin play with a Vessel-Pattern Neural Implant, greatly restricting their ability as independent players (see Neural Implants in Game Universe Rules chapter).

Option 2 (Rogue Ghost): The character is a rogue ghost that exists outside the control of government. The character has normal starting credits to determine their gear, but they do not have a Neural Implant.

Description: Ghosts are the secret soldiers, spies, and assassins of the Confederacy, and later Dominion. They are recruited from the ranks of psionic children taken from their homes when they are young and then conditioned to be the ultimate killing machines for their governments. These shadowy figures use stealth technology and psionic powers to infiltrate any obstacle and exterminate their targets with cold precision.

Ghost Character Ideas

Renegade

Some ghost find freedom from the clutches of their tyrannical government and strike out on their own. They find ways to rid themselves of the neural implants, escape their government handlers, and live their own life. Some try to retire from warfare and live peaceful lives as a civilian. More of them, however, continue to use their skill set, living as mercenaries, bodyguards, and assassins for hire. A few might even become anti-government agents, striking back at the society that once claimed them.

Personal Attaché

Occasionally, a ghost is taken out of the standard rotation, and is assigned to work directly for a prominent individual. For example, Prince Valerian Mengsk had a ghost assigned to him for his personal needs, Devon Starke. Over the course of their duties, other individuals might have a ghost attached to them, perhaps lead researchers, military generals, or personal allies of the heads of government. The ghost sent to serve them might have been giving autonomy in the form of less restricted implants, or still might be a controlled puppet of the government.

Autonomous Operative

Some ghosts are trusted enough to be given a level of autonomy. This most commonly occurs with ghost agents that have proven their loyalty and leadership ability. These agents are usually outfitted with the least restrictive neural implants, or none at all, so they can be as efficient as possible. These agents are usually given leadership opportunities, leading covert ops or special forces units, or at the head of a ghost squad. After the end of the Second Great War, the government becomes increasingly more permissive of independent agents.



Kel-Morian Combine

Characteristic Points: 4

Ability Score: +2 Fortitude, +1 Agility OR +1 Intelligence OR +1 Strength

Special Ability (Guild Camaraderie): Your loyalty to one of the Kel-Morian factions has its perks and downsides. You should work with your Game Master to decide what Kel-Morian faction you belong to, such as the Kelanis Shipping Guild, the Meinhoff Miner's Union, or the Paladino Pirate Blockade. You gain advantage on dice checks when interacting with fellow members of your guild.

Special Ability (Guild Stipend): As long as you are a member in good standing in your Kel-Morian faction, every time you level up, you receive an amount of credits equal to 25x your new level.

Wealth: +250 starting credits

Description: The Kel-Morian Combine is based off the planet of Moria. Ruled by the mining guilds, the people of the Combine are used to hard, back-breaking work. The Guilds are known for their greed and avarice, taking and stealing mining rights from other Terrans or even sabotaging occupied sites owned by different parties. In addition to physical laborers and corrupt corporations, the Kel-Morian Combine is known for brilliant engineers always ready to come up with the next major advance in technology, and the monetary profits that it will bring.



Kel-Morian Combine Character Ideas

Pirate

Due to the greedy and corrupt leadership common with Kel-Morian government, their nation gives rise to many pirate fleets and factions. These individuals patrol shipping lanes to ambush trade ships, salvagers, and any others who make a lucrative target. The character might be an operative on one of these pirate vessels, either willingly or unwillingly. They might fly a tactical fighter, man the guns, work in engineering, or be part of a boarding crew. Perhaps they are loyal to their captain, or they are looking for an escape at the first possibility.

Guild Agent

The Kel-Morian government at its core is a collaboration of a collection of commerce guilds. These guilds control both the government and the economy together, but do not always agree. Therefore, they have numerous agents that work to increase their guild's power, influence, and sway in the larger government. These guild agents have a wide variety of skill sets. Some might be bankers, lawyers, or accountants, while others could be spies, saboteurs, assassins, or political fixers. One thing is certain; there is nothing these micro-governments would not do to keep control of their power.

Prospector

The core of Morian control, and the center of their wealth, is mining. Therefore, there is always a need for mobile professionals to travel the sector looking for new places to set up mining operations. These operations can be incredibly profitable for the prospector, who earns a percentage of the total earning such a mining operation is worth. However, there is often a need for these prospectors to have keen survival skills, as they have to compete with aliens, pirates, and Zerg infestations at many potential sites.

Fringe Colonist

Characteristic Points: 7

Ability Score: 3 points to distribute between Strength, Instinct, Agility, and Fortitude, +1 Willpower OR +1 Intelligence

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, you have gained a resistance to poisons and diseases. You gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Time on the frontier has made you difficult to shake. Enemies who try to use combat influence on you have disadvantage. However, you have disadvantage on all combat influence tests you perform, except those to taunt.

Description: Fringe Colonists vary as greatly as the worlds they come from. Fringe Colonists could be from agricultural settlements such as Shiloh, backwater colonies such as Mar Sara, military and research stations on planets like Char, or lawless outlying planets such as Dead Man's Rock. Wherever they come from, these worlds produce a diverse yet tough breed, well situated for the rigors of adventuring in the Koprulu Sector.

Fringe Colonist Character Ideas

Adventurer

Many who live dangerous lives on the frontier embrace the danger and choose to live a life of adventure. These individuals travel the universe looking for trouble, excitement, and profit from the various challenges of the Koprulu Sector. To sustain their exploits, adventurers often act as heroes or villains for hire. Some of the most veteran adventurers might even build a reputation amongst alien species, and might even be hired by the Protoss every once and a while.

Pioneer

The Koprulu Sector is filled with potential regions to settle and colonize. Pioneers are the first ones to stake out a region for colonization. These individuals brave the hazards of colonize unsettled land, risking natural hazards, indigenous aliens, and native toxins for the chance to live free and, potentially, profitable lives. However, to claim unclaimed land in the Koprulu sector, you often must fight for it first.

Mercenary

The fringe colonies are a breeding ground for mercenaries, also known as soldiers of fortune. Mercenaries fight in wars for profit rather than ideals or loyalty. Some mercenaries are still honorable warriors who will fight to their deaths for the right cause or to uphold their employers wishes. Others will turn on their benefactors when they get a better offer or simply if they get the option to turn the tables on them for a better profit. The scruples of some mercenaries give the whole lot a dangerous reputation in the sector.



Umojan Protectorate

Characteristic Points: 4

Ability Score: +1 Willpower, +2 Intelligence OR +1 Intelligence and +1 Instinct

Special Ability (Knowledge of the Alien): The character has a great deal of knowledge on alien races. You gain advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion): You gain advantage on Influence checks against Terrans that do not share this background.

Wealth: +250 starting credits

Description: The Umojan Protectorate is a neutral faction based out of the world of Umoja. While the smallest Terran empire, they boast an impressive number of scientists, diplomats, and spies. Many in the Protectorate look favorably on the Protoss, and seek an alliance with their species. Umoja is led by a ruling council rather than a fascist government, and is seen as a government that respects freedom and dislikes greed and ambition.



Umojan Protectorate Character Ideas

Spy

Umoja has survived by keeping a close eye on both their friends and enemies. To gain knowledge and understanding of their foes, they have the dedicated Umojan Shadowguard to observe potential threats. In addition, the Shadowguard has a wide network of civilian contacts that help them study and observe their enemies. Your character might be a dedicated member of the Shadowguard or a friendly contact of that organization that helps keep an eye on the potential enemies of humanity for them.

Researcher

The Umojan government is always seeking to push the envelope on science and understanding. Therefore, they employ a wide variety of scientists and experts to explore new technological avenues. You might be an Umojan researcher, scientist, or engineer acting in either a government lab or as a freelance contributor to the nation's scientific aspirations.

Explorer

Many Umojans, inspired by their government's intellectual lust for knowledge, turn to exploring the Koprulu sector. Some do this for themselves, while others are commissioned by the government. Explorers travel to unexplored planets, meet with and study alien species, try to find more examples of unique alien life, or even travel the stars working to understand the unique nature of the cosmos.

United Earth Directorate Expedition

Characteristic Points: 6

Ability Score: +2 Instinct, +2 Strength OR +2 Intelligence

Special Ability (Earth Origins): Being one of the few in the Koprulu Sector actually native to the Terran home world, you progress at a different rate than most native Terrans. For you, purchasing a new talent only costs 1 characteristic point. However, gaining a new batch of skills costs 2 characteristic points, 1 more than normal.

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

Description: The UED Expedition force came from Earth during the Brood War to conquer the Koprulu Sector and put an end to hostilities in the sector for the glory of humanity. Only the best and brightest were selected to be a part of the expedition, leading to all UED members in the sector being highly trained and capable. Even after their defeat at the end of the Brood War, occasionally survivors can still be found hiding in Terran society, often serving as rogue scientists and mercenaries.

United Earth Directorate Expedition Character Ideas

Infantry

The UED Expedition didn't fill its ranks with mind-wiped criminals and reformed bandits but with loyal soldiers and combat professionals. The UED Infantry were fearless and expertly trained weapons masters, who invaded the sector with ruthless precision and an organized chain of command. However, it still wasn't enough to win the Brood War, and the majority of these expert soldiers did not survive the war. Those that did found themselves in Dominion prison, on the run, or fighting as rebels and mercenaries in the sector they were trapped in and forced to call home.

Navy

The United Earth Directorate Expedition came into the sector with a host of armored war ships and enough personnel to man those formidable vessels. Members of the Earth navy were disciplined soldiers skilled in void warfare, expertly trained in every function of their assigned craft. After the destruction of the UED fleet, many of these skilled individuals found themselves serving in their previous roles on the fleets of the native governments, or even forming their own pirate fleets. They do their best not to advertise their previous loyalties.

Technician

The UED had numerous teams of science personnel trained in every field from engineering to xenobiology. These experts maintained the directorate's ships, as well as the technology and chemicals used to enslave the second Overmind and bend it to their will. After the Brood War, many of these trained professionals fell in with the varied governments of the Koprulu Sector. In particular, the Umojan Protectorate was eager to hire survivors of the expedition to gain access to Earth's technological expertise.



Specializations

Beyond race, the first thing chosen in character creation is the specialization. The specialization is essentially a starting package that determines the starting focus of the character, much like their career or style of adventurer they are. The specialization includes a variety of starting talents, bonus ability scores, a unique special ability, and additional Skill Focuses.

Specializations help separate characters into different combat roles and make characters seem different and unique from other characters. Furthermore, since characters do not need to meet the requirements of the bonus talents granted at 1st level, starting specializations also give characters' talents before they would otherwise acquire them.

The starting specialization is not a character's destiny. A character can structure his level up benefits to go in a different direction than his starting build might indicate. However, the most effective characters are usually those whose specialization complements their talent and ability score selection.

Terran characters begin at level 1 with a specialization, and gain an additional specialization at levels 4, 8, 12, and 16.

Specializations

Remember, a specialization 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.

Academic

Ability Score: +1 Intelligence

Talent: Smart Shot

Focus Skill: Lore OR Science

Special Ability (Intellectual Solution): The character can use science to solve common problems in unique ways. By making a DC 20 Science check, the character can allow a skill or combat action to be performed in a unique manner. For example, a science check can be used to allow the character to ricochet a bullet off a wall and hit a target behind cover, applying a -5 penalty. What applications are proper use of this ability is GM's discretion. A player should not spend too much game time thinking of creative uses of this power.

Brute

Ability Score: +1 Strength

Talent: Power Strike

Focus Skill: Athletics OR Durability

Special Ability (Mighty Swing): When the character makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Demolitionist

Ability Score: +1 Instinct

Talent: Grenade Catcher

Focus Skill: Acrobatics OR Ranged

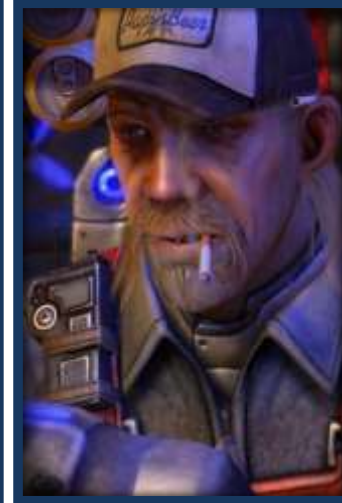
Special Ability (Big Bang): You are specialized in controlling weapons with the grenade, rocket, or missile traits as well as weapons from the explosives category. When you attack with such weapons, you may choose to increase their burst area by 1.

Gaining Pre-existing Talents from Specializations

Many specializations give new talents. Occasionally, for very focused characters, you will gain a talent you already possess. If this is the case, one of two things will happen.

-If it is a multiple tiered talent, such as Weapon Mastery I-III, you gain the next tier of talent. This is even if you do not meet the requirements for it. Your fixated specialization allows you to overcome your limitation in skill and attributes.

-If it is not a multiple tiered talent, then you gain an additional bonus talent of your choice without having to pay characteristic points. You must meet the requirement of this talent. You cannot hold off this talent purchase until later; it must be taken from the list of available talents at your level.



Guardian

Ability Score: +1 Fortitude

Focus Skill: Defensive Training OR Endurance

Special Ability (Shield Ally): The guardian can shift as a reaction when it is not their turn to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. The guardian and the ally swap squares.

Infiltrator

Ability Score: +1 Agility

Talent: Sneak Attack

Focus Skill: Stealth OR Acrobatics

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

Leader

Ability Score: +1 Willpower

Talent: Inspirational Presence

Focus Skill: Leadership OR Mental Training

Special Ability (Rallying Boost): Whenever the character uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 5 protection points.

Medic

Ability Score: +1 Intelligence

Talent: Field Medic

Focus Skill: Medicine OR Science

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

Personality

Ability Score: +1 Willpower

Talent: Dissuade

Focus Skill: Influence OR Leadership

Special Ability (Impressionable): When making a combat influence test, can affect additional targets with the same type of influence equal to 1/3 their Willpower score.

Pilot

Ability Score: +1 Instinct

Focus Skill: Pilot OR Ranged

Special Ability (Vehicle Specialization): The character gives whatever vehicle they are piloting +3 defense. This only affects vehicles they are piloting.

Skirmisher

Ability Score: +1 Agility

Talent: Dodge

Focus Skill: Athletics OR Acrobatics

Special Ability (Moving Cover): If a skirmisher has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks. In addition, the skirmisher gains +1 movement speed.

Sniper

Ability Score: +1 Instinct

Talent: Precision Shot

Focus Skill: Ranged OR Stealth

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

Soldier

Ability Score: +1 Instinct

Focus Skill: Ranged OR Melee

Special Ability (Advanced Training): The character is considered to have +1 power rating of damage with all melee or ranged weapons, chosen when this specialization is taken.

Survivalist

Ability Score: +1 Fortitude

Talent: Hardened Survivalist

Focus Skill: Survival OR Defensive Training

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

Advanced Specialization

Terran characters gain advanced specializations as they progress in level. Much like the starting specialization, the advanced specialization gives a special ability and a new skill focus. Unlike starting specializations, some advanced specializations have requirements that must be met to take the specialization. Advanced specializations can only be taken when the character qualifies for an advanced specialization.

Terran characters gain advanced specializations on levels 10, 14, 18, 22, 26, and 30.

Advanced specializations allow the character to gain additional abilities to complement their existing skills or branch their abilities in all new directions. By level 30, a character will have more advanced specializations than any other type of specializations. However, these specs have slightly less perks than others as they do not give an ability score point and do not have a choice of skill focus.

Ace Pilot

Focus Skill: Pilot

Special Ability (Vehicle Prowess): The character deals +2 power rating of damage with all vehicle weapons; all vehicles they are piloting have their acceleration rating increased by 50%.

Aristocrat

Focus Skill: Influence

Special Ability (Authority): When an enemy tries to use a function of combat influence against one of the character's allies within sight, the character can make an opposed influence check. If the character's influence check is higher, than the combat influence has no effect on their ally. In addition, allies under this character's leadership effects can use their influence or leadership ranks instead of their normal morale bonus.

Assassin

Focus Skill: Stealth

Special Ability (Slayer in the Dark): The character gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, immobilized, stunned, or at -5 morale.

Battle Acrobat

Focus Skill: Acrobatics

Special Ability (Whirlwind): When you are bobbing and weaving and you make a melee attack with a one-handed weapon without the unarmed trait, you gain cleaving (1).

Battlefield Engineer

Focus Skill: Science

Special Ability (Battlefield Crafting): The character can use his expertise of battlefield science to modify battlefield terrain or equipment to be more efficient. The following actions are performable with this ability.

-Augment Machine: This affects a Terran turret or robot. This power either increases all of its damage resistances by 2, or increases the power rating of all weapons by 1. This benefit lasts until the machine is destroyed and takes 15 minutes to implement.

-Craft Terrain: This modifies walls and structures, equal to one square worth per 2 points of Intelligence. The character can increase the cover size, or shape it to whatever form desired, such as making an opening in a wall for firing holes. This ability takes 1-5 minutes per square, depending on how in-depth the changes are (GM's discretion).

Battle Psychic

Focus Skill: Psionics

Special Ability (Weaponized Mind): The character gains a new function of the tactics skill.

Tactic	DC 15	DC 20	DC 25
Focused Recovery	+1 to Psionic manifestation tests and +1 to psychic accuracy	+2 to Psionics manifestation tests and +2 to psychic accuracy	+3 to Psionics manifestation tests and +3 to psychic accuracy

Special Ability (Skilled Psychic): After a great deal of time honing their psionic abilities, the character is now a controlled psychic, rather than an uncontrolled psychic.

Cannoneer

Focus Skill: Ranged

Special Ability (Power Shot): Whenever the character is wielding a non-automatic and non-thrown ranged weapon, the attack gains +1 range increment and +4 penetration.

Commando

Focus Skill: Ranged

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

Demagogue

Focus Skill: Leadership

Special Ability (Stirring Rhetoric): The character can make a leadership test and a combat influence attempt in a single minor action. In addition, the character gains an addition function of the leadership skill.

Tactic	DC 15	DC 20	DC 25
Fanaticism	Morale bonus +2	Morale bonus +4	Morale bonus +6

Disciplined Warrior

Focus Skill: Mental Training

Special Ability (Focus): The character can spend time focusing, concentrating, and preparing himself for an upcoming trial. For each full round spent concentrating on an action, the character rolls a +5 bonus on all of their actions on an upcoming round. This can stack; each round spent concentrating gives an additional bonus (to a maximum of +25 bonus). Once the character finally acts, all checks the character makes until the start of their next turn gain the bonus.

Drug Specialist

Focus Skill: Medicine

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

Enforcer

Focus Skill: Ranged

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the character can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Ever-Living

Focus Skill: Durability

Special Ability (Rapid Healing): Whenever the character spends a healing threshold to regain hit points, they recover twice as many hit points as normal.

Executioner

Focus Skill: Melee

Special Ability (Sever): When the character is wielding a two-handed melee weapon or is using a weapon with the Versatile weapon trait, the weapon gains +4 rending and deals +1 crippling wound point when dealing a crippling wound.

Expert

Focus Skills: Any two of the character's choosing

Field Officer

Focus Skill: Tactics

Special Ability (Group Tactics): Instead of using the standard options of the leadership skill, the character can instead use any tactics skill options and apply those to the character's allies in the same manner of the leadership skill. Talents such as Grand Leader affect as normal.

Gentleman Marksman

Focus Skill: Ranged

Special Ability (Extension of the Mind): The character substitutes his Intelligence for Instinct for determining attack overages with ranged weapons. If the character already has or gains the Smart Shot talent, then the character adds half of their intelligence to ranged damage and penetration.

Gunner

Focus Skill: Ranged

Special Ability (Focus Fire): When the character is making any special automatic attack method, except suppressing fire, they gain +1 hailfire against the primary target.

Health Fanatic

Focus Skill: Endurance

Special Ability (Perfect Natural Health): The character is in perfect health and shrugs off the effects of most toxins. The character is immune to poison, disease, illness, and cannot be infested by Zerg. However, they are even resistant to beneficial chemicals, and receive half as much potency from all drugs.

Inspirational Commander

Focus Skill: Leadership

Special Ability (Lead by Example): Once per turn when the character kills an enemy or charges an opponent, the character can make a rally leadership action as a free action. In addition, the character gains advantage on all rally checks.

Latent Psychic

Requirements: Non-Psionic Terran only

Focus Skill: Psionics

Special Ability (Latent Power): The character's psychic energies are late blooming. The character gains a PL of 1, can now learn psychic powers and talents, and counts as a Basic Telepath.

Master Navigator

Focus Skill: Pilot

Special Ability (Perfect Maneuverability): When the character is piloting a flying vehicle of colossal-size or smaller, they gain advantage on all pilot maneuver checks and ignore facing when making attacks.

Master Gymnast

Focus Skill: Acrobatics

Special Ability (Perfect Performance): The character can stand up or fall prone as a free action once per turn. In addition, if the character has the combat reflexes talent, then they can evade one additional time per turn, requiring a reaction for each as normal.

Mentalist

Requirements: Psionic Terran only

Focus Skill: Psionics

Special Ability (Telepathic): The character is now a natural telepath. The *reading* and *messaging* powers no longer take a manifestation check to use, and the character can send messages at the speed of normal speech regardless of PL. In addition, all telepathy powers cost 2 less energy fatigue to manifest, to a minimum of 0.

Special Ability (Skilled Psychic): After a great deal of time honing their psionic abilities, the character is now a controlled psychic, rather than an uncontrolled psychic.

Monk

Focus Skill: Defensive Training OR Melee OR Mental Training

Special Ability (Flurry of Blows): All of the character's unarmed attacks (or attacks with weapons with the Unarmed trait) gain the Hailfire (1) and Cleaving (1) weapon traits when the character does not dual-wield.

Patriot

Special Ability (Loyal Benefits): The character chooses which major Terran faction they are loyal to, and they gain a benefit and a focus skill based on the faction that are fanatically loyal to. This can be changed under incredible circumstances, based on Game Master's approval.

Faction	Focus Skill	Special Ability
Confederacy	Influence	Favor from Above: The character can call in a favor from a high-ranking government official, who can use their influence to cut corners, grant supplies, or negotiate on their behalf. In addition, the character has a steady income of 20 credits per day, wired to a bank account of their choice.
Defenders of Man	Influence	Community of Liars: The character gains a 30% discount on all merchandise purchased from another member of the Defenders of Man and gains advantage to influence tests to deceive, befriend, or persuade non-members of the Defenders of Man.
Dominion	Tactics	Favor from Above: The character can call in a favor from a high-ranking government official, who can use their influence to cut corners, grant supplies, or negotiate on their behalf. In addition, the character has a steady income of 20 credits per day, wired to a bank account of their choice.
Kel-Morian Combine	Endurance	Investor: The character has a steady income of 50 credits per day, wired to a bank account of their choice.
Moebius Foundation	Science	Loyal Supporter: The character gains a 30% discount on all merchandise purchased from another member of the Moebius Foundation and gains advantage to influence tests with fellow members of the Moebius Foundation.
Raynor's Raiders	Leadership	Triumph Together: The character gains a +1 bonus to skill checks for every other member of Raynor's Raiders within 15 squares in an encounter (maximum +5 bonus).
Umojan Protectorate	Lore	Information Feed: The character gains advantage on all lore checks due to the constant Intelligence they are being granted by contacts.
United Earth Directorate	Tactics	Loyal Supporter: The character gains a 30% discount on all merchandise purchased from another member of the UED and gains advantage to influence tests with fellow members of the UED.

Psionic Assassin

Requirements: Psionic Terran only

Focus Skill: Ranged

Special Ability (Warp Time): When making an aim action with a ranged weapon, the character can make a DC 15 Psionics check as a free action and slow time for their next shot. The target the character is attacking does not gain their Agility bonus to defense against the character's attack.

Special Ability (Skilled Psychic): After a great deal of time honing their psionic abilities, the character is now a controlled psychic, rather than an uncontrolled psychic.

Psionic Shadow

Requirements: Psionic Terran only

Focus Skill: Stealth

Special Ability (Shadow Step): The character does not need to make a manifestation check to manifest the *Cloaking* psionic power and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the character can teleport a number of squares equal to their Psi Level + 2 as a move action. The location they are teleporting to must be within line of sight. They must be under a cloaking effect to teleport.

Special Ability (Skilled Psychic): After a great deal of time honing their psionic abilities, the character is now a controlled psychic, rather than an uncontrolled psychic.

Recon Infantry

Focus Skill: Athletics

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

Slicer

Focus Skill: Melee

Special Ability (Rapid Stab): The character slices and stabs with melee weapons very quickly. All melee weapons used by the character increase their attack speed by one rating. Therefore, slow becomes average, and average becomes fast. Fast weapons gain one additional strike automatically.

Spartan

Focus Skill: Defensive Training

Special Ability (Armored Behemoth): All armor the character is equipped with has its defense penalty reduced by half or decreased by 1, whichever is more. In addition, any shields the character wields gain +2 defense bonus.

Tank Commander

Focus Skill: Defensive Training

Special Ability (Glancing Blow): When piloting or co-piloting a vehicle, the vehicle gains +5 damage resistance and damage threshold.

Tactical Commander

Focus Skill: Tactics

Special Ability (Show the Weak Spot): When landing a hit with an aimed ranged attack, the character demonstrates a weakness in the targets defenses. Until the start of the characters next turn, all allies gain the benefit of aiming without needing to make an aim action as long as they are attacking that target.

Veteran

Focus Skill: Endurance

Special Ability (Hated Enemy): The character chooses one category: Terran, Zerg, or Protoss. The chosen race is the character's chosen hated enemy. They gain +2 accuracy and +2 rending versus their hated enemy.



Master Specialization

Terrans gain master specializations at the highest levels. These are the most powerful features that a Terran character can gain. Every master specialization gives an ability score point, a focus skill, and several special abilities. Master specializations are professional heroes and adventurers reaching the apotheosis of their career or skill set. A Terran character gains a master specialization at levels 20, 24, and 28.

Commodore

Ability Score: +1 Agility

Focus Skill: Pilot OR Ranged

Special Ability (Maximum Firepower): Once per round, when the character is hit by an enemy attack, they gain an opportunity attack to attack them back as long as they know where the target is, ignoring the normal range and firing type restrictions on opportunity attacks. They can use this ability inside a vehicle and counter attack with vehicle weapons. In addition, all vehicle weapons the character uses gain bonus damage and penetration equal to $\frac{1}{2}$ the character's Instinct + 2.

Special Ability (Keep it Together): Any vehicle the character is piloting gains bonus protection points at the start of the character's turn, equal to the vehicle's fortitude.

Figurehead

Ability Score: +1 Willpower

Focus Skill: Influence OR Lore

Special Ability (Overwhelming Degradation): The character's psychological impact on others is devastating. When they beat the target's resolve, targets of the character's combat influence attempts lose a morale level and are staggered. In addition, if the character succeeds a demoralize influence attempt on a target at negative morale, the target is stunned. A target cannot be stunned or staggered two turns in a row by this ability.

Special Ability (Celebrity Reputation): The character's great fame allows them to gain complementary gifts and prices. All items they purchase from Terran vendors are 20% cheaper as long as the figurehead character is doing the purchase and not disguising their identity.

Hero

Ability Score: +1 Fortitude

Focus Skill: Defensive Training OR Durability

Special Ability (Back in the Fight): When the character spends a healing threshold to recover hit points, they gain a regeneration value equal to their Fortitude for 1 minute (10 rounds). This regeneration does not allow them to heal crippling wounds or regenerate lost limbs. Being healed multiple times increases the duration this effect is active by 10 rounds every time a healing threshold, but it does not increase the amount of regeneration.

Special Ability (Fight as One): When the character uses the Bobbing and Weaving combat behavior, all allies within 6 squares gain +2 defense and damage resistance. When the character uses a Focus combat behavior, all allies within 6 squares gain +2 defense and resolve.

Icon of Mankind

Ability Score: +1 Willpower

Focus Skill: Leadership OR Mental Training

Special Ability (Inspirational Rally): All other allies under the effect of this character's leadership can treat their morale bonus as 2 higher.

Special Ability (Never Give Up): The Icon's leadership makes their allies unwilling to yield. Other allies under the effect of the character's leadership gain +4 to toughness and resolve. Furthermore, when other allies under the effect of this character's leadership spend a morale to improve an attack roll, they may choose to spend an additional morale to reroll a single attack die. This die is final and cannot be modified by any additional effects

Metapsychic

Requirement: Psionic Terran

Ability Score: +1 Willpower

Focus Skill: Psionics

Special Ability (Psionic Paragon): The character has unlocked the next tier of Terran psionic potential. The character gains +2 maximum Psi level beyond their normal psionic potential. In addition, they cannot overcharge powers through poor dice rolls, no matter their morale level, and all of their powers cost 1 less energy fatigue to use or sustain.

Special Ability (Revitalize): The character gains a surge of Strength and life whenever they use their powers. Whenever the character manifests a psionic power, they gain protection points equal to their Fortitude + Willpower. In addition, the psionic Terran can recover energy fatigue as a move action.

Prodigy

Ability Score: +1 Intelligence

Focus Skill: Two of the Following: Computers, Lore, Medicine, OR Science

Special Ability (Universally Gifted): The character is good at all actions. They gain +1 maximum skill ranks with all skills. This bonus is cumulative with skill focuses and level based skill maximums.

Special Ability (Technological Savant): When this character makes a repair action to restore hit points to a construct, it only requires a single standard action to perform. In addition, computer and medicine skill checks that take longer than 1 full-round action take half as long to perform.

Special Ability (Cool Headed): The character's pragmatism and intellect allow them to be even tempered in battle. They automatically gain a free morale level at the end of every one of their turns.

Special Forces

Ability Score: +1 Instinct

Focus Skill: Defensive Training OR Tactics

Special Ability (Ultimate Tactics): When the character uses tactics to perform a combat augmentation, they can choose to gain the base DC 15 benefit out of all possible tactic's options instead of getting the full benefits out of a single tactics option. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness, as well as any other tactic they might know, at a maximum of DC 15 benefit. If the character also has the Master Tactician talent, they instead can get the benefits at the DC 20 level.

Special Ability (Precision Combat): The character knows how to make the best out of every shot they make. They use half as much ammunition whenever they perform a focused burst, area burst, or suppressing fire attack. This is applied after any multipliers for spent ammunition. In addition, all of the character's weapon attacks gain bonus damage and penetration equal to ½ their Instinct.

Warmonger

Ability Score: +1 Strength

Focus Skill: Melee OR Athletics

Special Ability (Focused Adrenaline): When the character hits an enemy with a melee attack, they gain protection points equal to their Fortitude + Willpower.

Special Ability (Bloodlust): Once per round, upon killing an enemy, the warmonger can make an immediate, extra standard action that can be used for whatever they want.



Spending Leftover Characteristic Point

After selecting the character's specialization and background, the player should have a good idea of what their character will be looking like. However, they are likely to have a few characteristic points left over 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, up to their normal maximum.

Talents

The character can spend 2 characteristic points to gain a talent. Unlike the bonus talents gained from specializations and backgrounds, the character must meet the requirements of the talent.

Skill Points

A terran character can spend 1 characteristic point to gain a number of skill ranks equal to 3 + one-half their Intelligence. This is including their racial bonus to skill gains. These skill points can be distributed amongst any or all the player's skills. Therefore, they can all be placed in one skill or split amongst different skills, as long as the character spends all of their acquired skill points. The skill ranks may not bypass their maximum rank values, which are limited by the character's level and skill focuses. Unlike characteristic points, purchased skills cannot be 'banked' and saved for later. Once you spend a characteristic point to gain skills, you spend those skill points or lose them.

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. Therefore, you should always have $3 + \frac{1}{2}$ your intelligence skill points for every skill purchase ever made.

Starting Wealth

The character can spend 1 characteristic point to start with an additional 250 credits. This option is only available at character creation.

Finishing Details

After spending the last of the character's characteristic points, all that remains is to use starting credits to purchase gear (refer to Chapter 5: Equipment on pg. 92) and 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 backstory and personality the character will have. The choices made in character creation should give a good framework for what type of person the character is.

Starting Credits

1st level characters start with 1,000 credits. This can be modified by spending certain options with Characteristic Points.

If a player is allowed to begin play with a higher level, the character begins play with a higher amount of credits.

All characters automatically start with clothing, basic miscellaneous accessories, an equipment belt, and a backpack.

Level	Credits
1	1,000
2	2,000
3	4,000
4	5,000
5	6,000
6	8,000
7	10,000
8	15,000
9	20,000
10	25,000
11	30,000

12	40,000
13	50,000
14	60,000
15	80,000
16	100,000
17	120,000
18	150,000
19	180,000
20	240,000
21	300,000
22	360,000
23	420,000

24	480,000
25	540,000
26	600,000
27	660,000
28	720,000
29	800,000
30	1,000,000

Leveling Up Characters

When characters 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 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 talents.

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

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

'Banking' Characteristic Points

Sometimes, upon leveling up, a character may choose not to spend all their characteristic points and save them for future levels. This is allowed, to an extent. This is called 'banking' points. As characters with high Intelligence are much more adept at storing and processing information, a character can only bank a number of characteristic points equal to their Intelligence. Therefore, a character with 3 Intelligence cannot have more than 3 characteristic points banked at anyone one time. Any in excess of their limit must be spent upon level up.

Recap: Building your Character's Statistics

This section is a quick summary on how to determine all of your character's statistics on their record sheet.

Hit Points (for Heroic Terrans)

40 + 3 x 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 + their armor's defense penalty + size bonus or penalty

Toughness

10 + Defensive Training skill + Strength + size bonus or penalty

Resolve

10 + Mental Training skill + Willpower

Morale Bonus

½ their Mental Training + ½ Willpower

Damage Resistance

One-half Fortitude + Armor Bonus

Psionic Resistance

3 x Willpower + Psi Level + one-half their Mental Training

Move Speed

4 + one half Agility

Shift Speed

1 + 1 per 5 points of 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 (3 +1/2 intelligence counting terran racial bonus)	1

Statistical Changes based on Ability Scores

Ability Score	Changes
Strength	+1 toughness per point, +1 maximum melee attack overage per point, +1 melee damage per even (2, 4, 6, etc) point of strength
Instinct	+1 maximum ranged attack overage, +1 initiative (if instinct is higher than Tactics skill ranks)
Agility	+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)
Fortitude	+1 damage threshold, +1 damage resistance per even (2, 4, 6, etc) point of fortitude, increase maximum hit points by 3 + ranks of Durability
Intelligence	Every even point of intelligence (2, 4, 6, etc) retroactively gives 1 skill point per skill package that has been purchased
Willpower	+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
Defensive Training	+1 defense and toughness per point
Durability	+1 damage threshold per point, each point increases maximum hit points by 5+ fortitude
Melee	+1 accuracy with melee weapons per point
Mental Training	+1 resolve per point, +1 morale bonus and psionic resistance per even point (2, 4, 6, etc)
Ranged	+1 accuracy with ranged weapons per point

Chapter 3: Skills

Skills are a gauge of the character's proficiency with certain tasks. Characters gain skill points as they advance, which they place into different categories to show their effectiveness with different actions.

Skills have a cap based on level. Skill points are gained by spending characteristic points. By spending 1 characteristic point, a character gains $2 + 1/2$ their Intelligence skill points (or $3 + 1/2$ Intelligence for Terrans) that can be placed in any skill up to the character's normal maximum. Putting more points in a skill directly increases the chance of succeeding a skill test. The total bonus of a skill check is the points in the skill plus the relevant ability score plus or minus any other miscellaneous penalties. Adventuring skill checks are usually made against a DC (difficulty class). Higher check results allow solving more difficult problems or achieving more effective results. Some checks are opposed against another character's skill check. Whoever scores a higher result wins the check.

Characters can assist an ally's skill check, as long as it makes sense given the context of the check. The assistant makes a DC 15 check of the relevant skills. On success, the character being aided gains +2 to their final result for each ally who successfully aided.

Many skills are prowess skills, which have the primary purpose of increasing a character's statistical values in combat, rather than performing a function. Examples include the ranged skill, which increases accuracy with ranged weapon attacks, or defensive training, which increases a character's defense score, making them more difficult to hit. Prowess skills do not gain a relevant ability score bonus to checks made with them, but many are combined with different ability scores to determine the character's final bonus.

Some factors can give advantage or disadvantage on a check. If a check has advantage, roll two dice for the check, and take the higher die result. If a check has disadvantage, roll two dice and take the lower result. If a check has advantage and disadvantage, the effects cancel each other out, and the dice are rolled as normal.

When the character needs to make a skill check to complete a task, the Game Master sets a difficulty for the task. The difficulty of the skill test determines the DC. Individual skills have examples of how difficult different types of actions are to perform when a skill check is required.

The description of all the skills listed below give an idea of the difficulty of many different tasks. You can also use the following table to quickly generate skill DCs of different levels based on the difficulty of the task. You can even use this instead of the normal skill descriptions if you chose to, to make the game simpler and the difficulty classes easier to determine. Also use this table for checks that do not relate to any particular skill and are instead the test of an attribute. For those checks, players will roll their related ability score, but not add any skill ranks.

Difficulty	DC
Easy	10
Moderate	15
Challenging	20
Complex	25
Near Impossible	30
Impossible	40



Acrobatics (Agility)

Acrobatics is a general measure of how well a character can balance, escape restraints, and evade opportunity attacks.

Balance

Balance is standing on a surface that is either unstable or narrow; a balance check is required to move and not fall. If a character fails a balance check they do not move on their turn. If they fail by 5 or more, they fall off the surface.

Balancing is limited movement.

Action	DC
Unstable or moving surface	10
6-12 inches wide	15
Less than 6 inches wide	20
6-12 inches wide and unstable	20
Less than 6 inches wide and unstable	25

Reduce Falling Damage

An acrobatic check can reduce fall damage from a controlled fall by one half the check result to a max of -15.

Also, a DC 20 acrobatics check will allow a character to land on his feet after an unintentional fall. If the character is falling from a height that would cripple them, the legs are always what will be crippled.

Fast Stands

A DC 15 acrobatics check allows a character to stand as a minor action without provoking an opportunity attack. If the check is failed the character still does not provoke opportunity attacks but is still prone.

Tumble

A DC 15 acrobatics check allows a character to move in and out of a threatened area without provoking an opportunity attack. The DC increases by 5 for each additional threatened square tumbled through. Tumbling through a square counts as 2 squares of movement. Tumbling also allows you to vault over short, roughly waist-high walls and obstacles -- the tumbled square is the one past the obstacle if it is between squares. This is not a separate movement mode and can be performed as part of a non-shift movement action. Declare which squares of movement are supposed to be tumbling before the action. If the check fails the character stops moving before the first shifted square. Tumbling may not be performed as part of a shift action.

Creature Flying Maneuverability

Many creatures can move much faster than normal, up to vehicular combat speeds. Whenever those creatures must make a pilot check for any purpose, they can make an acrobatics check instead. This includes performing piloting maneuvers.



Athletics (Strength)

Athletics is a general measure on how well a character can swim, climb, and jump.

Climb

Climbing is moving up or down a surface too steep to walk up normally. If a character fails a climb check they do not move on their turn. If they fail by 5 or more, they fall.

Climbing is limited movement.

Action	DC
Ladder	0
Knotted Rope	5
Rope; Very rough wall with many ledges	10
Uneven wall with some narrow handholds	15
Rough wall	20
Overhead with handholds but no footholds	25
Slippery surface	+5
Climbing a corner with perpendicular walls to brace against	-5
Climbing in a location with two opposite walls to brace against	-10

Jump

Jumping allows a character to cover extra distance horizontally or vertically. The distance jumped is based on the skill check result. On a long jump, the character can jump one square for each 5 points. On a high jump, a character can jump one foot for every 5 points. The DCs are doubled if the character does not move 3 squares in a straight line before the jump. Jumping is considered limited movement, so the maximum jump distance is limited to half the character's move speed.

Swim

Swimming is how well a land-based character can move through water. A higher check result allows a character to swim through more difficult water. If a character fails a swim check they do not move on their turn. If they fail by 5 or more, they sink 1 square underwater.

Swimming is limited movement.

Action	DC
Calm Water	10
Rough Water	15
Stormy Water	25

Computers (Intelligence)

Skilled computer users are proficient in both hardware and software, can hack programs, enter restricted files, manipulate security systems, and more. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

To differentiate this skill from the science skill, Computers covers software related issues while Science covers hardware.

Fast Access

A character can try to input a computer command quickly when time is short. The check result determines how fast a command can be input on different types of computers. This can only be used once the character has access to the computer.

Computer Type	1 round	2 rounds	3 rounds	4 rounds
Personal Computer	20	15	10	5
Security Console	25	20	15	10
Government Computer	30	25	20	15

Hack

Hacking a computer is infiltrating its security and being allowed to manipulate its systems. The DC depends on the type of computer and how secure it is. The type of computer also determines how long the hacking takes and what happens on a failed check. A computer that is locked down cannot be used for anything during that time.

A character can also hack a computer they do not have access to as long as they have access to a computer connected by a similar network, although it increases the DC by 5. A character can also try to hack in half the time, which increases the DC by 10.

Computer Type	DC	Hack Time	Failure Result
Restricted Personal Computer	20	1 minute	Locked down for 30 seconds
Security Console	25	1 minute	Locked down for 1 minute, DC increase by 5 for 1 hour
Government Computer	30	5 minutes	Locked down for 10 minutes, computer alerts authorities

Lockdown

A character can make a computer check to intentionally lock down a computer to prevent anyone from accessing it. The check result determines how well the computer is locked. A fast access Computer check beforehand determines how long it takes to restrict access.

Check Result	Computer Status	Hack DC
10	Deactivated but not locked	---
15	Locked to everyone	-2
20	Locked to everyone	+2
25	Locked to everyone	+5
30	Locked to everyone except user	+5
35	Locked to everyone except user	+10

Repair Computer

A character can repair a broken computer that has suffered a software failure or virus. This requires full unlocked access to the computer. The DC varies based on the error, and attempts to counter a virus may require an opposed Computers check with the creator of the virus.

Artificial Intelligence

Artificial Intelligence computers are difficult to access, and while being as difficult to override as a government computer, an AI will force a character to make opposed Override tests as it fights back to defend itself (see Artificial Intelligences in the Constructs supplement).



Defensive Training (prowess)

Defensive Training is a skill that determines how well a character can avoid being struck in combat. It is a crucial skill for any character that will see combat with any regularity. A character's defensive training skill is added to both their defense and toughness statistics.

Determining a character's defense is calculated as follows:

10 + character's Agility (limited by armor type) + armor's defense penalty + character's Defensive Training skill + size bonus or penalty + miscellaneous modifiers from talents or equipment

Determining a character's toughness is calculated as follows:

10 + character's Strength bonus + character's Defensive Training skill + size bonus or penalty + miscellaneous modifiers from talents or equipment

Durability (prowess)

Durability is a statistic that determines the character's health and survivability. It is an essential skill for any character as it is the only way to increase the character's hit points, allowing them to take more damage. It also increases the character's damage threshold, making it more difficult for them to suffer crippling wounds.

Every rank of durability gives the character a certain number of hit points, as follows:

Character's size basis for hit points (5 for medium sized characters like Terrans) + Fortitude ability score + miscellaneous modifiers

Determining a character's damage threshold is calculated as follows:

16 + character's Fortitude + character's Durability skill + size bonus or penalty + miscellaneous modifiers from talents

Endurance (Fortitude)

Endurance is a character's ability to push themselves past normal limits and survive in challenging environments.

Force March

Every hour of walking beyond the first 8 hours requires a DC 15 Endurance check or gain 1 exhaustion. The DC increases by +2 for each extra hour spent moving.

Sleeping in Armor

When doing a long rest in heavy , a character must make a DC 20 Endurance check or treat the long rest as a short rest. This increase to DC 30 for characters in super heavy armor.

Tread Water

Each hour spent treading or swimming in water, the character must make a DC 15 Endurance check or gain 1 exhaustion. The DC increases by +2 for each extra hour spent swimming or treading water. Having a swim speed ignores this.

Endure Extreme Temperature

Each hour spent in areas of extreme heat or cold, a character must make a DC 20 Endurance check or gain 1 exhaustion.

Resisting Poisons and Diseases

If a character comes in contact with a dangerous toxin, they will need to make Endurance checks to resist infection or illness related to the toxin.

Purge Chemicals

The character is tough enough that they can overwhelm the effects of chemicals in their system through raw toughness. The character makes a DC 20 Endurance test. On a success, and for each 5 points they surpass the DC, the character removes 1 potency of chemicals from their system. This can only be performed once every hour.



Influence (Willpower)

Influence is how well a character can persuade or intimidate an NPC in or out of combat. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Influence cannot be used against creatures with animalistic Intelligence or anything with an Intelligence of 0.

Persuasion

Persuasion is used outside combat in role-playing situations. The DC depends on the NPC's position towards the player (friendly, indifferent, or unfriendly) and the complication. The influence check is made against the target's resolve, which is modified by the player's disposition against the character (see table below).

The player (not the character) must provide a reasonable dialogue argument to go with the check. A player cannot simply say, "I want to convince this person to help me," and roll a check. In addition, if the player provides an excellent argument they should gain advantage on the check. Similarly, invalid arguments should suffer disadvantage on the check.

Sometimes a character will have to make opposed checks against an NPC (sometimes even another PC) that is trying to influence the NPC in a different direction. If multiple characters succeed their persuasion check against the DC, the highest result succeeds.

Persuasion requires that the character can communicate with the NPC through some sort of communication, usually verbal or telepathic. Persuasion can be used on multiple NPCs simultaneously, assuming they share a similar mindset.

Persuasion cannot be used in combat or on openly hostile enemies. That falls under combat influence.

Action	Description	Friendly	Indifferent	Unfriendly
Befriend	Befriending an NPC is improving their approval by 1 step (unfriendly to indifferent or indifferent to friendly). This involves appealing to the character's personality, compliments, or making oneself seem more trustworthy.	---	Resolve + 5	Resolve + 15
Persuade	Persuading is convincing an NPC to help or see the character's point of view. This can include having an NPC provide services, give an item, or agree to the character's plan or idea.	Resolve - 10	Resolve + 5	Resolve + 20
Deception	Deceiving is a lie or bluff that fools the NPC into doing something they otherwise wouldn't. If the NPC realizes the player lied to them, their approval rating drops 1 step, and future deceptions take a -5 penalty. NPCs that are already unfriendly might become hostile.	Resolve - 5	Resolve + 10	Resolve + 25
Interrogate	Interrogating is forcing an unfriendly NPC to answer questions they do not wish to answer. Interrogating is difficult without convincing the target they have something to lose. Succeeding a Deception, Intimidate, or Persuade DC during the interrogating gives +5 to the check result. Proving firsthand the consequences of noncompliance automatically gives a +5 bonus. Physical violence towards the subject during interrogation gives a +10 (or higher) bonus.	---	---	Resolve + 20
Inspire	Inspiring is increasing the overall mood of a friendly or indifferent NPC, making them more ready and willing to work, fight, and cooperate. Inspiring a friendly NPC before a fight lets them start with one extra morale point at the start of the fight	Resolve + 0	Resolve + 10	---

Intimidate	Intimidation is threatening an NPC to comply with the character's demand. Pass or fail, intimidating an NPC brings their approval down 1 step and all checks to befriend, persuade, or deceive in the future take a -5 penalty. Failing the DC against NPCs that are already unfriendly results in them becoming hostile.	Resolve + 5	Resolve + 5	Resolve + 5
-------------------	---	-------------	-------------	-------------

Gather Information

Characters can make a gather information check to acquire information in a civilized area by asking questions and contacting sources. The difficulty of the check depends on how obscure the knowledge they are trying to acquire is, how receptive the populace is to the character, and the size of the population center. Making a gather information check takes 4 hours, -1 hour for each 10 points the check succeeds by.

Knowledge Obscurity	DC
Common Knowledge	15
Obscure Knowledge	20
Secret or Classified Knowledge	25
Tiny Community	+5
Massive Community	-5
Community is receptive to the character	-10
Community is not receptive to the character	+10

Combat Influence

Influence can be used in combat against enemies to negatively impact their morale or affect their actions. Rather than being based on a DC, the action is an influence skill test against the target's resolve. Combat Influence attempts other than Demoralize and Taunt require the target to be at a negative morale at least equal to that ability's morale cost, and (if successful) they increase the target's morale by that amount. Combat Influence may require different kinds of actions as listed in the chart. NPCs with the cynic or emotionless talents, creatures with 0 or 1 Intelligence, and constructs are immune to combat influence. Combat influence against a target below half hit points gains a +2 bonus, but combat influence against non-wounded opponents are at a -2 penalty.

Some talents, such as Dissuade, give new uses of combat augmentation. Other abilities modify how much morale is needed to perform certain combat behaviors. While this makes the influence more accessible, it is also very difficult. **For each morale that you use it earlier than the base level, even when allowed by a talent or feature, the DC is 5 higher.** Thus, if you have a feature that allows you to use Demand Surrender at negative morale of 3, you could do so, but the target gains +10 to their resolve against that action.

Action	Description	Difficulty	Morale Cost	Action
Demoralize	The target gains -1 morale point, -1 additional point per 5 points they surpass the target's resolve.	Resolve*	0*	Minor Action
Terrorize	If possible, the target flees from the fight.	Resolve	4	Standard Action
Demand Surrender	The target drops its weapons and presents itself as non-threatening. If the target believes surrendering will not help, it will not surrender.	Resolve + 5	5	Standard Action
Taunt	The target takes a -5 penalty to attacks against anyone other than the character for 1 round unless the other character is closer than you at the start of the target's turn.	Resolve*	0 (but check gains +5 for every negative morale marker target possesses)	Minor Action

Leadership (Willpower)

Leadership is a skill used to give bonuses to the character and his allies in combat. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Using Leadership

Leadership is activated once per turn as a minor action and affects all allies that can see or hear the character. The character can affect a number of allies at once equal to their ranks in leadership. The character chooses to activate one of four effects. The skill check result determines the potency of the power and the size of the bonus. Once activated, the leadership effect lasts a number of rounds equal to the character's Willpower. The character can choose to activate a new leadership power on their turn to replace the one currently active.

A character can only have one leadership power active at a time. If multiple characters are using leadership, then the allies can choose to change leadership benefits to accept when new ones are presented. However, characters actively using leadership can only use their own benefit.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Coordinate	Spend a morale point to shift as a minor action, once per turn. This cannot be used by a character that performed a full-round action, such as a charge or action move, this turn.	Spending the morale to shift gives +1 shift speed
Responsive Strategy	Spend 3 morale points after being hit by an attack to make a ranged or melee attack against the opponent after the attack is resolved. This uses the character's reaction for the turn, but is not an opportunity attack, and thus allows for the character's full strikes and allows fully-automatic weapons to react as well.	+2 accuracy on the attack
Defensive Formation	If there is an ally adjacent to you, you may spend a morale point to increase your defense against one attack by 2 if you are not flat-footed and are aware of the attack.	+1 defense when spending a morale on this action
Efficiency	Spend a morale point to reroll a skill check. Add morale bonus to your reroll.	+2 morale bonus for the reroll

Rally Action

Once per turn, a character may spend a minor action to attempt to generate morale points for his allies. By making a DC 15 leadership check, the character generates a morale point that he may distribute to allies that are taking advantage of his active leadership power. The leader can also give morale points to themselves. For every 5 points that the character exceeds the DC, he generates an additional morale point to a maximum of 3 morale points to distribute. No character may gain more than one morale point per leader per turn.



Lore (Intelligence)

The lore skill represents the characters knowledge and can be used to supplement other skills or identify creatures, enemies, and legacy items.

Skill Supplement

If the character is making a Medicine, Science, or Computer skill test, he can make a Lore check to see if he heard some tip or shortcut to performing the needed action. He makes a Lore check with a DC equal to the other skill DC, and if he succeeds he gains a bonus to the related skill as if he was having another character assist in the skill check.

Identify Weakness

When encountering an NPC, the character can attempt to discern a weakness by using their learned knowledge. This is a combat augmentation that can be activated as a minor action, and the character chooses to activate one of three effects. The skill check result determines the potency of the power and the size of the bonus. Once activated, the identify weakness effect lasts for the remainder of the encounter, but not beyond. The character can choose to activate a new identify weakness power on a future encounter. This bonus cannot be shared to allies.

While the Lore bonus is in effect, the character will gain that bonus against that enemy for the remainder of the encounter. If the character fails the check, they cannot retry it for that target for the rest of the encounter. A character can use another Identify Weakness power against another target, however, and can potentially have multiple lore bonuses active, with different ones against different enemies.

Tactic	DC 15	DC 20	DC 25
Armor Vulnerability	Character gains +1 penetration on all attacks against the target	Character gains +2 penetration on all attacks against the target	Character gains +3 penetration on all attacks against the target
Weak Point	The character gains +1 rending on all attacks against the target	The character gains +2 rending on all attacks against the target	The character gains +3 rending on all attacks against the target
Patterns of Movement	Character gains +1 to all attacks against the target	Character gains +2 to all attacks against the target	Character gains +3 to all attacks against the target

Identify Technology

Identifying an unknown piece of technology requires a DC 15 Lore check. On a success, the character has a basic idea of what it is. On a DC 20, they know exactly what it is, what its capabilities are, and how to work with it. On a DC 25, the character is intimately familiar with the object and gains +2 to Science and Computer checks regarding the object, as long as they are trained in the Lore skill.

Medicine (Intelligence)

Medicine affects how well a character can treat himself or others using first aid kits. Medicine can also be used to treat serious critical injuries or stop a character from dying. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

First Aid

A character makes a medicine check when using a first aid kit. The amount of hit points healed equals the medicine check result plus the bonus of the first aid kit. Note that first aid kits are expended after being used. Every usage of first aid uses 1 point of the character's healing thresholds. You take a -5 penalty when using first aid on yourself. A first aid check is a standard action, or a full-round action when used on a character with powered armor. Performing an assist action for first aid requires each aid to also use a first aid kit.

Cure

The character can cure different conditions with a trained medicine check result. Failing a check to cure a crippling injury deals 10 damage to the patient. Note that anything giving a bonus to surgery checks also applies to any cure checks. You take a -20 penalty to cure checks on yourself. Only up to two characters may assist at a time for cure checks, and they must each have their own trauma kit.

Condition	Effect	DC	Operation Time	Requirements
Action or Mobility Wound	Cures 1 action or mobility wound	15	1 minute	Trauma Kit, 1 healing threshold
Core or Vital Wound	Cures 1 core or vital wound	20	1 minute	Trauma Kit, 1 healing threshold
Critical Wound	Cures 1 critical wound	25	1 minute	Trauma Kit, 1 healing threshold
Surgery	Perform a check to stabilize a character suffering from a disfigurement	Varies by Injury	10 minutes	Trauma Kit, 1 healing threshold

Surgery

Sometimes after stabilizing a character that is about to die, they will stay alive but require surgery. Each surgery attempt requires the target to spend a healing threshold, as normal for medicine checks. Due to the severity of these tests, it is best performed by someone trained in medicine, with several other characters making assisted skill tests. Stabilization, death, and Dying is discussed more under the Encounter Rules chapter, Death and Dying on pg. 174.

Melee (prowess)

Melee skill is a character's proficiency with melee attacks and weapons, such as swords, clubs, stunners, claws, or just punches and kicks. Melee skill is useful for anyone who prefers to fight in close combat or has to defend themselves from advancing opponents. Melee skill determines the accuracy of a character's melee attacks.

Determining a character's melee attack bonus is as follows:

Melee Skill + Weapon Accuracy Bonus + miscellaneous modifiers

Melee weapons use Strength for their attack overages. However, they do not add their Strength bonus to melee attack rolls, only use it to determine their maximum number of attack overages.

Mental Training (prowess)

Mental Training is a character's ability to resist influence or succumbing to despair and keep focused and disciplined in combat. It is an important skill for any character, as it helps them resist manipulation from others and control anxiety in combat. It is particularly important for anyone who wants to gain morale in battle. It determines the character's resolve score and morale bonus, as well as their resistance to psionic attacks.

Determining a character's resolve is calculated as follows:

10 + character's Willpower bonus + character's mental training skill + their Psi Level

Determining a character's morale bonus is calculated as follows:

½ character's Willpower + ½ the character's mental training skill + any miscellaneous modifiers

Determining a character's psionic resistance is calculated as follows:

3 x the character's Willpower + ½ the character's mental training skill + their Psi level

Perception (Instinct)

Perception affects how well a character can see or hear. Characters with high perception notice hidden targets easier and detect danger before it comes.

When a character is making a perception check in areas of concealment, they suffer disadvantage.

Detect Stealth

Perception can be used to spot hidden targets. Out of an encounter, a character's perception is opposed by a target's stealth check to see if they are noticed. Succeeding the perception check means the character detected the hidden character through one of their senses.

General Perception Check

Perception is used to see or hear anything that is not automatically noticeable. Mitigating factors, such as size or concealment, might make things easier or more difficult to notice. This use of perception goes far beyond the following list.

Action	DC
Hear gunshots or explosion. Gunshots automatically reveal the location of the shooter, undoing stealth	0
Hear silenced weapon. Shooting a silenced weapon from stealth does not automatically undo stealth, although hearing the shot can hint towards the shooter's general location.	15
Hear whispering. Beating the DC by 10 or more reveals what people are saying.	25
Hear a conversation. Beating the DC by 10 or more reveals what people are saying.	15
Hear an argument. Beating the DC by 10 or more reveals what people are saying.	5
Find a Hidden Switch or Object	25
Seeing an explosive or hearing a thrown explosive hit the ground	15
Spot someone more than 20 squares away	20
Listening through a wall	+10
Listening through a door	+5
Spotting through cover or concealment	+5
Spotting a tiny target	+10
Spotting a small target	+5
Spotting a large target	-5
Spotting a huge target	-10
Spotting a gargantuan target	-20
Spotting a colossal target	-40
Spotting a massive target	-80
Every 10 squares away	+5

Empathy

Perception can be used to detect the general mood of others. This is not mind-reading; it is the general ability to tell if someone is uncomfortable, anxious, eager, happy, or other similar moods. Making an empathy check requires a perception skill test versus the target's resolve. The check gains disadvantage if it is someone the character has just met or is unfamiliar with, as well as if they are thought blocking. The check gains advantage if it is someone that you are very close or familiar with and have known for a long time.

The Game Master might rule that an individual might detect more specific moods or personality quirks for exceptionally high check roles. For example, by surpassing a close friend's resolve by 10 or more, you might be able to detect a tell that reveals they are lying.

A character that has access to the Telepathy psionic discipline gains a bonus to these checks equal to 2 x their Psi Level.

Pilot (Instinct)

Pilot determines how well a character can handle a vehicle, especially in extreme or dangerous situations. Characters with a high pilot skill can grant themselves greater bonuses to using vehicles in combat or perform more difficult combat maneuvers. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Note that the DCs of certain actions might increase depending on how fast the vehicle is moving. See Chapter 8: Constructs, for all the rules on how piloting and vehicular combat functions.

Piloting Maneuvers

More skilled pilots have greater control of their vehicles and can perform elaborate maneuvers at the helm of their vehicle. These piloting maneuvers can always be performed as part of the move action the pilot spends controlling their vehicle every turn. In order to use a piloting maneuver, the pilot must have a certain number of skill ranks (not total bonus, just ranks) in the pilot skill. Furthermore, if they have the ranks and wish to use a maneuver, they must succeed a piloting check to pull off the maneuver. If they succeed, they get the benefit. If they fail, they suffer the failure result, listed next to each piloting skill.

Chapter 8: Constructs, lists all the common vehicle maneuvers in the StarCraft RPG.

Losing Control

If the character ever loses control of their vehicle, such as from suffering a staggering blow to the vessel or critically failing a Pilot check, they lose control of the vehicle. When the vehicle begins to lose control, the construct continues to move forward on its own. For one round it moves at the speed it was set at before the character exits, and then it drops a number of moves squares each round equal to the Acceleration Rating. Flying vehicles also drop elevation a number of squares equal to one-half their acceleration. The vehicle continues until it runs out of speed and stops moving, or crashes into something (see Collisions above). Flying vehicles that run out of movement simply fall from the sky and crash into the ground.

The GM may decide that when a vehicle loses control, they spin to face a different direction on that turn or continue to face different directions every turn. If a vehicle loses control, the pilot can attempt a DC 20 pilot check as a full-round action every round to regain control of the vehicle. The pilot check modifier based on speed applies to the check. If they succeed their check, they regain control for their next turn.

Acceleration, losing, and regaining control of a vehicle is detailed more heavily in Chapter 8.

Vehicle Handling

Many conditions and abilities will affect a vehicle and require athletics and acrobatics test to interact with or remove. Any time a piloted vehicle requires a strength, agility, athletics, or acrobatics test for any purpose, they can substitute it with a pilot check. This also applies to robots using vehicle locomotion.



Psionics (Willpower)

Psionics is a character's ability to focus and control their own mental energies into a performing an action or function. These actions are made by focusing mental energies called Psionic Powers, or sometimes just powers or spells. Every power a character wants to activate is manifested by making a psionic power check with the DC determined by the spell. Finally, all casters can gain a bonus to their psionic power checks by adding bonus points to their skill check up to two times their Psi level. However, this can cause a power to overload and have negative results.

Using psionic powers is further detail in the Psionics Chapter.

All characters capable of using psionic powers can have this skill. This skill cannot be acquired any other way, and non-psionic characters cannot gain this skill or attempt to use this skill.



~Art by SamwiseDidier (<https://www.deviantart.com/samwisedidier/art/StarCraft-Twilight-Archon-450379797>)

Ranged (prowess)

Ranged skill is a crucial skill as it determines how effective a character is at ranged combat. The Ranged skill affects all ranged weapons such as pistols, rifles, shotguns, missile launchers, grenades, throwing weapons, or natural ranged attacks such as launching spines or spitting acid. Ranged skill determines the accuracy of a character's ranged attacks.

Determining a character's ranged attack bonus is as follows:

Ranged Skill + Weapon Accuracy Bonus + miscellaneous modifiers

Ranged weapons use Instinct for their attack overages. However, they do not add their Instinct bonus to ranged attack rolls; only use it to determine their maximum number of attack overages.

Science (Intelligence)

Science affects how well a character interacts with advanced science. In gameplay, this primarily measures how skilled a character is with advanced technology. Skilled scientists can repair broken technology, upgrade items, operate complex technology, and more. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Repair

A character can use the science skill to fix broken items or repair damaged technology. The type of item being repaired determines the DC and work time. Repairing requires access to basic tools and components. Using a repair kit adds a bonus to the check dependent on the repair kit used.

Expendable items cannot be repaired.

Characters can also repair hit point damage a vehicle or robot takes or even remove a crippling wound. Doing this requires a repair kit, which is expended in the process, in exchange for healing the damage the construct took. The amount of hit points healed equals the science check result plus the bonus of the repair kit. The time the repair takes depends on the size of the construct, but it is cut in half for each person assisting on the skill check.

Item Repaired	DC	Repair Time
Melee Weapon	10	1 minute
Pistol, Rifle, or Heavy	25	1 minute
Computer	15	5 minutes
Advanced Computer	25	1 hour
Communications Equipment	20	5 minutes
Healing or curing a crippling wound on a small construct	---	10 minutes
Healing or curing a crippling wound on a medium construct	---	30 minutes
Healing or curing a crippling wound on a large construct	---	2 hours
Healing or curing a crippling wound a huge or gargantuan construct	---	4 hours
Healing or curing a crippling wound on a colossal construct	---	12 hours
Light Armor	10	1 minute
Heavy Armor	15	5 minutes
Powered Armor	30	1 hour
Advanced Technology, such as teleporters, energy field generators, advanced research equipment, etc.	30	1 hour
Tool or Gear Item	15	1 minute

Upgrade Item

The science skill can be used to upgrade weapons and armors using extra supplies. You must have an upgrade available of the same tier as the item. A successful upgrade check means the upgrade, which the character must have the components for, is successfully installed. Failing the DC means the attempt failed, and the character must spend time disassembling the weapon to start over (1 minute for each check result under the DC). Failing by 5 or more ruins the components, and failing by 10 or more breaks the weapon until it is fixed. Applying upgrades to tier 1 items is +5 DC, applying upgrades to tier 2 items is +10 DC.

Upgrading a weapon or armor takes 1 minute for every 250 credits the components cost.

The upgrade options, DCs, and other factors are listed under the Equipment chapter.

Manipulate Advanced Technology

The science skill can be used to use, activate, or change the function of advanced technology. The following is a list of common uses.

Technology/Function	DC	Work Time
Rewire an inactive robot or turret	25	1 minute
Diagnosis critical failures in advanced machinery (such as the fusion core of a battlecruiser)	25	1 minute
Use complex research equipment	25	1 minute
Safely push stationary equipment beyond recommended usage	30	1 minute
Modify an object to use an unintended power source (such as attaching a flashlight to a depleted uranium power cell)	20	1 minute
Retrieve and understand encrypted information from a complex machine	15	1 minute
Align or correct communications equipment in less than ideal conditions	15	1 minute



Stealth (Agility)

Stealth is how well a character can sneak and steal. Successful stealth can help sneak past guards, avoid pursuers, ambush enemies, and pickpocket enemies.

Sneaking (outside encounter)

A character can try to hide from the sight of a certain enemy. This requires a stealth test versus the target's perception. If the sneaking character wins the check, their enemy is unaware of their presence. If the mark succeeds their perception check, they are aware of the hiding character.

When using stealth to sneak, you gain +5 to the stealth test if you have cover or concealment from the target, or +10 if you have improved cover.

Sneaking (in encounter)

A character can seek to make themselves hidden to others by sneaking as a standard action. When sneaking, enemies you attack are flat-footed and unaware of your current location. To sneak, a character must make a DC 15 stealth test as a standard action while not being observed by any enemies. If the check totally succeeds, the character is now sneaking and gains the Hidden condition as described in the Encounter Rules chapter (pg. 172). You cannot begin sneaking from enemies that you are in plain sight of or that otherwise know exactly where you are.

If a character enters in an encounter with a target they were already sneaking by and were undetected, they begin the encounter hidden, which usually results in gaining a surprise round.

Thievery

Thievery allows a character can take a small object off an unaware person's body. This item can be ammunition, explosive, first aid kit, flashlight, holstered pistol, or similar sized item. This item must be readily attainable and not in a container, usually in a pocket, open backpack, or on a belt or bandolier.

Like sneaking, thievery is a stealth check versus the targets perception. The target gains a +5 bonus to their perception check or a +10 bonus if the stolen item is a larger handheld object such as a flashlight or pistol.

If the target succeeds their perception check, it notices the character and becomes hostile, but the item is still taken. If the character fails the stealth check by 5 or more, the character fails to take the item before the target becomes aware and the thievery attempt fails.

A thievery check can also be used to put a small object in someone's pocket, backpack, belt, or bandolier. This can be used to plant explosives such as satchel charges. This works identically to stealing, except when failing a stealth check by 5 or more the character fails to plant the items before being noticed.

Lock Picking

Stealth skill is also a character's ability to infiltrate, namely picking standard door locks. The DC to pick the lock and the time it takes to pick depend on how complex the lock is.

Technology/Function	DC	Time to Open
Basic Lock	15	3 rounds, -1 round per 5 points of success
Advanced Lock	20	10 rounds, -2 rounds per 5 points of success
Mechanical Lock	25	5 minutes, -1 minute per 5 points of success

Survival (Instinct)

Survival is the character's ability to survive in the wilderness and do things such as hunt for food, avoid hazards, know weather conditions, and track.

Tracking

The character can try following the trail of one or more individuals by observing their tread prints and their impact on the wilderness. This allows the character to remain in pursuit of the hunted quarry. Failure on this check means the character has lost the trail and is not able to pick it back up.

Action	DC
Find tracks on soft ground	20
Find tracks on hard ground	30
Every individual beyond the first	-2
Every day that has passed since the tracks were made	+5
Environmental Conditions have occurred that concealed or altered the tracks	+10
Tracking a tiny target	+10
Tracking a small target	+5
Tracking a large target	-5
Tracking a huge target	-10
Tracking a gargantuan target	-20
Tracking a colossal target	-40
Tracking a massive target	-80

Finding Food

The character can try to hunt for food. The character makes a DC 15 survival check, modified by the environmental DC of the area they are in (determined by GM). On a success, they find enough food to last a single day and another day or individual's worth of food for each 5 the character surpasses the survival check.

Identify Changing Weather

The character can identify the presence of inclement weather before it arrives. If the character succeeds a DC 25 survival check before a storm occurs, they can notice the weather change happening an hour before it hits. For every 2 they succeed the check, they notice it an additional hour earlier, up to 24 hours before it hits at the earliest.

Identify Environmental Hazards

When entering a new environment, the character can make DC 20 survival test. For every point above 20 they make on the check, they gain that bonus to their perception tests to identify hazards such as rock falls, flash floods, quicksand, or a beast's lair.

Animal Handling

Survival can also be used to interact, understand, and communicate with non-sentient animals. Influence is ineffective against such creatures, as standard prose and manipulation is wasted on creatures that cannot talk. Survival relies on an innate nature and understanding of the natural world and therefore is the applicable skill for communicating with animals.

Animal Handling involves survival checks versus the target's resolve. Due to the lack of in-depth communication between the different species, there aren't many types of influence that work. The most common action is an attempt to pacify or relax a creature that might become hostile or make an indifferent creature friendly. Performing an action like this requires a survival check versus the creature's resolve +5. The bonus might increase to +10 or more if it feels threatened or trapped.

Animal Handling can also be used to imitate certain combat influence effects on animals. This functions identically to combat influence listed under the Influence skill above except characters can only perform the Taunt or Terrorize combat influence actions. These have no morale costs. However, taunt has a DC equal to the creature's resolve + 5, and terrorize has a DC equal to the creature's resolve + 15. The standard modifiers to combat influence based on hit points apply.

Note that unintelligent Zerg can be affected by animal handling but only while not under control of a higher strain. Controlled Zerg and intelligent Zerg cannot be affected by this function of survival.

Tactics (Intelligence)

Tactics is the skill used to give bonuses to the character in combat. Creatures or characters with an Intelligence of 1 cannot use or be trained in this skill.

Using Tactics Combat Augmentation

Tactics as a combat augmentation is activated as a minor action. The character chooses to activate one of five effects. The skill check result determines the potency of the power and the size of the bonus. Once activated, the tactics effect lasts a number of rounds equal to the character's Intelligence. The character can choose to activate a new tactics power on their turn to replace the one currently active.

A character can only have one tactics power active at a time. Activating a new power replaces the previous one. Tactics can also be used while piloting a vehicle.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Precision Aim	+1 to attack accuracy	+1 additional accuracy
Defensive Stance	+1 defense and toughness	+1 additional defense and toughness
Fast March	+1 speed. When in a vehicle, only functions with active locomotion vehicles.	+1 additional move speed
Long Shot	+2 attack range	+2 additional attack range
Hardiness	+1 damage resistance	+1 additional damage resistance

Initiative

Characters trained in tactics can use their Instinct score or their total ranks in tactics to determine their initiative.



Chapter 4: Talents

Talents

A character can always spend 2 characteristic points to gain a talent. A talent is a special ability that gives the character a new capability or improves one they already have. Most talents have prerequisites that must be met in order to purchase them, usually skill or ability score requirements. If a character met the requirements through that level up, the talent can still be purchased.

The first section of this chapter is a table listing all of the talents, so a player can quickly browse to find talents that they qualify for or might want. After the tables, is the in-depth breakdown of every talent, so players can find out what benefit they provide to the player.



Talent	Requirements	Bonus
Air of Authority	Leadership 6, Intimidating Presence, Willpower 6	Enemies of the same race must spend a morale point to attack the character
Arm Shot I-II	Instinct 4/8	No accuracy penalty when doing action called shots; multiple ranks
Awesome Abilities I-III	Score of 8/10.12 in relevant ability score, character level 16/24/30	Increases maximum ability score by 2 for each rank
Balanced Shot	Strength 6	Character is not affected by recoil
Bewildering Rhetoric	Influence 7, Intelligence 6	Enemies do not gain combat augmentations while speaking
Bombardment	Pilot 5	Can forgo a vehicle attack to make a more powerful attack next round
Brutality I-III	Strength 6/8/10	Melee attacks gain rending
Bulwark	Endurance 4, Strength 6	Character gains +4 toughness and +1 damage resistance
Calm Engineer	Intelligence 6, Willpower 6, Sabotage, Science 7, Computers 7	Characters gains a +10 bonus on sabotage checks
Chemical Tolerance	Fortitude 4	Character gains extra tolerance against chemicals, resistance to poison, and extra biological resistance
Cleave I-II	Strength 4/8, Power Strike	Melee attacks hit additional targets; multiple ranks
Close Combat Shot	Instinct 4	Character gains +1 attack and damage at short range, and can attack enemies within their own square, no penalty for shooting into melee
Combat Reflexes	Agility 4	Character may now make ½ agility reactions per turn
Combat Roll	Acrobatics 5, Agility 6	Does not suffer penalties to melee defense when prone or crouched; can evade when prone or crouched
Cynic	Jaded	Character is immune to combat influence and does not change morale levels
Defense of Will	Leadership 4	Nearby allies receive a bonus against combat influence
Defensive Fighting I-III	Defensive Training 4/8/12	Character gains a defensive bonus depending on what type of armor they are wearing
Defensive Motion	Acrobatics 8, Defensive Training 8	Character may move slower to avoid opportunity attacks
Deft Charge	Acrobatics 3	Character is not slowed by difficult terrain when charging and avoids opportunity attacks from their target
Demean	Influence 3	Enhance Demoralize to also reduce the target's morale bonus for two rounds.
Devastating Cripple I-II	Ranged 8/12 OR Melee 8/12	All attacks with relevant weapons deal +1 crippling wound point; multiple ranks
Disciplined Unarmed Training I-II	Willpower 4/6	Character gains unarmed damage and resolve, plus other unarmed benefits; multiple ranks
Dissuade	Influence 3	Character can use combat influence to dissuade enemies from attacking them
Distraction	Influence 4	Character can use combat influence to give enemies a penalty to attack and defense
Dodge I-II	Agility 3/5, Acrobatics 4/6	Character can evade non-explosive area attacks
Dog Fighter	Pilot 7	Gains bonuses to fighting marked enemy vehicles, can evade with flying vehicles

Talent	Requirements	Bonus
Dosage Administer	Medicine 3	Can modify the how much potency of chemicals is dealt
Dual-Weapon Skill I-II	Agility 4/8	Character suffers reduced penalties when dual-wielding; multiple ranks
Duck and Cover	Tactics 3, Acrobatics 3	Character gains a +2 bonus to evade attempts and shifts farther when evading
Efficient First Aid	Medicine 7	Heal +25 hit points with medipacks, can expend medipacks to use as trauma kits
Emotionless	Cynic, Willpower 6	Character gains protection points every round but must make Intelligence checks to act with self-preservation
Empowering Command	Leadership 7	Character can have two leadership effects active simultaneously
Endless Energy I-V	Psionics 4/6/8/10/12, Mental Training 4/6/8/10/12	Bonus to checks to restore energy fatigue; recover energy fatigue each turn; multiple ranks
Engineer Foreman	Science 8, Leadership 3	Repairs are performed in half the time; each additional person working on repairs makes the result better
Excellent Spirits	Willpower 10, Good Spirits	Character begins combat at +1 morale level, gains +1 morale bonus
Far Shot	Instinct 3	All range attack increments are increased
Fast Reload	Agility 3	Character reloads weapons faster
Fast Engineer	Intelligence 6, Agility 6, Sabotage I, Science 7, Computers 7	Characters can make sabotage attempts as a standard action
Field Medic	Intelligence 3, Medicine 4	Character gains bonus to stabilizing allies and when using first aid
Gladiator Mech	Pilot 5	Piloted walkers gain improved melee skill and defense
Good Spirits	Willpower 8	Character begins combat at +1 morale level
Grand Leader	Leadership 7	Leadership combat augmentations cap at DC 35
Great Speaker	Influence 3	Character can affect an additional opponent with combat influence
Grenade Catcher I-II	Agility 4/6, Ranged 6/8	Character can catch grenades and throw them back; multiple ranks
Gut Shot	Instinct 6/10	No accuracy penalty when doing vital called shots; multiple ranks
Hardened Survivalist	Willpower 4, Survival 3	Character adds ½ Willpower to amount of hit points they gain every rank of Durability
Head Hunter I-II	Instinct 8/10	No accuracy penalty when doing critical called shots; multiple ranks
Inspirational Presence I-II	Willpower 6/8, Leadership 5/8	All nearby allies gain a bonus to attacks and skill checks; multiple ranks
Intimidating Presence I-II	Willpower 6/8, Influence 5/8	All nearby enemies take a penalty to attacks and skill checks; multiple ranks
Jaded	None	Character is resistant to combat influence and does not change morale dramatically
Keen Senses	Perception 3	Character cannot take more than a -10 penalty on perception test; can detect subtle changes in environment

Talent	Requirements	Bonus
Knife Master I-II	Agility 4/6, Melee 6/8	Character uses Agility instead of Strength for knives and swords; multiple ranks
Leap	Athletics 4	Character can make a short leap, ignoring difficult terrain and gaining bonuses against targets in melee
Leg Shot I-II	Instinct 4/8	No accuracy penalty when doing mobility called shots; multiple ranks
Makeshift Repairs	Science 3	Can always function as if having a repair kit available as long as there are spare parts
Man versus Machine	Computers 10	Character is skilled at overriding AIs; can use a terminal to overload an AI
Martial Arts Unarmed Training I-II	Agility 4/6	Character gains bonus unarmed damage and defense plus other unarmed benefits; multiple ranks
Masterful Parry	Tactics 7, Melee 7	All melee weapons gain the defensive quality or gain bonus defense against melee attacks if they already possess the defensive quality
Master Tactician	Tactics 8	Tactics combat augmentations cap at DC 35
Mighty Blow I-V	Strength 4/6/8/10/12	+1 accuracy with heavy strikes, +2 damage with melee charges, multiple ranks
Military Unarmed Training I-II	Strength 4/6	Character gains bonus unarmed and melee damage plus other unarmed benefits; multiple ranks
Mobile Attacker I-III	Instinct 4/6/8, Agility 4/6/8	Gains bonus movement speed and defense when performing an action move
Mountain Strike I-II	Strength 6/8, any Unarmed Training talent	Character gains accuracy and penetration with melee or even more bonuses with unarmed; multiple ranks
Natural Appeal	Influence 4	Character makes good first impressions, and gains +4 bonus to befriend
Natural Health I-III	Fortitude 4/6/8, Survival 4/6/8	Character gains a +1 healing threshold and +2 damage threshold; multiple ranks
Never Give Up	Strength 8, Fortitude 8, Endurance 8	Character becomes incredibly durable when reduced to 0 healing thresholds
Outstanding Presence	Willpower 8, Inspirational Presence, Intimidating Presence	Character can have multiple presence talents active at once
One with the Darkness	Stealth 8	While sneaking in concealment, count as being cloaked instead
Penetration I-V	None	Character's attacks gain bonus penetration; multiple ranks
Pistol Finesse I-II	Agility 4/6, Ranged 6/10	Uses agility for max attack overages with pistols, gains bonus damage with pistols based on agility
Powered Armor Training	Terran or Psionic Terran Race	Character is proficient in the use of Terran powered combat armor
Power Strike I-II	Strength 4/6	Character can take a penalty to melee accuracy to deal more damage; multiple ranks
Precision Burst	Instinct 6	Character's focused burst attacks gain +1 Hailfire
Precision Shot	Instinct 4	Character deals bonus damage when standing still and aiming equal to Instinct
Prodigal Pick Pocket	Stealth 6, Agility 6	Character can steal larger objects, and is much better at pick pocketing
Professional Hacker	Computers 6	Character hacks faster and gains bonuses to hacking computers and resisting lock outs

Talent	Requirements	Bonus
Psi Level 2	Willpower 4, must have access to the psionics skill	Character gains Psi Level 2
Psi Level 3	Willpower 5, Psi Level 2	Character gains Psi Level 3
Psi Level 4	Willpower 6, Psi Level 3	Character gains Psi Level 4
Psi Level 5	Willpower 7, Psi Level 4	Character gains Psi Level 5
Psi Level 6	Willpower 8, Psi Level 5	Character gains Psi Level 6
Psi Level 7	Willpower 9, Psi Level 6	Character gains Psi Level 7
Psi Level 8	Willpower 10, Psi Level 7	Character gains Psi Level 8
Psi Level 9	Willpower 11, Psi Level 8	Character gains Psi Level 9
Psi Level 10	Willpower 12, Psi Level 9	Character gains Psi Level 10
Psychic Power	Must be capable of using psionic powers	Character gains 2 psychic powers, +1 per 5 points of Intelligence
Psychic Discipline Focus I-III	Psionics 4/8/12	Character manifests chosen psionic power discipline at +1 Psi Level; multiple ranks
Quick Draw	None	Character can draw or stow a weapon or item as a free action
Rain of Firepower I-II	Instinct 4/6, Ranged 4/6	Area burst attacks from automatic weapons have a larger area; multiple ranks
Resilience I-II	Durability 8/12	Reduces number of crippling wound points received; multiple ranks
Resistant I-V	None	Character gains +1 to all damage resistances; multiple ranks
Resolute I-II	Mental Training 4/8	Character gains resolve vs combat influence and is resistant to psionic damage; multiple ranks
Sabotage I-III	Intelligence 6/6/8, Science, 4/5/8 Computers 4/5/8	Character can sabotage and shut down a computer or unaware robot with a skill check; multiple ranks
See the Unseen	Intelligence 6, Perception 6	Character can always detect cloaked targets
Shotgun Spread I-II	Ranged 4/6	Character can fire a shotgun in a 6 square cone; multiple ranks
Shot on the Runner	Instinct 6, Threatening Shot	Character can make opportunity attacks at a target that ends its movement without cover to the character
Smart Shot	Intelligence 4	Character uses Intelligence instead of Instinct for ranged attack overage
Sneak Attack I-V	Agility 4/6/8/10/12, Stealth 3/5/7/9/11	Character deals bonus damage and rending against flat-footed enemies; multiple ranks
Specialized Knowledge	Lore 5	Character gains +4 bonus to identify weakness check against favored enemy
Stalker	Stealth 3	Character gains bonus to sneaking and thievery tests against their marked target
Strafing Attack	Tactics 5	While performing an action move, make an extra strike with attacks
Structural Weakness I-V	Intelligence 4/6/8/10/12, Science 3/5/7/9/11	Character gains bonus damage against constructs and objects; multiple ranks
Surgeon	Medicine 6	Character performs surgery faster and more efficiently
Surgical Precision I-V	Intelligence 4/6/8/10/12, Medicine 3/5/7/9/11	Character gains bonus damage against living targets; multiple ranks
Survival Instincts	Perception 5	Character is never surprised and gains +2 initiative
Swift Strikes I-III	Agility 5/8/10	Character gains an additional strike per round with melee weapons; multiple ranks
Targeted Suppress	Ranged 3	Character has reduced accuracy penalty with suppressing fire, and suppressing fire deals more attacks

Talent	Requirements	Bonus
Threatening Shot I-III	Instinct 4/6/8, Combat Reflexes	Character can make ranged opportunity attacks at short range; multiple ranks
Torso Shot I-II	Instinct 4/8	No accuracy penalty when doing core called shots; multiple ranks
Two-handed Expertise	Strength 7, Melee 6	Bonus accuracy and maximum attack overages with two-handed melee weapons
Universal Knowledge	Lore 4	Gives a +4 bonus to assisted skill checks instead of +2
Unstoppable Movement	Athletics 8	Character ignores difficult terrain and has +2 movement speed
Weapon Comprehension	Science 4, Ranged 4	Character's weapons never jam; can fix jams and faulty explosives as a minor action without a check
Weapon Mastery I-III	Melee 4/8/12 OR Ranged 4/8/12	Character gains +1 power rating of damage with weapon group
Wide Spray	Instinct 6	Character can turn an auto-fire burst into a '1 by 4' or a '2 by 8'
Wrestling Combatant	Athletics 3, Melee 3	Character gains +5 to special combat actions, gains +4 accuracy with grab-slams, and adds twice their Strength to damage

Talent Descriptions

Air of Authority

Requirements: Leadership 6, Willpower 6, Intimidating Presence

Benefit: All enemies of the same race as the caster with a morale score must spend a morale point to attack this character – foes that may not attack this character do not cause the character to be threatened. This morale point must be spent every round. Characters that have been attacked, or had their allies attacked by, this character in this encounter may ignore this effect. This ability does not function on foes this character has taunted or foes at a negative morale level – they are too desperate to care!

Arm Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's action location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's action location.

Awesome Abilities I-III

Requirements: Score of 8/10/12 in the relevant ability score, requires character level 16/24/30

Benefit: The character chooses one ability score that is 8 or higher. The maximum ability score cap for that characteristic increases by +2. This does not actually increase the ability score; it only increases the maximum the ability can reach. This is not a flat benefit, and the ability score cap continues to increase by level. This talent can be taken multiple times, each time affecting a

different ability score. In addition, this talent has multiple ranks when taking in an individual ability score. Each additional rank requires a high value in that ability score and increases the maximum in that ability by 2. Note that each rank of this talent requires a higher character level.

Balanced Shot

Requirements: Strength 6

Benefit: The character is no longer affected by the recoil or extreme recoil weapon trait.

Bewildering Rhetoric

Requirements: Influence 7, Intelligence 6

Benefit: The character can make a long passionate speech targeted at his enemies which requires a standard action each round it is performed. While the speech is in process, all enemies do not gain combat augmentation bonuses such as those from Tactics, Leadership, and Lore skills. The enemies must be able to hear the character.

Bombardment

Requirements: Pilot 5

Benefit: When using a vehicle with an explosive weapon and targeting a ground target, the character can take a standard action prepping the gun. If they fire on the next round, their weapon gains Hailfire (2), and they gain the accuracy benefit of aiming.

Brutality I-III

Requirements: Strength 6/8/10

Benefit: The character makes brutal and wounding strikes with their melee weapons. Their melee weapons gain +2 rending. This talent has multiple ranks, each rank having a higher strength requirement and increasing the rending by an additional +2.

Bulwark

Requirements: Endurance 4, Strength 6

Benefit: The character gains a +4 bonus to toughness and a +1 bonus to damage resistance.

Calm Engineer

Requirements: Intelligence 6, Willpower 6, Sabotage, Science 7, Computers 7

Benefit: Adept at working effectively under pressure, the character gains a +10 bonus on all Computer and Science skill checks when using the Sabotage talent.

Chemical Tolerance

Requirements: Fortitude 4

Benefit: The character gains a +5 bonus to avoiding becoming addicted to chemicals. Furthermore, after damage resistance is applied, the character takes half as much damage from poisons. Finally, the character gains +1 healing threshold.

Cleave I-II

Requirements: Strength 4/8, Power Strike

Benefit: The character can choose to make a single weapon attack on his turn with the Cleaving (1) weapon trait (see Equipment Chapter); if the attack already has Cleaving, increase its cleave area by 1. This talent has multiple ranks, the second rank having a higher Strength requirement. The second rank of cleave allows the character to make his full number of strikes with cleave.

Close Combat Shot

Requirements: Instinct 4

Benefit: The character gains +1 to attack and damage in short range and can use ranged weapons against enemies in his square, namely tiny enemies. Finally, the character takes no penalty for shooting at enemies that are engaged in melee with an ally.

Combat Reflexes

Requirements: Agility 4

Benefit: The character has a total number of reactions per round equal to half his Agility score. The character may still only evade once per turn.

Combat Roll

Requirements: Acrobatics 5, Agility 6

Benefit: When the character is prone or crouched, attackers do not gain a bonus to melee attacks against them, but ranged attacks still suffer a penalty. Furthermore, when the character is prone, they can make Evade attempts (but not Emergency Evade attempts). However, when evading while prone, their shift distance is decreased by 1 square.

Cynic

Requirements: Jaded

Benefit: The character is immune to Combat Influence uses of the influence skill and can never increase or decrease morale. The character does not have a morale score.

Notes: A character with this talent cannot take the Good Spirits talent.

Defense of Will

Requirements: Leadership 4

Benefit: All allies within 10 squares gain a bonus to resolve against Combat Influence attempts equal to the character's Willpower score.

Defensive Fighting I-III

Requirements: Defensive Training 4/8/12

Benefit: The character has practiced heavily in avoiding enemies in combat. They gain a passive bonus that varies depending on what type of armor they are wearing. Characters in no or light armor gain +2 defense. Characters in heavy armor gain +1 defense and +1 damage resistance. Characters in super heavy armor gain +2 damage resistance. While piloting a vehicle, the vehicle gains the bonus appropriate to its armor type. This talent has multiple ranks that have increasing skill requirements. The second rank doubles the initial bonus, and the third rank triples the initial bonus.

Defensive Motion

Requirements: Acrobatics 8, Defensive Training 8

Benefit: The character can thread a careful path without giving their enemies an opening. When the character starts a movement action, they may choose to move at half speed to avoid opportunity attacks arising from their movement.

Deft Charge

Requirements: Acrobatics 3

Benefit: When performing a charge attack action the charge move is unaffected by difficult terrain and does not provoke opportunity attacks from the target of the charge.

Demean

Requirements: Influence 3

Benefit: When the character uses a demoralize combat influence action, the target suffers a penalty to their morale bonus equal to the amount the influence check surpassed the target's resolve. This lasts for 2 rounds.

Devastating Cripple I-II

Requirements: Ranged 8/12 OR Melee 8/12

Benefit: The character selects either ranged or melee weapons. They must have at least 8 ranks in the chosen weapon skill. With the chosen weapon group, the character deals +1 crippling wound point with every crippling wound they deal. This talent has multiple ranks, each rank has a higher skill requirement and increases the crippling wound points dealt with an attack by +1.

Disciplined Unarmed Training I-II

Requirements: Willpower 4/6

Benefit: The character deals +1 damage with unarmed attacks and gains +1 resolve. This stacks with other unarmed training talents. This talent has multiple ranks, that have a higher Willpower requirement. The second rank increases the bonus to unarmed damage and resolve to +2, and the character can make a special unarmed attack with the heavy strike combat behavior. This attack deals no damage, but if it surpasses the target's defense and toughness, the target is stunned for 1 round.

Dissuade

Requirements: Influence 3

Benefit: The character gains the use of dissuade combat influence usable as a minor action.

Action	Description	Difficulty	Morale Cost
Dissuade	The target suffers -10 to attacks vs the character, -2 if the character was at least tied to be the closest to the target at the start of the target's turn	Resolve	1

Distraction

Requirements: Influence 4

Benefit: The character can make a distract Combat Influence power as a minor action.

Action	Description	Difficulty	Morale Cost
Distraction	Target suffers a penalty to attacks, skill checks, and defense equal to	Resolve	0*

	their current negative morale score (min 0)		
--	---	--	--

Dodge I-II

Requirements: Agility 3/5, Acrobatics 4/6

Benefit: The character can evade area attacks without the Delay weapon trait and even area of effect psionic and evolution powers. This power has two ranks, the second with a higher Agility and acrobatics requirement. The second rank allows a character to evade any ranged projectile attack, even standard ranged attacks such as gauss projectiles, psionic bolts, and Zerg spores. Evading non-area attacks is performed with a -5 penalty.

Dog Fighter

Requirements: Pilot 7

Benefit: When inside an aerial craft, the character can mark a single enemy flyer that he is aware of. As long as the character's vehicle is moving, they gain a +4 bonus to defense against that target, and a +2 bonus to attacks against them. In addition, this talent allows a character to use Bob and Weave combat behaviors while in an aerial craft that is gargantuan-size or smaller.

Dosage Administer

Requirements: Medicine 3

Benefit: When injecting chemicals on oneself or ally using an injector, the character can control how much potency is granted per dose, choosing to possibly increase the potency by 1 or reducing the potency by 1. This can be chosen for each individual dosage dealt, allowing them to maximize or customize the amount of chemicals they are using.

Dual-Weapon Skill I-II

Requirements: Agility 4/8

Benefit: The character only suffers a -5 accuracy penalty when attacking with two separate weapons in a single combat phase. This talent has two ranks, the second with a higher Agility requirement. The second rank of this perk allows the character to attack with both weapons with no penalty.

Duck and Cover

Requirements: Tactics 3, Acrobatics 3

Benefit: The character gains a +2 bonus to acrobatics tests to perform Evade attempts and increases their shift distance by 1 square when successfully evading. This does not function if the character makes an emergency evade.

Efficient First Aid

Requirements: Medicine 7

Benefit: When using a medipack to perform first aid, the character restores an additional 25 hit points. In addition, the character can expend a medipack instead of using a trauma kit whenever a trauma kit would be required.

Emotionless

Requirements: Willpower 6, Cynic

Benefit: The character's cynicism has enhanced to being completely emotionless. In addition, to the effects from Cynic, the character is also fearless, fearing absolutely nothing. The character must make a DC 10 Intelligence check to act with self-preservation, including fleeing from a hopeless battle. While the character can't raise or decrease in morale, still determine what the character's morale score is. At the start of each turn in an encounter, the character gains an amount of protection points equal to what their morale bonus would be.

Empowering Command

Requirements: Leadership 7

Benefit: When activating a leadership function, choose two different effects to use and activate both of them with a single dice roll. Any ally benefiting from this leadership function gains full benefit from both effects.

Endless Energy I-V

Requirements: Psionics 4/6/8/10/12, Mental Training 4/6/8/10/12

Benefit: The character gains a +2 bonus to Willpower tests to remove Energy Fatigue. The character also automatically recovers from 1 point of energy fatigue at the start of their turn. This talent has five ranks, each tier requiring higher psionics and mental training. Each additional rank increases the bonus to checks to remove energy fatigue by +2 and allows the character to remove 1 additional point of energy fatigue each round. For example, Endless Energy III gives the character a +6 bonus on their checks to remove energy fatigue, and automatically removes 3 energy fatigue each turn.

Engineer Foreman

Requirements: Science 8, Leadership 3

Benefit: When the character is making repairs to a construct, the base time it takes is reduced by half, further reduced for each additional person. Furthermore, each additional person gives +5 to the Science test to determine how many hit points are restored.

Excellent Spirits

Requirements: Willpower 10, Good Spirits

Benefit: The character begins every combat or encounter with two extra morale points and gain +1 morale bonus. This replaces the benefits of Good Spirits.

Note: This talent cannot be taken if the character has the Jaded, Cynic, or Emotionless talents.

Far Shot

Requirements: Instinct 3

Benefit: All range increments are 1/3 larger. With this talent, short range becomes 8 squares, medium range

becomes 40 squares, long range becomes 80 squares, distant range becomes 160 squares, and remote range becomes 400 squares. Strategic range instead increases to 1,250 squares. This affects all features that rely on range.

Fast Engineer

Requirements: Intelligence 6, Agility 6, Sabotage, Science 7, Computers 7

Benefit: Adept at working quickly under pressure, the character can make a sabotage check as a standard action rather than a full-round action.

Fast Reload

Requirements: Agility 3

Benefit: The character reloads weapons one speed faster (stacks with Easy Reload upgrade). Fast Reload weapons reload as a free action. Gradual reload weapons reload twice as much ammunition per move action.

Field Medic

Requirements: Intelligence 3, Medicine 4

Benefit: The character gains a +5 bonus to Medicine checks to stabilize allies, and gains +10 to medicine checks to use first aid.

Gladiator Mech

Requirements: Pilot 5

Benefit: The character has mastered using a walker as a melee brawler. All melee attacks of the walker gain a +2 accuracy bonus and increase in damage by 1 power rating, and the walker gains +2 defense.

Good Spirits

Requirements: Willpower 8

Benefit: The character begins every combat or encounter with an extra morale point.

Note: This talent cannot be taken if the character has the Jaded, Cynic, or Emotionless talents.

Grand Leader

Requirements: Leadership 7

Benefit: Leadership bonuses cap at DC 35 instead of DC 25, the bonuses continuing to increase 1 interval every 5 points of the Leadership skill result.

Great Speaker

Requirements: Influence 3

Benefit: When making a combat influence test, this character can affect one additional target with the same influence test. This is cumulative with other effects that give additional targets for a use of combat influence.

Grenade Catcher I-II

Requirements: Agility 4/6, Ranged 6/8

Benefit: If a grenade is thrown (not launched) into the character's square, or a square adjacent to the character, he may make an initiative check against the attack roll of

the grenade with a +4 bonus. If he succeeds the check, he catches the grenade and can immediately throw it. Using this talent counts as a use of an opportunity attack. This talent requires one free hand. This talent has multiple ranks, each with higher ability and skill requirements. The second rank no longer requires an initiative check, and the character gains a +1 bonus to accuracy with all grenades or a +2 bonus with those he throws back.

Gut Shot I-II

Requirements: Instinct 6/10

Benefit: When making a called shot to a target's vital location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's vital location.

Hardened Survivalist

Requirements: Willpower 4, Survival 3

Benefit: The character adds half their Willpower to the amount of hit points they gain for every rank of Durability. This stacks with their size and Fortitude bonuses.

Head Hunter I-II

Requirements: Instinct 8/10

Benefit: When making a called shot to a target's critical location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's critical location.

Inspirational Presence I-II

Requirements: Willpower 6/8, Leadership 5/8

Benefit: All allies within a number of squares of the character equal to the character's Willpower score gain a +1 bonus to attacks, skill checks, and morale bonus. Characters can only use one presence talent at a time (changed as a free action). This talent has a second rank that has a higher Willpower and leadership requirement. The second increases the bonus to this talent to +1 per 3 points of the character's Willpower.

Intimidating Presence I-II

Requirements: Willpower 6/8, Influence 5/8

Benefit: All enemies within a number of squares of the character equal to the character's Willpower score gain a -1 penalty to attacks, skill checks, and morale bonus. Characters can only use one presence talent at a time (changed as a free action). This talent has a second rank that has a higher Willpower and influence requirement. The second increases the penalties induced by this to -1 per 3 points of the character's Willpower.

Jaded

Requirements: None

Benefit: The character's morale cannot increase above one or decrease below negative one. The character gains a +5 bonus to resolve to resist Combat Influence. Also, they do not gain a negative morale level when rolling a natural 1.

Notes: A character with this talent cannot take the Good Spirits talent.

Keen Senses

Requirements: Perception 3

Benefit: When determining the difficulty of a perception check, the character can never take more than a -10 penalty to the test, regardless of the number of different penalties. They still gain access to all possible bonuses. In addition, the character can perform a DC 15 Perception check at any time to gain key insights on their surroundings that might be useful such as recognizing the scent of a certain Zerg species in the area or detecting an air flow that represents a vent in the room that can be navigated.

Knife Master I-II

Requirements: Agility 4/6, Melee 6/8

Benefit: The character can use Agility instead of Strength as the primary stat for combat knives, swords, and dueling swords. This allows the character to use Agility to determine their attack overages with those weapons as well as adding one-half of their Agility to damage in addition to Strength. The character can choose to revert to using Strength should that rise to be the higher of the two. This talent has multiple ranks, the second rank having a higher Agility and melee skill requirement. The second rank gives +1 damage per point of agility, and +1 penetration for every 2 points of agility.

Leap

Requirements: Athletics 4

Benefit: The character makes a short leap as a move action, moving a number of squares equal to one-half their Strength score, ignoring all opportunity attacks. During the same turn after the leap, any targets they attack in melee do not gain an Agility bonus to defense against the attack. A character cannot leap again on the turn after they leap.

Leg Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's movement location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains

+1 rending with attacks aimed at an enemy target's movement location.

Makeshift Repairs

Requirements: Science 3

Benefit: As long as they have significant loose supplies, such as being in a scrap yard or crashed ship, the character can make repairs to a construct as if they had a Basic Repair Kit handy.

Man versus Machine

Requirements: Computers 10

Benefit: The character gains a +5 bonus to opposed Computer checks. In addition, the character can make a hack attempt to use a console to overload a target linked construct, including an AI. Doing so takes a full-round and a computer check versus the toughness of the target. If the character wins the test, then the AI takes 10 damage per point they succeeded the test, ignoring armor bonus to damage resistance. Crippling injuries dealt by this damage are automatically critical wounds.

Martial Arts Unarmed Training I-II

Requirements: Agility 4/6

Benefit: The character deals +1 damage with unarmed attacks and gains +1 defense. This stacks with other unarmed training talents. This talent has multiple ranks, the second having a higher Agility requirement. The second rank increases the bonus to unarmed damage and defense to +2 and grants a free action disarm, push, or knockdown with an unarmed attack once per round.

Masterful Parry

Requirements: Tactics 7, Melee 7

Benefit: Any melee weapons the character possesses, with the exception of the pistol whip, rifle butt, or unarmed attacks, gain the Defensive item trait. In addition, any weapons the character possesses that already have the Defensive quality increase their melee defense bonus to +3 instead of +1.

Master Tactician

Requirements: Tactics 8

Benefit: Tactics bonuses cap at DC 35 instead of DC 25, the bonuses continuing to increase 1 interval every 5 points of the Tactics skill result.

Mighty Blow I-V

Requirements: Strength 4/6/8/10/12

Benefit: The character performs mighty blows with their charged melee strikes. When performing a heavy strike attack, they gain +1 accuracy. When performing a melee charge, they gain +2 damage. This talent has multiple ranks, each rank with higher strength requirement. Every additional rank increases the accuracy bonus by +1 and the bonus damage by 2.

Military Unarmed Training I-II

Requirements: Strength 4/6

Benefit: The character deals +1 damage with melee attacks, including unarmed attacks. This stacks with other unarmed training talents. This talent has multiple ranks, with the second rank having a higher Strength requirement. The second rank increases the damage bonus with melee attacks to 2 and gives all unarmed attacks 2 rending.

Mobile Attacker I-III

Requirements: Instinct 4/6/8, Agility 4/6/8

Benefit: The character gains +1 movement speed and +1 defense in any turn that they perform an action move. This talent has multiple ranks, each rank having a higher Instinct and Agility requirement. Each rank increases the bonus to movement speed by 1 and defense by 1. Finally, the third rank of Mobile Attacker removes the accuracy penalty during action moves.

Mountain Strike I-II

Requirements: Strength 6/8, any Unarmed Training talent

Benefit: The character gains +1 accuracy and penetration with all melee weapons or +2 accuracy and +1 penetration with unarmed attacks and grabs. This talent has multiple ranks, with the higher rank having an increased Strength requirement. The second rank of the talent doubles all of the benefits from the 1st rank.

Natural Appeal

Requirements: Influence 4

Benefit: The character seems personable and trustworthy. Most targets that encounter him for the first time are counted as a friendlier position than normal (indifferent are friendly, unfriendly are indifferent), and the character gains a +4 bonus to all persuasion tests to befriend.

Natural Health I-III

Requirements: Fortitude 4/6/8, Survival 4/6/8

Benefit: The character's rigid exercise and survival skills have increased their natural Fortitude. They gain +1 healing threshold and +2 damage threshold. This talent has multiple ranks, each rank requiring a higher Fortitude and survival skill. Each rank increases the characters healing thresholds by +1 and damage thresholds by +2.

Never Give Up

Requirements: Strength 5, Fortitude 5, Endurance 5

Benefit: When you are reduced to 0 remaining healing thresholds, your adrenaline-fueled desperation makes you survive against all odds. You gain 5 protection points at the start of each turn. You are also immune to the Bleed condition. Finally, you can receive surgery to remove crippling wounds or receive surgery, even though you have no healing thresholds. You still cannot be subjected to first

aid. These benefits last until you have at least 1 healing threshold again.

Outstanding Presence

Requirements: Willpower 8, Inspirational Presence, Intimidating Presence

Benefit: The character can have Inspirational Presence and Intimidating Presence active simultaneously or the improved versions of one or both of the talents.

One with the Darkness

Requirements: Stealth 8

Benefit: When sneaking in an area of concealment, the character counts as being cloaked rather than sneaking as long as the character and their enemies are both in the concealment.

Penetration I-V

Requirements: None

Benefit: All of the character's attacks, abilities, and powers gain a bonus point of penetration. This stacks with all other features that give weapon penetration. This talent has multiple ranks, each rank giving all of the character's attacks a bonus point of penetration.

Pistol Finesse I-II

Requirements: Agility 4/6, Ranged 6/10

Benefit: The character has become skilled at using pistols with speed and precision. The character can use their Agility score instead of their Instinct to determine attack overages with pistols and adds +1 damage with pistols for every 2 points of Agility they have. This talent has multiple ranks that have increased Agility and ranged requirements. The second rank gives +1 damage per point of agility, and +1 penetration for every 2 points of agility.

Powered Armor Training

Requirements: None

Benefit: The character can use terran powered armors such as the CMC combat suits. Without training, the character takes a -2 penalty to speed and -4 to attacks, defense, and all skill checks relying on Strength or Agility.

Power Strike I-II

Requirements: Strength 4/6

Benefit: When making melee attacks, the character can take a penalty to attacks to gain bonus damage. The penalty they can suffer on their attack roll is up to 2, +2 per 4 ranks of melee skill. For every -2 penalty they suffer on an attack, they deal +1 power rating of damage with the attack. Therefore, a character with 4 melee skill suffers a -4 penalty on the attack to gain +2 power ratings of damage. This talent has two ranks, the second rank having a higher strength requirement. The second rank gives you the option of doubling the accuracy penalty when you power attack to gain twice as many bonus power ratings of damage.

Precision Burst

Requirements: Instinct 6

Benefit: When the character uses a focused burst attack with an automatic weapon, the attack gains the Hailfire (1) weapon trait, stacking as normal with other Hailfire traits.

Precision Shot

Requirements: Instinct 4

Benefit: The character deals bonus damage when standing still and aiming equal to their Instinct score.

Prodigal Pick Pocket

Requirements: Stealth 6, Agility 6

Benefit: The character gains a +10 bonus to stealth checks to perform thievery, and the time it takes to lift the item, even if it is inside a container, is only a minor action. In addition, the character can steal small items the target is wearing such as watches and earrings.

Professional Hacker

Requirements: Computers 6

Benefit: The character gains a +5 bonus to all checks to hack computers, hacks computers in half the normal time, and the computer only performs lock down if they fail two computer checks in a row.

Psi Level 2

Requirements: Willpower 4, Must have access to the psionics skill

Benefit: The character is now a class 2 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 3

Requirements: Willpower 5, Psi Level 2

Benefit: The character is now a class 3 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 4

Requirements: Willpower 6, Psi Level 3

Benefit: The character is now a class 4 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 5

Requirements: Willpower 7, Psi Level 4

Benefit: The character is now a class 5 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 6

Requirements: Willpower 8, Psi Level 5

Benefit: The character is now a class 6 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 7

Requirements: Willpower 9, Psi Level 6

Benefit: The character is now a class 7 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 8

Requirements: Willpower 10, Psi Level 7

Benefit: The character is now a class 8 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 9

Requirements: Willpower 11, Psi Level 8

Benefit: The character is now a class 9 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psi Level 10

Requirements: Willpower 12, Psi Level 9

Benefit: The character is now a class 10 psychic entity. In addition, the character instantly learns one new psychic power that they meet the requirements for.

Psychic Power

Requirements: Must be capable of using psionic powers

Benefit: The character gains permanent knowledge of 2 psychic powers plus an additional 1 per 5 points of Intelligence. The character must meet the requirements for the chosen powers. This talent can be purchased multiple times, each time granting a new batch of psionic powers.

Psychic Discipline Focus I-III

Requirements: Psionics 4/8/12

Benefit: The character chooses one psionic discipline she has access to. They manifest all powers from that discipline at +1 Psi Level. This talent has multiple ranks with an increasing psionic skill requirement. Each rank further increases the Psi Level those powers are manifested at. In addition, these talents can be selected in multiple different psionic disciplines, each with their own level of talent mastery.

Quick Draw

Requirements: None

Benefit: You can the ability to draw up to two items from your equipment belt into free hands as a free action and another free action to holster up to two small carried items into free spaces in your equipment belts. Each free action may be performed once per round, as per normal.

Rain of Firepower I-II

Requirements: Instinct 4/6, Ranged 4/6

Benefit: Area burst attacks made with an automatic weapon can be up to a Burst 3 in size but expend 20

bullets. Similarly, area burst attacks made with a fully automatic weapon can be up to a Burst 4 in size but expend 40 bullets. This talent has multiple ranks, the second rank having higher Instinct and ranged skill requirements. The second rank allows area burst attacks made with an automatic weapon to be up to a Burst 4 in size but expend 20 bullets. Similarly, area burst attacks made with a fully automatic weapon can be up to a Burst 6 in size but expend 40 bullets.

Resilience I-II

Requirements: Durability 8/12

Benefit: The character ignores 1 crippling wound point to a wound location when inflicted with a crippling wound. If this results in the character receiving 0 crippling wounds, he is only dealt the immediate effect, no ongoing effects. This talent has multiple ranks, each with a higher durability skill requirement. The second rank allows the character to ignore 2 crippling wound points.

Resistant I-V

Requirements: None

Benefit: The character gains +1 to their damage resistance and their psionic resistance. This talent has multiple ranks that can be taken. Each rank increases the bonus to damage and psionic resistances by 1.

Resolute I-II

Requirements: Mental Training 4/8

Benefit: The character adds half their Intelligence to their resolve. The character gains 4 x their Willpower to psionic resistance and gains a +10 bonus to their resolve when thought blocking. This talent has multiple ranks, each with higher mental training skill requirements. With the second rank, the character instead adds their full Intelligence to their resolve and gains +20 to their resolve to block telepathy while thought blocking. Finally, the character now gains 5 times their Willpower to their psionic resistance.

Sabotage I-III

Requirements: Intelligence 6/6/8, Science 4/5/8, Computers 4/5/8

Benefit: As a full-round action, the character can deactivate a computer console, turret, planted explosive, hostile robot, or another device. This requires some sort of access to the object's exposed hardware or software. If the sabotage is on a computer or the access is through a computer, this requires a computer skill check. If the sabotage is on a planted explosive, robot, or the access is through the machine's hardware, then it requires a Science skill check. If the target being sabotaged is a robot, then the DC is the robot's toughness. A robot must be at or below half their maximum hit points to be targeted with sabotage. If the target is a computer, the DC is the same as a hack attempt of the computer type. All other targets require a DC 20 skill check or higher based on GM's discretion. If the check succeeds, then the object is

considered non-functioning and essentially inoperable. Robotic enemies are inactive and considered defeated for the purpose of encounters and awarding experience. This talent has multiple ranks, each rank having higher Intelligence, science, and computers requirements. The second rank allows the character to set the device to explode from one to five rounds later, rather than simply deactivating it. The explosion damage and area are based accordingly to a construct of its size (see Constructs chapter on pg. 201). The third rank gives the player control over the construct and allows them to give the now-friendly AI orders to command them.

See the Unseen

Requirements: Intelligence 6, Perception 8

Benefit: The character can make a detector action as a full-round action without requiring any special equipment.

Shotgun Spread I-II

Requirements: Ranged 4/6

Benefit: When firing a shotgun, the character can choose not to fire the weapon normally and instead choose to make a single attack against all targets within a cone (6). It loses the Spread trait, but gains Hailfire (1). This talent has multiple ranks, the second rank having a higher ranged skill requirement. The second rank of this talent increases the area to a Cone (10).

Shot on the Runner

Requirements: Instinct 6, Threatening Shot

Benefit: A character can make ranged opportunity attacks at a target that ends its movement without cover to the character with Threatening Shot. As normal for anything relying on threatening shot, the attack deals half damage.

Smart Shot

Requirements: Intelligence 4

Benefit: The character can use Intelligence instead of Instinct for the attack coverage with ranged weapons.

Sneak Attack I-V

Requirements: Agility 4/6/8/10/12, Stealth 3/5/7/9/11

Benefit: The character deals +4 damage and +1 rending against flat-footed enemies. This talent has multiple ranks, each rank requiring higher Agility and stealth scores. Each additional rank increases the damage done against flat-footed targets by +4 and the rending by +1. Therefore, Sneak Attack III would deal +12 damage and +3 rending against flat-footed enemies. If you have sneak attack IV, when attacking a stunned, helpless, or unaware target, you deal +1 crippling wound point. If you have sneak attack V, you will deal +2 crippling wound points instead.

Specialized Knowledge

Requirements: Lore 5

Benefit: When this power is selected, choose a certain origin as the target of the character's knowledge, either Terran, Protoss, Zerg, Construct, Fauna, or Other. The

character gains a +4 bonus to identify weakness checks against foes that belong to that origin; the bonuses are twice what they normally are for the level of success.

Stalker

Requirements: Stealth 3

Benefit: The character marks a certain individual as the target he is following. He gains a +5 bonus to all stealth checks against that target including thievery checks, and while sneaking, they can take standard actions and move within 6 squares of the target without provoking perception checks. Attacking still reveals the character. In addition, characters with the stalker talent may move at full speed and remain sneaking, but cannot attack in the same round.

Strafing Attack

Requirements: Tactics 5

Benefit: When performing an action move, you may make an extra strike with attacks.

Structural Weakness I-V

Requirements: Intelligence 4/6/8/10/12, Science 3/5/7/9/11

Benefit: The character gains a +2 bonus to damage and penetration against construct and inanimate objects. This bonus only applies as long as the character can personally see the target. This talent has multiple ranks, each rank having increased Intelligence and science requirements. Every additional rank of this talent increases the situational bonus to damage and penetration by +2. If you have Structural Weakness IV, you also gain Rending 5 against applicable targets. If you have Structural Weakness V, you gain Rending 10 and deal +1 crippling wound point against those targets.

Surgeon

Requirements: Medicine 6

Benefit: The character performs all major and minor surgeries in half the time and gains a +5 bonus to all skill checks to successfully perform surgery of any kind.

Surgical Precision

Requirements: Intelligence 4/6/8/10/12, Medicine 3/5/7/9/11

Benefit: The character gains a +2 bonus to damage and +1 rending against all living biological targets. This bonus only comes into effect with single target attacks and does not affect burst weapons. This bonus also only applies as long as the character can personally see the target. This talent has multiple ranks, each rank having increased Intelligence and medicine requirements. Every additional rank of this talent increases the situational bonus to damage by +2 and rending by +1. If you have Surgical Precision IV, if you make a heavy strike melee attack, you can determine which target location you are attacking. If you have

Surgical Precision V, if you deal a crippling wound to a biological target, they lose a healing threshold.

Survival Instincts

Requirements: Perception 5

Benefit: The character is never considered surprised in an encounter and receives a +2 bonus to initiative.

Swift Strikes I-III

Requirements: Agility 5/8/10

Benefit: The character can make an additional strike per round with any melee weapons they are wielding. This talent has multiple ranks, each rank increasing the Agility requirements. Every additional rank of this talent gives the character another bonus melee strike per round with all weapons and unarmed weapons.

Targeted Suppress

Requirements: Ranged 3

Benefit: When the character uses suppressing fire, the attack and the opportunity attacks gain a +4 accuracy bonus, and each target within the area suffers 3 opportunity attacks from the character on their turn.

Threatening Shot I-III

Requirements: Instinct 4/6/8, Combat Reflexes

Benefit: The character can make ranged opportunity attacks up to short range. Any action that normally provokes an opportunity attack (except for moving out of a threatened square) can be done at short range. This talent can only be used with weapons whose base range is short or longer. All opportunity attacks from threatening shot deal half damage after damage resistance is applied. Any crippling wounds are based on the final damage. This talent has multiple ranks with increased Instinct requirements for each rank. The second rank allows threatening shot to be used at medium range, and the third rank allows threatening shot to be made at long range.

Torso Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's core, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's core.

Two-Handed Expertise

Requirements: Strength 7, Melee 6

Benefit: The character is skilled with two-handed melee weapons. They gain bonus accuracy with those weapons equal to ½ strength. Furthermore, the maximum attack

overages for these weapons is also increased by ½ strength.

Universal Knowledge

Requirements: Lore 4

Benefit: When making an assisted skill check with any skill, you give a +4 bonus on successfully assisting, instead of +2.

Unstoppable Movement

Requirements: Athletics 8

Benefit: The character ignores all effects and penalties resulting from difficult terrain. In addition, they gain +2 to their base movement speed.

Weapon Comprehension

Requirements: Science 4, Ranged 4

Benefit: The character's understanding of how a weapon functions allows them to never suffer from weapon jams, and they can fix dud grenades, faulty explosives, or jammed weapons as a minor action without requiring a check. In addition, this talent gives +1 penetration with all pistol and rifle size weapons as well as with the gauss cannon and chaingun.

Weapon Mastery I-III

Requirements: Melee 4/8/12 OR Ranged 4/8/12

Benefit: The character is intimately familiar with one narrow group of weapons and uses these weapons with extreme skill. The character picks either melee or ranged weapons. They must have at least 4 points of skill in the weapon category they chose. The character deals +1 power rating of damage with weapons in that skill group. They can choose this talent multiple times, each time choosing different weapon groups, as long as they meet the requirements for each weapon group. These talents have multiple ranks, each rank having a higher skill requirement. Each additional rank of this talent increases the damage dealt by the selected weapons by +1 power rating.

Wide Spray

Requirements: Instinct 6

Benefit: The character can turn an auto fire burst 1 into a '1 by 4' or a burst 2 into a '2 by 8'. This is optional, and a character can still use auto fire bursts in the default manner if it is more beneficial.

Wrestling Combatant

Requirements: Athletics 3, Melee 3

Benefit: The character gains a +5 bonus to all checks when performing a push, knock down, disarm, or grab action. Furthermore, when in a grab, they gain +4 to their slam checks, and they add twice their Strength to the base damage their slam deals in place of any other strength multiplier

Chapter 5: Equipment

Equipment Basics

Equipment is all a character's gear that they need to tote around with them. It includes their weapons, armor, and the miscellaneous gear that they sport to survive dangerous encounters. Terrans rely greatly on their equipment and technology, and taking advantage of all the gear available to them is crucial for their survival.

Equipment is gained in two ways. The first is for the players to acquire it such as by receiving it as a gift or picking it up over the course of an adventure. The second is that the players can purchase it by spending credits in towns and cities.

The first method is the most common and easiest way to acquire gear. The players gun down a hardskin mercenary and take the heavy gauss rifle out of his dead hands. They are given a suit of power armor by their commanding officer. They find a motion detector on a shelf. However it happens, they acquire the item and are able to deal with it as they please.

The second method involves spending credits, the common traded currency, at marketplaces to purchase new gear. Credits are gained over the course of the party's adventures and are also often earned as rewards for services or jobs performed. Every purchasable item has a cost to them; this is the amount of credits that must be spent to purchase the item. Players will need to keep track of their credit totals.

Purchasing items of different types may be limited by the locale the players are purchasing in. For example, characters in a backwater hamlet may only be able to purchase basic weapons and armor, and a military outpost might not supply Personal Data Assistants but have plenty of heavy weapons and explosives. Characters in a massive metropolis will likely have access to all but the most legendary gear.

In addition, characters can sell gear they already possess for credits. Generally, merchants will only purchase, through their necessity and credit allowances, gear that they would also sell. Therefore, a player could not sell a missile launcher to a chemical's dealer. Usually, characters receive 50% of the item's buy price when they sell an item.

The following are the rules for item traits and equipment tiers, both of which give an idea how items work. Following them are the lists of all kinds of items: weapons, ammunition, armor, gear, chemicals, and item upgrades.

Equipment Tiers

While all the items described in this chapter are the base stock variations, all weapons, armors, and gear items have multiple tiers of quality. Higher tiered items represent those constructed with better parts, higher levels of craftsmanship, more state-of-the-art features, experimental components, and overall more advanced planning.

Equipment tiers ensure that a character will always be upgrading and searching for new items throughout his adventuring career and doesn't get tired of the Gauss Pistol he's been using for 15 levels. They also present interesting opportunities to go on missions looking for a powerful or legendary object.

Tier 1 items represent mass produced, stock brands. These are known as Basic items. This is the version most encounter. While many Tier 1 items are clearly advanced, such as Powered Armor and Gauss Weaponry, they are still simple compared to their true potential. Tier 1 items can be found nearly anywhere and cost the base price of the item.

Tier 2 items tend to be specially crafted rather than produced stock on the factory floor. Every piece of these items is hand assembled, tested, and tuned to perfection. Companies generally keep limited quantities of these items available for the exclusive client. They are generally only found in government complexes or on core worlds, and they cost the 4 x the price of their basic counterpart.

Tier 3 items are rare. They tend to be custom made by special order and have an impressive price tag. These items are designed from the ground up, custom made from scratch to exactly match the customer's requirements. Custom parts are usually ordered from afar or built specifically for the item. Numerous variations are built and tested until perfection is reached. They often take months or years to make. **Tier 3 items generally cannot be purchased unless their base cost (before tier multiplier) is 1,000 or less.** Instead, they are usually custom ordered. Their cost is 12 x the price of the base item.

Rumors persist of items even greater than tier 3, relics created by reclusive geniuses and experimentation with alien technology. However, these items are incredibly rare and outside the reach of most characters.

Higher Tiered Weapons

Weapons scale simply, mostly with passive bonuses, but the combined effect makes for powerful weaponry.

The following are adjusted for higher tiered weaponry:

- Accuracy bonus is increased by +1 per tier above 1st
- Base damage is increased by 1 power rating per tier above 1st
- Weapon can support 2 additional item upgrades per tier above 1st

In addition, tier 2 or 3 weapons do not jam.

Higher Tiered Armor

Armor also scales simply, mostly with passive bonuses; although they gain much utility with the mounted gear that scales with them.

The following are adjusted for higher tiered armor:

- The armor's damage resistance increases by the armor's Resistance Rating. The Resistance Rating of a suit of armor depends on what type of armor it is. For light armor, the Resistance Rating is 2. For heavy armor, the Resistance Rating is 3. Power armor has a Resistance Rating of 4. Shields, instead, gain no damage resistance but gain +1 defense.
- The armor's penalty to defenses is reduced by 1 (to a maximum of 0)
- The armor can support 2 additional item upgrades
- Any and all mounted gear built onto the armor, such as a communicator or digital uplink, increases tier to be the same level as the armor
- Any miscellaneous special traits that rely on increased tier to get higher, such as bonus to hide checks with Stealth Suits, increase

It is important to remember that all the mounted gear increase in tier also, and many add passive bonuses to the armor.

Higher Tiered Gear

Gear does not scale with simple passive upgrades. Instead, the entry of each item has to be checked. The item gains all the features listed under its tier. Generally, this is all the features of the base item plus a few more.

Item Traits

Most weapons, armor, upgrades, and ammunition have special traits that determine their advantages and disadvantages to use. This section lists the exact effects of those different types of weapons and ammunition.

Acid Damage

Description: This weapon deals damage in the form of some manner of chemical such as acid or bio-plasma. Acid damage attacks gain Hailfire (1) against constructs, stacking with other sources of hailfire.

Armor Decay

Description: Once the armor detects that its user has been slain, the armor sets itself to automatically corrode, disintegrating into nothing within 1 minute. This prevents the armor from being stolen off of slain operatives.

Bulky

Description: A character wearing this armor counts as being large sized for defense, toughness, special attack bonus, and movement speed, and it takes up a '2 by 2' area on the combat grid and gains a reach of 2 squares.

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. See the encounter rules chapter for more details.

Cleaving (X)

Description: This weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack may exclude the character and any allies from the attack. Unlike other attacks with an area of effect cleaving is not considered an area attack for evading and cleaving attacks do not deal half damage on a miss. See the combat rules chapter for more details.

Close Quarters

Description: This weapon takes no accuracy penalty when used while the character is in melee with a foe, despite being a rifle or heavy weapon.

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) missile, a standard burst would become a Burst (6), and a focused burst would become a Burst (4).

Cone (X)

Description: When this weapon is fired, it affects all targets in a cone area of effect with a size based on the X value. Characters can make evade attempts as normal. Higher tiered variations of this weapon increase the cone size by 2 per tier above first. See encounter rules chapter for more details.

Concealed Weapon

Description: This weapon, even when equipped, is especially difficult to notice. It takes a DC 30 perception check while searching the target to notice the character is carrying the weapon.

Corrosion

Description: This weapon shoots a spray of corrosive acid. If the attack bypasses defense and toughness, the target gains the Melting condition. Melting characters take 20 piercing damage and lose a morale at the start of their turns. The melting 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.

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 +1 to their defense against melee attacks.

Destructible

Description: A destructible explosive, in addition to its normal triggers, explodes when it takes any damage. A destructible explosive has a defense of 14.

Digital Scope

Description: When aiming, this weapon gains a +4 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack coverage is equal to twice their Instinct as long as they are only firing a single shot. Finally, the character ignores all penalties related to concealment or darkness. These bonuses do not function on an action move. Finally, the digital scope can be used as a standard action to perform a detector action.

Downward Barrage

Description: For every 2 squares forward this weapon fires, the projectile goes 1 square down. For example, firing this weapon at a target 15 squares away, the weapon must also go at least 7 squares downwards. This weapon can be sent downwards at a steeper angle if desired.

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. Also, the character is 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. Energy damage attacks ignore the damage resistance of enemies in light or no armor.

Energy Drain

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

Extremely Cumbersome

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

Extremely Long Reload

Description: This weapon takes a dedicated full-round action to reload.

Extreme Recoil

Description: Due to the weapon's extreme kickback, any attacks with this weapon suffer a -10 penalty unless the character is wielding powered armor.

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.

Fast Reload

Description: This weapon takes a minor action to reload.

Flames

Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take damage

equal to their damage threshold and lose a morale at the start of each turn. This damage can be reduced by damage resistance. 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.

Flash

Description: This weapon can blind a character within the burst. This trait applies on a successful weapon attack versus toughness. If the weapon hits, struck targets are blinded for 3 rounds and tormented for 2 rounds. Blinded characters automatically fail visual perception checks, and suffer a -5 penalty to attack accuracy. They cannot perform spotter or detector actions, except through psionic means. They never gain attack overages with their attacks.

Gradual Reload

Description: This weapon takes a variable amount of time to reload, depending on how many shots the wielder wants to reload before firing again. Every minor action used to reload replenishes 2 more individual shots. When the weapon is either fully loaded or the character has loaded all they have time for, the character uses another minor action prepping the weapon; then it is ready to be fired again.

Gravity Field

Description: When this weapon explodes, if it hits defense and toughness, the target is suffers Swiftness Drain (6) for 2 rounds.

Grenade

Description: This is a grenade-type explosive. This weapon follows the rules for a blast instead of a burst.

Grip Extension

Description: This weapon comes stock with an extended grip that allows use with suits of CMC powered armor.

Ground Fire

Description: This weapon is not designed to be fired upwards. It can only attack targets that are a number of squares off the ground equal to half the distance it is fired at.

Guided Explosive

Description: As long as the character aimed or spent a target lock when firing this weapon, they gain advantage on the attack roll.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: 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.

Heavy

Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Vehicles ignore the Heavy trait.

Heavy Shell

Description: This weapon is a powerful bombardment weapon, but it becomes much less accurate beyond its ideal range. When firing one increment beyond its range, it suffers a -10 accuracy penalty instead of -5. When firing two range increments beyond its range, it still suffers a -10 accuracy penalty and no longer deals half damage on a miss.

Hidden

Description: These explosives can be hidden in areas of soft terrain (such as sand) or areas of difficult terrain. The character planting these explosives makes an Intelligence check +15, which becomes the DC for the perception check to see it.

High Explosive

Description: When the primary target of a weapon with this trait is a swarm, the attack gains +1 hailfire for every 3 points of attack overage the attack gains on the attack, to a maximum of +3.

High Velocity

Description: When this weapon hits the defense and toughness of a non-vehicle target, the target is knocked prone, staggered for 1 round, and loses 2 morale.

Impact Cushion

Description: This armor has a layer of self-replicating mesh foam that sits over the user's body and absorbs some of the impact and damage taken. Armor with this quality gives the user 5 protection points at the start of each round. Tier 2 armor with an Impact Cushion gives 10 protection points instead, and tier 3 armor gains 20.

Improved Aim

Description: The weapon with this ammunition gains an additional +1 accuracy when aiming.

Improved Range

Description: A weapon using this ammunition uses the next better range increment (medium range becomes long range).

Land Mine

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

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.

Long Reload

Description: This weapon takes a move action and a minor action to reload.

Missile

Description: This weapon follows the rules for a blast instead of a burst. 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 lock 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. A single target lock affects all missile attacks fired as part of the same action.

Oxygen Supply

Description: This armor supplies oxygen to its user with 2 air tanks used to supply breathable air. Fresh air tanks can be swapped out as a full-round action.

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.

Personal Cloaking

Description: This armor is constructed of psi-weave fibers that grant a Terran psychic the ability to cloak. The psychic must still have the cloaking power. The suit only has the capacity to cloak for 10 minutes (100 rounds), out of every hour. Each tier increase of the armor grants an additional 10 minutes of cloak time.

Piercing

Description: This weapon ignores all damage resistance.

Planted Explosive

Description: This weapon is planted ahead of time by the user, requiring a full-round action. When it explodes, it makes its own attack roll, rather than using the skills of the character. The bonuses of this attack roll are listed under

the weapon's accuracy and increases by +2 for each tier above 1st. This weapon still gains damage bonuses as if the character who planted it was making the attack

Powered Armor

Description: These are high-tech military armors powered with their own internal generators. These suits respond to the wearer's movement, and the wearer does not count the armor's weight against his carrying capacity while suited in it. Most of the mounted gear on the powered armor are hands free and are activated via voice command inside the helmet's heads up display. Characters using powered armor can only use pistols, rifles, and melee weapons with grip extensions. In addition, the time it takes to apply the Medicine skill to the character increases to a full-round, or twice as many full-rounds if it is already a full round action. Powered armor power cells last 72 hours without needing to be recharged or replaced. When the armor loses power, the wearer loses access to all of the armor's functions, weapons, gear, and abilities. Their Agility drops to 1. All movement is considered limited movement. The armor check penalty triples, and they lose all benefits of the Powered Armor Training talent. Using powered armor while not being trained in powered armor gives you -2 speed, -4 attack accuracy, defense, and strength and agility checks.

Psionic Burst

Description: This weapon deals psionic damage rather than regular damage.

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.

Radiation Shielding

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

Recoil

Description: Attacks with this weapon suffer a -5 penalty if the character attacked with the weapon in the previous round, unless they are wearing powered armor.

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 plus one for each tier of the equipment above 1.

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.

Rocket

Description: This weapon follows the rules for a blast instead of a burst. In addition, 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.

Scope

Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack coverage is double their Instinct as long as they are only firing a single shot. These bonuses do not function on an action move. Finally, the scope can be used as a standard action to perform spotter action.

Self-Medicating

Description: This armor automatically contains a supply of chemicals that can be activated as a minor action. The suit can contain up to five injection-based chemicals such as Combat Stimulants and Painkillers. The armor can only automatically apply one chemical per round. Chemicals can be replenished as a move action.

Shadowed

Description: While this character is cloaked or sneaking, any enemies who use a spotter or detection action that would normally reveal the character instead have to make a perception check. The DC of the check is 10+ the character's ranks in stealth, +5 per tier of the armor, minus the armor's sneak penalty from the Cumbersome trait. If the check is failed, the character is not revealed. They are revealed if the perception check succeeds.

Shield

Description: The shield is carried on one arm in addition to any armor the character is wearing. The arm must be free in order to use the shield and an arm using a shield cannot be used for anything else. The shield gives a positive bonus to defense instead of a defense penalty. Each increased tier of the shield increases the defense bonus by +1. The bonuses it provides are cumulative with the character's armor, Cumbersome trait, and damage resistance.

Shockwave Barrage

Description: When firing an automatic burst with this weapon, the area is always a line going away from the vehicle, and the attack's dimensions change. The burst is a number of squares wide equal to the burst area and a number of squares long equal to 4x the burst area. For example, a burst 2 barrage would have an area of 2x8, leading away from the vehicle. The burst damage remains unchanged.

Shoulder Mounted

Description: This weapon is mounted on the shoulder pads of the user's powered armor and does not require hands to use. It can be fired on its own as a standard weapon, or it can be used as part of a dual-weapon attack, attacking in the same turn as another weapon, using all standard rules for two-weapon attacks. You may never have more than one shoulder mounted weapon equipped at any given time. It requires 5 minutes to equip or unequip a shoulder-mounted weapon to a suit of power armor, and this cannot be performed by someone in the power armor. This weapon cannot be reloaded by someone in the power armor.

Smashing

Description: This weapon gains a point of penetration for every 3 points of the wielder's Strength.

Spread

Description: When fired against adjacent targets, this weapon gains the Hailfire (3) weapon trait. When fired at short range, the weapon gains the Hailfire (2) weapon trait.

Stun

Description: If an attack with this weapon bypasses the target's defense, they must make an Endurance check (DC 5 + 10 per weapon tier). If they fail the endurance check, they are staggered for 1 turn. Staggered targets can only take a standard action on their turn. If they fail by 10 or more, they are stunned. Stunned targets cannot perform any actions. If they succeed their endurance check, they suffer no adverse conditions. A target cannot be affected by this weapon trait two turns in a row.

Throwing

Description: This weapon can be thrown as a ranged weapon with the attack made at short range. If thrown, the weapon lands in the square of the target, hit or miss.

Timed Explosion

Description: This weapon has a set time delay and does not explode until the timer expires. It can be as little as a round later or as much as an hour later.

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 they 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.

Unstable Explosion

Description: When the character rolls a jam or dud on an attack roll with this weapon, it explodes prematurely. The blast is centered on the character. When the character rolls a natural 1 on an attack roll with this weapon, it has double the area effect.

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.

Versatile

Description: This weapon can be used in either one or two hands. If used in two hands, the weapon changes its attack speed to be one category lower, and gains penetration (4) and +2 accuracy.

Very Cumbersome

Description: Very Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Weapons

The StarCraft universe is a deadly place: warring Terran factions, bestial creatures, voracious Zerg monstrosities, deadly high-tech combat bots, deadly Protoss warriors, and hidden terrors from the depths of the stars. To combat this threat, Terran characters will need weapons and the training to use them if they hope to survive long enough to make a difference.

Below are the tables of common weapons the players are likely to see or acquire throughout their adventures. Note that the numbers listed below are for strictly the Tier 1 variation of the weapons. Higher tiers will have increased statistics (see Equipment Tiers at the beginning of this chapter).

Weapons can be one-handed or two-handed. A character can wield a one-handed weapon in each free hand. A character can hold a two-handed weapon in one hand but not wield it or benefit from it in any way. It is a free action to shift a two-handed weapon from two-handed to one-handed and vice-versa. Regardless of how many hands a character has or what special rules they possess, no character may ever attack with two or more two-handed weapons in a single attack action.

Weapons have a number of statistics to them which determine their effectiveness and individuality. We'll use the following weapon as an example.

Gauss Pistol

One-handed Pistol

Base Cost: 1,500 credits

Damage: 10

Accuracy: +1

RoF: Fast

Range: Long

Shots: 15 Gauss Spikes

Power Rating: +2

Weight: 3 lbs.

Special Traits: Grip Extension

Description: The C-7 gauss pistol is the standard side arm for the Terran Marine Corps and most other well financed groups in the sector. Able to reliably penetrate powered armor and with a reasonable rate of fire, all the while carrying an impressive magazine; there is a reason it has become one of the most relied on Terran weapons.

The weapon entry begins with the name, class of weapon it is, and whether it takes one or two hands to use. The class of the weapon tells what weapon group it is attached to and what special features apply to them. Different weapon groups also have specific rules to their type. Rifles, for example, take two-hands and suffer a -5 accuracy penalty while the user is in melee.

The damage is the base amount of damage the weapon does before any modifiers. This damage is increased by high strength for melee weapons, weapon tier, how well the user performed on an attack roll, and so on. The accuracy of the weapon is added to the user's attack roll. Note some rather inaccurate weapons have a penalty rather than a bonus.

Rate of Fire, or RoF, is how fast the weapon fires, how many strikes the user gets with it, and what special attack options are useable with it. Additional strikes give a +4 bonus on the accuracy for every strike beyond the 1st. The exact number of strikes made with this weapon is determined by the character's Agility and weapon's speed, as seen below.

Attack Rate	Speed
Slow	1 strike per round
Average	1 strike, +1 bonus strike per 4 points of Agility
Fast	2 strikes, +1 bonus strike per 3 points of Agility
Automatic Fire (Auto)	2 strikes, +1 bonus strike per 3 points of Agility; Burst 1, Focused Burst, Suppressing Fire Burst 4
Full Automatic Fire (Full Auto)	Burst 1, Burst 2, Saturation Fire, Focused Burst, Empowered Focused Burst, Suppressing Fire Burst 6

The range is how far the weapon can shoot without penalty. Exact numerical values covered by ranges is noted in the Encounter Rules chapter, but are repeated here.

Range	Distance in Squares
Melee	Reach
Short	6
Medium	30
Long	60
Distant	120
Remote	300

Shots is how many attacks a weapon can make before needing to be reloaded. Note special attack modes such as burst fire and suppressing fire can use up multiple shots with a single attack. Melee weapons and weapons that do not need to be reloaded do not have a shots value. Consumables items such as grenades are used once and then are destroyed.

Power rating is the amount the weapon's damage increases whenever a weapon upgrade or talent would increase the damage by a power level. Therefore, if something increases a weapon's damage by 1 power rating, and the weapon had a power rating of +3, the weapon would increase its base damage by +3.

Weight is how heavy the weapon is to carry, for keeping track of a character's encumbrance.

Special qualities describe all the special perks that a weapon has that makes it unique or special. They may be advantages, disadvantages, or both. Refer to the Item Traits section for the description of the effects of these traits. Finally, the description gives some idea of the weapon's history, uses, or who commonly uses it.

Pistols

Pistols are basic one-handed ranged projectile weapons. They are standard side-arms, and most Terrans in the dangerous Koprulu sector have some familiarity with them by the time of the Second Great War. Any pistol class weapon can be used to make a Pistol Whip attack in close combat. Pistol weapons take no penalty to being used while the wielder is in close combat.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Heavy Revolver	18	Medium	+1	Average	6	500
Flak Pistol	22	Short	+0	Slow	12	1,000
Light Revolver	18	Short	+0	Average	6	250
Gauss Pistol	10	Long	+1	Fast	15	1,500
Pistol	12	Medium	+1	Fast	15	250
Repeating Gauss Pistol	8	Long	+1	Auto	50	2,500
Repeating Pistol	10	Medium	+1	Auto	30	1,250

Rifles

Rifles include most two-handed ranged weapons, but beyond that they vary greatly. The rifles category includes sniper rifles, shotguns, assault rifles, and submachine guns. Any rifle class weapon can be used to make a Rifle Butt attack in close combat. Any character using a rifle-type weapon in one hand counts as having an Instinct score of 0 and cannot gain the benefits of aiming with the weapon. The exception to this is if the character is wearing powered armor in which the rifle can be used as a one-handed weapon, except the character cannot aim with the weapon while using it this way. **Rifles suffer a -5 penalty when used while the wielder is in melee.**

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Auto Rifle	16	Medium	+1	Auto	60	3,000
Long Rifle	22	Medium	+1	Average	6	250
Sniper Rifle	26	Long	+2	Slow	4	5,000
Shotgun	14	Short	+0	Slow	2	500
Military Shotgun	16	Short	+0	Average	10	3,000
Canister Rifle	22	Long	+1	Average	30	10,000
Gauss Assault Rifle	15	Long	+1	Auto	50	5,000
Heavy Gauss Rifle	16	Long	+1	Full Auto	150	6,000
Gauss Sniper Rifle	24	Long	+2	Slow	20	7,500

Heavy Weapon

Heavy weapons include some of the largest and most powerful portable weaponry such as fast firing chainguns, flamethrowers, and rocket launchers. Due to the size and encumbrance of these weapons, they cannot be used to make melee attacks, nor can they be use in one hand. Heavy Weapons do not require a grip extension to be used with power armor. **Heavy weapons suffer a -10 penalty when used while the wielder is in melee.**

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Chaingun	21	Medium	+0	Full Auto	250	6,000
Gauss Cannon	18	Long	+0	Full Auto	300	15,000
Flamethrower	25	Special	+0	Fast	30	5,000
Grenade Launcher	40	Medium	+0	Average	6	7,500
Rocket Launcher	40	Long	+1	Slow	3	7,500
Shoulder Rocket Battery	40	Medium	-1	Average	4	8,000

Explosives

Explosives are hand-carried, placed, or thrown consumable explosives. While these weapons are amongst the most dangerous, they are also the most unstable and unpredictable.

Weapon Name	Damage	Range	Accuracy	Cost
Flash Grenade	---	Short	-2	100
Fragmentation Grenade	40	Short	-2	250
EMP Grenade	40	Short	-2	500
Concussive Grenade	40	Short	-2	500
Radiation Grenade	30	Short	-2	500
Demolition Charge	70	Short or Planted	1d20+12	1,000
Breaching Charge	60	Planted	1d20+8	500
Land Mine	40	Planted	1d20+8	250

Melee Weapons

While melee combat has somewhat waned amongst Terrans in the far future, many still rely on a close combat side arm to survive, especially against an onrushing Zerg swarm. Having a melee weapon on one's person could mean the difference between life and death.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Psiblade	18	Melee	+1	Average	---	7,500
Sword	19	Melee	+1	Average	---	1,250
Dueling Sword	17	Melee	+2	Average	---	1,500
Combat Knife	10	Melee	+1	Fast	---	100
Heavy Tool	17	Melee	-1	Average	---	250
Light Tool	10	Melee	-1	Fast	---	75
Pistol Whip	13	Melee	-2	Average	---	---
Rifle Butt	19	Melee	-2	Slow	---	---
Stunner	10	Melee	+0	Slow	20	500
Unarmed	7	Melee	+0	Fast	---	---
Unarmed, Reinforced	10	Melee	+0	Fast	---	100
Unarmed, Power Armor	15	Melee	+0	Fast	---	---

Weapon Details

Auto Rifle

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 16

Accuracy: +1

RoF: Automatic

Range: Medium

Shots: 60 Medium Slugs

Power Rating: +2

Weight: 11 lbs.

Special Traits: Scope

Description: The typical deflagration assault rifle, the auto rifle is a fine weapon; although it has almost completely been replaced by the gauss variation, the AGR-14. Regardless, the weapon still sees a lot of use in the hands of Terran law enforcement agencies. The scope makes it good for sniping as well as heavy combat firepower.

Breaching Charge

Planted Explosive

Base Cost: 500 credits

Damage: 60

Accuracy: 1d20+8

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +10

Weight: 1 lb.

Special Traits: Burst (1), Timed Explosion, Piercing, Planted Explosive, Destructible

Description: Breaching Charges are used for penetrating bulkheads and fortress walls. Working as a timed explosion, the breaching charge explodes when directed, causing a powerful yet directed explosion that breaches surfaces regardless of their thickness.

Canister Rifle

Two-handed Rifle

Base Cost: 10,000 credits

Damage: 22

Accuracy: +1

RoF: Average

Range: Long

Shots: 20 Canisters

Power Rating: +4

Weight: 12 lbs.

Special Traits: Penetration (2), Scope, Rending (4), Special Ammunition Launcher*, Targeting Laser*

Description: The dreaded C-10 Canister Rifle is the trademark weapon of choice for ghosts. Firing a high powered explosive projectile at a decent rate of fire, the canister rifle is one of the most advanced weapons wielded by Terran hands, especially in the hands of a brutal professional. In addition, the weapon has the capacity to store and fire special ammunition and place a targeting laser to guide drop ships, drop pods, orbital bombardments and nuclear missiles.



Special Ammunition Launcher*

Description: In addition to its primary magazine, this weapon can hold 3 additional explosive canisters or their variants, even different canisters than the primary magazine. They can always choose to fire one of these special munitions with an attack, although can only make a single strike with their extra launcher. These extra canisters can be reloaded as a weapon with fast reload.

Targeting Laser*

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

Chaingun

Two-handed Heavy Weapon

Base Cost: 6,000 credits

Damage: 21

Accuracy: +0

RoF: Fully Automatic

Range: Medium

Shots: 250 heavy slugs

Power Rating: +3

Weight: 50 lbs.

Special Traits: Penetration (1), Heavy, Extreme Recoil, Extremely Long Reload

Description: The chaingun is a series of six rotating barrels that spin at an extreme speed, firing an incredible salvo of high caliber ammunition in a general direction. Such weapons are generally found mounted on heavy military vehicles such as vikings, and carrying one of these incredibly bulky devices requires the recoil suppressors on powered armor. The chaingun has proved to be popular amongst Zerg hunters.

Combat Knife

One-handed Melee Weapon

Base Cost: 100 credits

Damage: 10

Accuracy: +1

RoF: Fast

Range: Melee or Thrown

Shots: NA

Power Rating: +3

Weight: 4 lbs.

Special Traits: Throwing

Description: A typical last-resort close combat weapon, the combat knife is a small but dangerous blade instrument. While not ideal in heavy warfare, in close quarters having a knife can make the difference between life and death. The weapon is very versatile, able to hack, stab, or be thrown, and in the hands of a knife master, it can indeed be all someone ever needs.

Concussive Grenade

Thrown Explosive

Base Cost: 500 credits

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (1), Penetration (5), Gravity Field, Grenade, Delay

Description: The concussive grenade is a terrifying invention that, in addition to causing indiscriminate death, causes a gravitational warp that slows and hinders everyone in the area. The gravitational warp replicates the effects of High Gravity on all targets within the area of effect.

Demolition Charge

Thrown or Planted Explosive

Base Cost: 1,000 credits

Damage: 70

Accuracy: -2 or 1d20+12 when planted

RoF: Thrown

Range: Short or Planted

Shots: 1 (Consumable)

Power Rating: +10

Weight: 1 lb.

Special Traits: Burst (4), Penetration (10), Unstable Explosion, High Explosive, Destructible, Timed Explosive

Description: Demolition Charges are planted or thrown charges that were intended to be used to destroy defenses and fortifications such as bunkers. Either thrown or planted in place, these charges are known to be unpredictable and utterly destructive, and in untrained hands, they often explode prematurely, taking their user with them.

Dueling Sword

One-handed Melee Weapon

Base Cost: 1,500 credits

Damage: 17

Accuracy: +2

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 6 lbs.

Special Traits: Defensive

Description: Modeled after the ancient Earth rapier, the dueling sword is a perfectly balanced, precise weapon that's fighting style is an art form, taking a lifetime to master. The dueling sword is sometimes preferred over the classic sword by those that prefer speed over Strength.

EMP Grenade

Thrown Explosive

Base Cost: 500 credits

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (3), Energy Drain, Grenade, Delay

Description: The EMP (electromagnetic pulse) grenade does no direct damage but instead sends out a shock that disrupts energy reservoirs and leaves devices powerless. Originally designed to disable tanks and computer systems, the EMP Grenade has found a new purpose as the prized weapon against Protoss forces, as the device will drain away the energy shields those beings use to protect themselves.

Flak Pistol

One-handed Pistol

Base Cost: 1,000 credits

Damage: 22

Accuracy: +0

RoF: Slow

Range: Short

Shots: 12 Flak Shots

Power Rating: +4

Weight: 10 lbs.

Special Traits: Penetration (6), Rending (3), Recoil

Description: Invented as a response to the Zerg after the Brood War, the flak pistol fires what is essentially a concentrated explosion at a nearby target, complete with a concussive blast and shrapnel. While essentially useless against targets protected by powered armor, this concentrated destructive force proves to be excellent against Zerg adversaries whose armored carapaces provide better defense against bullets and blades than a raw explosion. By the time of the Second Great War, Flak Pistols were replacing gauss pistols as a standard side arm for troops who were facing Zerg invasions.

Flamethrower

Two-handed Heavy Weapon

Base Cost: 5,000 credits

Damage: 25

Accuracy: +0

RoF: Fast

Range: Special

Shots: 30 fuel

Power Rating: +4

Weight: 40 lbs.

Special Traits: Penetration (2), Cone (6), Hailfire (1), Energy Damage, Flames, High Explosive, Long Reload, Close Quarters

Description: The flamethrower is a device that spouts out a long column of fire rather than firing any standard projectiles. The nature of this weapon allows the user to overpower numerous enemies in close combat, ideal for an onrushing hoard of Zerg attackers. In addition, fire can crack and weaken armored shells, allowing other attackers to puncture the armor of a tank or walker. Finally, the nature of the projectile is ideal for rooting out enemies in cover.

Flash Grenade

Thrown Explosive

Base Cost: 100 credits

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5 lbs.

Special Traits: Burst (2), Flash, Grenade, Delay

Description: The flash grenade, rather than dealing damage, blasts all targets within its area with a blast of sound and light. The result is a blinded and unaware opponent. This makes the flash grenade ideal for breaking enemy lines, as a blinded enemy cannot effectively fight back. Even if an opponent is only somewhat affected by the blast, the disorienting effect can very well lead to their death.

Fragmentation Grenade

Thrown Explosive

Base Cost: 250 credits

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (2), Penetration (5), High Explosive, Grenade, Delay

Description: The infamous frag grenade is the perfect weapon for both breaking defenses and slaughtering groups. Packing a substantial punch, even a single grenade can tear apart hardened marines wearing powered armor. Grenades can easily take out targets hiding behind cover, approaching masses, or deal significant damage to large monstrosities and enemy armor.

Gauss Assault Rifle

Two-handed Rifle

Base Cost: 5,000 credits

Damage: 15

Accuracy: +1

RoF: Automatic

Range: Long

Shots: 50 gauss spikes

Power Rating: +2

Weight: 14 lbs.

Special Traits: Penetration (4), Scope, Attached Weapon (Grenade Launcher)*

Description: The AGR-14 gauss assault rifle is one of the finest weapons money can buy. Used by ghosts, successful mercenaries, or anyone desiring a flexible gauss automatic weapon that does not require expensive and cumbersome power armor, the AGR-14 is indeed an exceptional weapon. It even possesses a scope for sniping and an attached grenade launcher for emergency situations.

Attached Weapon (Grenade Launcher)*

Description: This weapon comes standard with an attached grenade launcher. This functions as a normal grenade launcher except it has a magazine of 2, single shot fire rate, and an accuracy of -1. With any standard action the character can choose to fire either the rifle or the launcher.

Gauss Cannon

Two-handed Heavy Weapon

Base Cost: 15,000 credits

Damage: 18

Accuracy: +0

RoF: Fully Automatic

Range: Long

Shots: 300 gauss spikes

Power Rating: +3 **Weight:** 60 lbs.

Special Traits: Penetration (4), Heavy, Hailfire (1), Extreme Recoil, Long Reload

Description: The gauss cannon is the pinnacle of gauss weaponry. Capable of firing gauss ammunition absurdly faster than any other weapon, the amount of damage able to be caused with this weapon is terrifying. Reserved for the most elite of military units and the super-rich, this weapon destroys anything that goes against it with unbiased impunity.

Gauss Pistol

One-handed Pistol

Base Cost: 1,500 credits

Damage: 10

Accuracy: +1

RoF: Fast

Range: Long

Shots: 15 Gauss Spikes

Power Rating: +2

Weight: 3 lbs.

Special Traits: Penetration (4), Grip Extension

Description: The C-7 gauss pistol is the standard side arm for the Terran Marine Corps and most other well financed groups in the sector. Able to reliably penetrate powered armor with a reasonable rate of fire all the while carrying an impressive magazine, there is a reason it has become one of the most relied on Terran weapons.

Gauss Sniper Rifle

Two-handed Rifle

Base Cost: 7,500 credits

Damage: 24

Accuracy: +2

RoF: Slow

Range: Long

Shots: 20 gauss spikes

Power Rating: +3

Weight: 11 lbs.

Special Traits: Penetration (4), Digital Scope, Grip Extension

Description: The terrifying gauss sniper rifle has the power to take out veteran marine commanders, tanks, Zerg monstrosities, and even the critical systems of a battlecruiser, all at extreme range. This weapon is often deployed and used as an anti-tank rifle. Few weapons can deal as much critical damage in a single hit.

Grenade Launcher

Two-handed Heavy Weapon

Base Cost: 7,500 credits

Damage: 40

Accuracy: +0

RoF: Average

Range: Medium

Shots: 6 launcher grenades

Power Rating: +5

Weight: 20 lbs.

Special Traits: Penetration (5), Burst (2), Gradual Reload, Recoil, Grenade, High Explosive, Ground Fire

Description: The grenade launcher is an alternative to throwing grenades. In addition to pitching explosives more accurately at a further rate of fire, the grenade launcher has a steady fire rate, able to fire multiple grenades in a single round. Needless to say, this weapon has great appeal and is useful against nearly all foes. In addition to destructive power, this weapon can be used with alternate ammunition types. UED Medics during the Brood War typically carried grenade launchers with flash grenades.

Heavy Gauss Rifle

Two-handed Rifle

Base Cost: 6,000 credits

Damage: 16

Accuracy: +1

RoF: Fully Automatic

Range: Long

Shots: 150 gauss spikes

Power Rating: +3

Weight: 20 lbs.

Special Traits: Penetration (4), Grip Extension, Recoil

Description: The C-14 Impaler Rifle is the standard issue weapon of the marine corps. With an extreme fire rate, large ammunition capacity, armor penetration, and high damage, there is little wonder why this weapon, in use before the guild war, still continues to be used at the time of the Second Great War. The weapon's only drawback is the extreme kick that accompanies its usage, almost requiring its usage with CMC power armor.

Heavy Revolver

One-handed Pistol

Base Cost: 500 credits

Damage: 18

Accuracy: +1

RoF: Average

Range: Medium

Shots: 6 Medium Slugs

Power Rating: +3

Weight: 2 lbs.

Special Traits: Gradual Reload

Description: The heavy revolver is a high-tech counterpart to the ancient 6-shooter. Capable of firing a large projectile at high speeds, this weapon packs a punch that allows it to compete with more modern gauss weaponry. Such is the firepower of the heavy revolver that it can punch through CMC power armor or send a hydralisk reeling. However, its low ammunition capacity and long reload makes it impractical to use in heavy combat. These weapons are commonly carried as self-defense armaments of military officers, politicians, ambassadors, and scientists.

Heavy Tool

Two-handed Melee Weapon

Base Cost: 250 credits

Damage: 17

Accuracy: -1

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 8 lbs. (average)

Special Traits: Smashing

Description: The heavy tool is actually a wide variety of items such as hammers, axes, crowbars, wrenches and similar large heavy tools. While often considered merely impromptu weapons by the desperate, beating a foe over the head with a large heavy object is a time proven tactic, and even some veteran warriors will carry a customized axe or hammer around with them for use in close quarters.

Land Mine

Planted Explosive

Base Cost: 250 credits

Damage: 40

Accuracy: 1d20+8

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (2), Penetration (5), Land Mine, Planted Explosive, High Explosive, Destructible, Hidden

Description: The land mine is a planted explosive that is hidden from sight, waiting for a hapless victim to trigger it and be blown to pieces. Mines are generally planted in massive bunches, creating minefields that are all but impossible to traverse safely. While taking some preparation, the surprise nature of these weapons makes them one of the hardest explosives to survive encountering.

Light Revolver

One-handed Pistol

Base Cost: 250 credits

Damage: 18

Accuracy: +0

RoF: Average

Range: Short

Shots: 6 Light Slugs

Power Rating: +3

Weight: 1 lb.

Special Traits: Gradual Reload

Description: The light revolver is the modern remake of the classic 6-shooter pistol sidearm of old Earth. This weapons provide impressive stopping power at a cheap price. The downside of this weapon is its limited range and accuracy, along with its small ammunition capacity.



Light Tool

One-handed Melee Weapon

Base Cost: 75 credits

Damage: 10

RoF: Fast

Shots: NA

Special Traits: Smashing

Accuracy: -1

Range: Melee

Power Rating: +3

Weight: 3 lbs. (average)

Description: The light tool is actually a wide variety of single handed tools including hammers, axes, wrenches, and in some cases drills and screwdrivers. While generally not considered weapons, the damage these weapons can do far surpasses that of a human fist. While more warriors carry a two-handed tool as a weapon rather than the smaller variations, exceptions are always found.

Long Rifle

Two-handed Rifle

Base Cost: 250 credits

Damage: 22

RoF: Average

Shots: 6 Medium Slugs

Special Traits: Scope

Accuracy: +1

Range: Medium

Power Rating: +4

Weight: 7 lbs.

Description: The bolt-action long rifle is one of the oldest and most enduring of weapons. Even in the year 2500, they are equally suited for solving fringe-world disputes as taking the arm off a Zerg. While many are little more than low-tech hunting rifles, more advanced long rifles, sometimes known as commando rifles, are complete with countless technological adaptations that allow them to compare with even heavy gauss weaponry and find uses with special forces teams.

Military Shotgun

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 16

RoF: Average

Shots: 10 Shells

Special Traits: Spread, Gradual Reload, Close Quarters

Accuracy: +0

Range: Short

Power Rating: +3

Weight: 7 lbs.

Description: The Torrent SR-8 Shotgun is a military quality shotgun. Supporting significantly higher firepower than the typical backwater shotgun, this weapon sees a lot of use with mercenaries, security forces, and light infantry. While not a mainstream requisition for marines, Torrent Shotguns are commonly adapted with grip extensions for use with power armor, especially favored for fighting against charging enemies or in close quarters. Military Shotguns are commonly used with adamantine shells to further increase the killing power.

Pistol

One-handed Pistol

Base Cost: 250 credits

Damage: 12

RoF: Fast

Shots: 15 Light Slugs

Special Traits: Fast Reload

Accuracy: +1

Range: Medium

Power Rating: +3

Weight: 2 lbs.

Description: The Terran deflagration pistol, used for centuries before the supercarriers crashed in the Koprulu Sector, is a typical semi-automatic handgun. While this weapon possesses a powerful and debilitating projectile, its lack of penetration against heavy armor makes it have little practical application in battlefields around the period of the Great War. Now it is mostly used by civilians, low budget criminals, beast hunters, and trainees.

Pistol Whip

One-handed Melee Weapon

Base Cost: NA

Damage: 13

RoF: Average

Shots: NA

Special Traits: None

Accuracy: -2

Range: Melee

Power Rating: +3

Weight: NA

Description: The pistol whip is simply using any pistol weapon to bash an opponent. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Psiblade

One-handed Melee Weapon

Base Cost: 7,500 credits

Damage: 18

RoF: Average

Shots: NA

Special Traits: Defensive, Psionic

Accuracy: +1

Range: Melee

Power Rating: +4

Weight: 4 lbs.

Description: By base appearance, this weapon is nothing more than a blade haft. However, a trained psychic can channel psionic energy into the device to create a blade of pure energy. This weapon, inspired by Protoss technology, is sometimes used by skilled ghost assassins, as their personal psionic power Strengthens the blade

Radiation Grenade

Thrown Explosive

Base Cost: 500 credits

Damage: 30

RoF: Thrown

Shots: 1 (Consumable)

Special Traits: Burst (2), Penetration (5), Acid Damage, High Explosive, Corrosion, Grenade

Accuracy: -2

Range: Short

Power Rating: +5

Weight: 0.5 lbs.

Description: The radiation grenade is a sadistic weapon that creates a dense cloud of radioactive particles, near instantly infecting and poisoning everyone within the area. While effective against the Zerg, this weapon also sees use by Dominion officials disrupting riots.

Repeating Gauss Pistol

One-handed Pistol

Base Cost: 2,500 credits

Damage: 8

RoF: Automatic

Shots: 50 Gauss Spikes

Special Traits: Penetration (4), Grip Extension

Accuracy: +1

Range: Long

Power Rating: +2

Weight: 7 lbs.

Description: The P-45 'Scythe' Repeating Gauss Pistol is a relatively new adaptation of the Gauss Pistol. Its raw firepower makes it a feared weapon to face, as it tears apart an armored marine, SCV, or light vehicle with ease. The Dominion's Reaper Corps were the first to be given these weapons as standard issue armaments.

Repeating Pistol

One-handed Pistol

Base Cost: 1,250 credits

Damage: 10

RoF: Automatic

Shots: 30 Light Slugs

Special Traits: Fast Reload, Recoil

Accuracy: +1

Range: Medium

Power Rating: +2

Weight: 6 lbs.

Description: The Repeating Deflagration Pistol is simply that, a standard pistol set for automatic. Not officially produced, they are commonly created by independent manufacturers and criminals. As such, it is rare for two repeating pistols to have the same appearance. These weapons are commonly used by rebels, bounty hunters, and pirates, or anyone that needs strong portable killing power with limited effectiveness against armored adversaries.



Rifle Butt

Two-handed Melee Weapon

Base Cost: NA

Damage: 19

RoF: Slow

Shots: NA

Special Traits: None

Accuracy: -2

Range: Melee

Power Rating: +3

Weight: NA

Description: The rifle butt is simply bashing someone with the backend of any rifle-class weapon. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Rocket Launcher

Two-handed Heavy Weapon

Base Cost: 7,500 credits

Damage: 40

RoF: Slow

Shots: 3 rockets

Special Traits: Penetration (5), Burst (2), Long Reload, High Explosive, Rocket

Accuracy: +1

Range: Long

Power Rating: +5

Weight: 30 lbs.

Description: The rocket launcher is the ideal weapon for taking on enemy armor. Sporting the attack power of a grenade but several times the range and accuracy, the rocket launcher allows characters to take out armor at safe range or eliminate enemy flyers. In close combat, however, these weapons lose their effectiveness somewhat, so they are best kept at relatively long range.

Shotgun

Two-handed Rifle

Base Cost: 500 credits

Damage: 14

RoF: Slow

Shots: 2 Shells

Special Traits: Spread, Twin-linked, Gradual Reload, Close Quarters

Accuracy: +0

Range: Short

Power Rating: +2

Weight: 7 lbs.

Description: The common shotgun still sees a lot of use on fringe planets. While its low ammunition capacity makes it difficult to use in drawn out combats, its power is a strong deterrent to powerful enemies who get in too close. The closer an enemy is, the more shots they are likely to take.

Shoulder Rocket Battery

Mounted Heavy Weapon

Base Cost: 8,000 credits

Damage: 40

RoF: Average

Shots: 4 rockets

Special Traits: Penetration (5), Burst (2), Rocket, Gradual Reload, High Explosive, Shoulder Mounted

Accuracy: -1

Range: Medium

Power Rating: +5

Weight: 40 lbs.

Description: The shoulder rocket battery is a series of four small missile launchers mounted on a suit of powered armor. Lacking the accuracy and range of a typical rocket launcher, the rocket battery has the added benefits of being hands-free (controls are done through the suit's HUD) and firing faster. This makes the weapon more ideal for medium range, raining down a shower of explosives to deter the advancement of an enemy war host.

Sniper Rifle

Two-handed Rifle

Base Cost: 5,000 credits

Damage: 26

RoF: Slow

Shots: 4 Extreme Slugs

Special Traits: Penetration (2), Scope

Accuracy: +2

Range: Long

Power Rating: +4

Weight: 10 lbs.

Description: The sniper rifle is one of the only deflagration weapons that has not been outdated by the gauss variation. The sniper rifle, especially when complemented by armor-piercing ammunition, is one of the deadliest and most feared weapons, capable of dropping an experienced marine in a single shot. Ghosts who prefer fighting at an extreme distance will also sometimes adopt the use of this weapon.

Stunner

One-handed Melee Weapon

Base Cost: 500 credits

Damage: 10

Accuracy: +0

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +3

Weight: 1 lb.

Special Traits: Stun, Energy Damage

Description: While not a typically lethal device, this device shocks its victims' nerves with an electrical current. Mostly used to subdue others, this device comes in handy when kidnapping victims or restraining out of control subordinates that are too important to kill.

Sword

Versatile Melee Weapon

Base Cost: 1,250 credits

Damage: 19

Accuracy: +1

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 8 lbs.

Special Traits: Defensive, Versatile

Description: By many thought to be an antiquated weapon, only meant to be used in a museum, a few still know the sword remains a viable close combat weapon. Capable of deflecting blows and cleaving limbs, those who carry these weapons are amongst the deadliest enemies to face in close combat.

Unarmed

Unarmed Melee Attack

Base Cost: NA

Damage: 7

Accuracy: +0

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Unarmed

Description: This is a typical unarmed attack by a Terran. It includes punching, kicking, headbutting, and all other forms of attack. Most coverings for hands or feet do not affect damage; although if the attacker is adorned in Powered Armor, they will use the Armored Unarmed attack profile instead.

Unarmed, Reinforced

Unarmed Melee Attack

Base Cost: 100

Damage: 10

Accuracy: +0

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Unarmed, Concealed Weapon

Description: This is an unarmed attack of a character using some method to enhance their strikes, like using a pair of brass knuckles.

Unarmed, Power Armor

Unarmed Melee Attack

Base Cost: NA

Damage: 15

Accuracy: +0

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Unarmed

Description: This is the unarmed attack profile used by a character adorned in Powered Armor. The hydraulic powered metal fists of CMC powered armors have significantly higher force than fleshy hands.

Ammunition

Ranged weapons require ammunition to be able to fire. Usually, ammunition is loaded into clips or magazines; although some types of weapons, such as shotguns, need to be hand loaded. As long as the character has enough ammunition to form the magazine size of a weapon, it is usually assumed they already have the ammunition in a loading device. As ammunition is bought individually, it is also assumed the ammunition is purchased pre-loaded in the magazine. Purchased weapons do not come with ammunition; bullets must be purchased separately.

The weapon entry will list what and how much ammunition is required for the weapon. Ammunition comes in two forms: base and variant. Base is the default ammunition for a weapon. For example, a pistol uses light slugs. The base ammunition is stock for the weapon and uses the weapon's profile as normal. However, you can also acquire variant ammunition. For example, you can buy armor piercing light slugs for that pistol instead. Variant ammunition changes the traits of a weapon, usually for the better, at an improved cost. For example, the armor piercing light slugs would grant the weapon Penetration (+3). Some variant ammunition improve the weapon in some ways and reduce it in other ways. Ammunition can only have one variant, unless stated otherwise, and all the ammo loaded in a weapon must be the same variant.

Ammunition does not increase by tier.

Ammunition	Ammunition Category	Type	Cost (for 1)	Special
Light Slug	Light Slug	Base	2	---
Medium Slug	Medium Slug	Base	3	---
Heavy Slug	Heavy Slug	Base	4	---
Extreme Slug	Extreme Slug	Base	10	---
Armor Piercing	Slug (any)	Variant	x3	Penetration (+3)
Hollow Point	Slug (any)	Variant	x3	Rending (+5)
Tracer	Slug (any)	Variant	x3	Improved Aim, Energy Damage
Penetrator	Slug (extreme slug)	Variant	100	Penetration (+28), Unstoppable
Explosive Canister	Explosive Canister	Base	25	---
Shredder Canister	Explosive Canister	Variant	75	Penetration (+35)
EMP Canister	Explosive Canister	Variant	500	Energy Drain, Burst (2)
Ultrasonic	Explosive Canister	Variant	500	Penetration (2), Energy Damage, Burst (3), Stun
Gauss Spike	Gauss Spike	Base	3	---
U-238	Gauss Spike	Variant	10	Bonus Range Increment, Rending (+2), Penetration (+2)
Incendiary	Gauss Spike	Variant	5	Penetration (-4), Flames, Energy Damage
Psi Round	Slug (any), Gauss Spike (variant), Explosive Canister (variant)	Variant	100	Psionic
Flamer Fuel	Flamer Fuel	Base	10	---
Shell	Shell	Base	4	---
Adamantine Shell	Shell (variant)	Variant	25	Penetration (+4), Rending (+4)
Flak Shot	Flak Shot	Base	7	---
Frag Grenade	Launcher Grenade	Base	250	---
Concussive Grenade	Launcher Grenade	Variant	500	Burst (-1), Gravity Field
Flash Grenade	Launcher Grenade	Variant	100	No Damage, Flash
Rocket	Rocket	Base	250	---
Anti-armor Rocket	Rocket	Variant	400	Penetration (+15), Burst (-1), High Velocity, loses High Explosive trait

Ammunition Details

Adamantine Shell

Shell (Variant)

Base Cost: 25 credits each

Special Traits: Penetration (+4), Rending (+4)

Description: This shotgun shell is filled with tiny shreds of adamantine. When fired, it releases a cone of projectiles that shreds through both armor and organic matter

Anti-Armor Rocket

Rocket (Variant)

Base Cost: 400 credits each

Special Traits: Penetration (+15), Burst (-1), High Velocity, loses High Explosive

Description: This specialty rocket is especially designed for taking out enemy armor. Its more focused blast penetrates even tank armor, but it has a smaller explosion and is less ideal at killing groups of massed infantry.

Armor Piercing Slug

Slug (Any) (Variant)

Base Cost: x3 base cost each

Special Traits: Penetration (+3)

Description: A round with a hardened tip used to penetrate basic ballistic armor. These are found in many varieties for a wide selection of ranged weapons, but find most use in sniper rifles where the added penetration can surpass even advanced armor.

Concussive Grenade

Launcher Grenade (Variant)

Base Cost: 500 credits each

Special Traits: Burst (-1), Gravity Field

Description: This is a concussive grenade, employing the same gravity distortion field as a commonly thrown concussive grenade. The launcher provides it better range and accuracy.

EMP Canister

Canister (Variant)

Base Cost: 500 credits each

Special Traits: Energy Drain, Burst (2)

Description: This specialty canister explodes into an electromagnetic blast, shorting all electronics in an area and possibly stopping or immobilizing a vehicle or machine.

Explosive Canister

Canister (Base)

Base Cost: 25 credits each

Special Traits: NA

Description: The explosive canisters fired by the C-10 canister rifle hit their target with deadly concussive force. The rarity of the weapons makes these canisters rare and expensive to get a hold of.

Extreme Slug

Extreme Slug (Base)

Base Cost: 10 credits each

Special Traits: NA

Description: The highest caliber round used in handheld weaponry, these rounds are typically only used with sniper rifles.

Frag Grenade

Launcher Grenade (Base)

Base Cost: 250 credits each

Special Traits: NA

Description: This is a fragmentation grenade that is designed to be launched from a grenade launcher rather than thrown like a hand grenade.

Flak Shot**Flak (Base)**

Base Cost: 7 credits each

Special Traits: NA

Description: Not indifferent from a shotgun shell, a flak shot explodes when fired and releases a small blast in addition to shredding projectiles.

Flamer Fuel**Fuel (Base)**

Base Cost: 10 credits each

Special Traits: NA

Description: This is a small amount of liquid ignition fuel, typically used in flamethrowers. A single purchase is enough for one shot of a flamethrower.

Flash Grenade**Launcher Grenade (Variant)**

Base Cost: 100 credits each

Special Traits: No Damage*, Flash

Description: The flash grenade deals no damage, but the bright flash produces blinds enemies. It is commonly used to blind and bewilder targets before an organized attack.

No Damage*: This weapon does not deal hit point damage.

Gauss Spike**Gauss Spike (Base)**

Base Cost: 3 credits each

Special Traits: NA

Description: The gauss spikes are the standard ammunition of gauss weaponry throughout the sector. These armor shredding spikes, fired at hypersonic speeds, tear through even heavy infantry armor.

Heavy Slug**Heavy Slug (Base)**

Base Cost: 4 credits each

Special Traits: NA

Description: These high caliber rounds are typically used with heavy weaponry such as chainguns.

Hollow Point Slug**Slug (Any) (Variant)**

Base Cost: x3 base cost each

Special Traits: Rending (+5)

Description: This round explodes inside the target, dealing extra damage to internal organs, and has an increased chance of leaving a debilitating injury on the target.

Incendiary Spike**Gauss Spike (Variant)**

Base Cost: 5 credits each

Special Traits: Penetration (-2), Flames, Energy Damage

Description: When fired, these projectiles ignite into blazing bolts of fire. While they lack some penetration of the regular spikes, the flaming nature sometimes makes up for it, especially against unarmored foes.

Light Slug**Light Slug (Base)**

Base Cost: 2 credits each

Special Traits: None

Description: A standard ballistic round, used mostly in pistols and other small arms.

Medium Slug

Medium Slug (Base)

Base Cost: 3 credits each

Special Traits: None

Description: A rifle round, used in assault rifles, long rifles, and other similar weapons.

Penetrator Round

Extreme Slug (Variant)

Base Cost: 100 credits each

Special Traits: Penetration (+28), Unstoppable

Description: This specialty round launches at such power that it can shoot through multiple adversaries and keep going. Penetrator rounds remain one of the best ways to take out a pack of enemies or a hulking war machine in a single shot.

Psi-Round

Slug (Any), Gauss Spike, Explosive Canister (Variant)

Base Cost: 100 credits each

Special Traits: Psionic

Description: This ammunition type, coming in many forms, is attuned with Psionic materials and is empowered when used by a psychic. This weapon gains bonus penetration equal to the user's PL. If the base ammunition type already had penetration (such as a gauss weapon having 4 penetration), it stacks with that penetration. Default ammunition is the relevant slug, gauss spikes, or explosive canister.

Rocket

Rocket (Base)

Base Cost: 250 credits each

Special Traits: NA

Description: This is a long range explosive projectile fired from a rocket launcher. This is effective against most targets but most effective against huge packs of enemies.

Shell

Shell (Base)

Base Cost: 4 credits each

Special Traits: NA

Description: A round of standard buckshot, usable with most shotguns.

Shredder Canister

Canister (Variant)

Base Cost: 75 credits each

Special Traits: Penetration (+3)

Description: When these alternate explosive canisters hit the target, they explode into a cloud of shrapnel, shredding through flesh and armor with equal ease.

Tracer Slug

Slug (Any) (Variant)

Base Cost: x3 base cost each

Special Traits: Energy Damage, Improved Aim

Description: This fiery round leaves a noticeable trail behind it as it is fired through the air, allowing the user to correct his aim. Finally, the incendiary nature of tracer rounds sometimes ignites their target.

Ultrasonic Canister

Canister (Variant)

Base Cost: 500 credits each

Special Traits: Energy Damage, Burst (3), Stun

Description: The sonic blast created by these rounds can disorient or even stun a small pack of enemies.

U-238 Spike

Gauss Spike (Variant)

Base Cost: 10 credits each

Special Traits: Penetration (+2), Rending (+2), Improved Range

Description: These gauss spikes are made of depleted uranium which greatly increases the range and devastation power.

Armor

Beyond a character's weapons, armor is the main tool they will need to survive. Armor varies as much as weapons do in the Koprulu Sector, ranging from primitive padded jackets to the 5-4AIS which turns its user into a walking tank.

Armor, especially powered armor, often does much more than just provide protection. It can increase a character's capabilities, give quick access to tools, protect them from the environments, and even automatically apply medical aid. Armor is needed to survive in the dreaded age of StarCraft.

Armors have a number of statistics to them which determine their effectiveness and individuality. We'll use the following armor as an example.

CMC-400 Powered Combat Armor

Powered Armor

Base Cost: 10,000 credits

Damage Resistance: 16

Defense Penalty: -3

Resistance Rating: +4

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Gravity Boots, Binoculars, Navigation Unit, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+5, Instinct +1

Weight: 400 lbs.

Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (4)

Description: The newest and essentially 'elite' powered armor, the CMC-400 sees the most use with elite military units, officers, and wealthy mercenaries and operatives. The amount of additional protection offered from the armor makes it an attractive offer.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink

The armor entry begins with the name and class of armor it is. The class of the armor tells what proficiency is required to use it. The classification is between light, heavy, and super heavy. The armor classification tells you what upgrades can apply to it. Many different talents and rules interact differently based on what type of armor you are wearing (see Defensive Fighting talent for an example). Some super heavy armor also has the powered trait, becoming known as powered armor. Characters untrained in use of powered armor, however, take a -4 penalty to attacks, defense, and Strength and Agility based skill checks as well as -2 speed when using powered armor. Below that is the cost for a typical example of that armor.

Beneath that are the damage resistances. This is how much the armor increases the character's damage resistance by. Next to it is the defense penalty which is how much the armor reduces the character's defense score by. Resistance rating is how much damage resistance increases for higher quality armors. Light armor has a resistance rating of +2, heavy armor +3, and powered armor +4 or +5. For example, when your armor is tier 2, you would increase the base damage resistance of the armor by its resistance rating.

The armor's mounted gear is what equipment comes stock with the armor. Unless otherwise mentioned, most mounted gear is extremely easy to use and can be activated or manipulated as a free action and does not require hands to utilize. All mounted gear is the same tier as the armor and does not require individual power cells; they work off the armor's main power core.

Some exceptionally high tech armor may give a bonus to the character's physical abilities. Powerful hydraulics boost Strength, targeting sensors increase marksmanship, and reactive muscular boosters augment Agility. Note that these bonuses to stats can increase an ability score above normal maximum, nor do they count towards your total for requirements of talents.

Weight is how much the armor encumbers the character. Many of the heaviest armors, such as powered armor, assist the character in movement and do not count the weight against them as long as they are wearing the armor.

Special qualities describe all the special perks an armor has that make it unique or special. They may be advantages, disadvantages, or both. Refer to the Item Traits section for the description of the effects of these traits. Finally, the description gives some idea of the armor's history, uses, or who commonly uses it.

Armor Name	Class	Damage Resistance	Defense Modifier	Cost
5-4 Armored Infantry Suits	Powered	21 damage resistance	-4	25,000
Ballistic Combat Shield	Shield	None	+2	1,000
CMC-200 Powered Combat Armor	Powered	13 damage resistance	-3	2,500
CMC-300 Powered Combat Armor	Powered	15 damage resistance	-3	5,000
CMC-400 Powered Combat Armor	Powered	16 damage resistance	-3	10,000
CMC-405 Powered Light Combat Armor	Powered	12 damage resistance	-2	9,000
CMC-660 Powered Light Combat Armor	Powered	21 damage resistance	-4	21,000
Combat Body Suit	Heavy	6 damage resistance	-1	3,000
Environmental Suit	Heavy	2 damage resistance	-3	300
Flak Armor	Heavy	6 damage resistance	-2	500
Flight Suit	Light	4 damage resistance	-1	900
Hostile Environment Suit	Heavy	7 damage resistance	-0	10,000
Light Combat Armor	Heavy	8 damage resistance	-2	800
Padded Jacket	Light	2 damage resistance	0	150
Protective Vest	Light	5 damage resistance	-1	250
Stealth Suit	Light	1 damage resistance	0	200

Armor Details

5-4 Armored Infantry Suit

Super Heavy Armor

Base Cost: 25,000 credits

Damage Resistance: 21

Defense Penalty: -4

Resistance Rating: +5

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Grenade Launcherx2, Navigation Unit, Digital Uplink, Gravity Boots, Equipment Belt, Backpack

Ability Score Bonuses: Strength+5, Instinct+1

Weight: 600 lbs.

Special Traits: Powered Armor, Extremely Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (2), Bulky, Marauder Grenade Launchers*

Description: A post Brood War invention, the 5-4 Armored Infantry Suit is the pinnacle of personal protective equipment, turning its user into a walking tank. Equipped with dual grenade launchers, the 5-4AIS possess an onboard armory rivaling that of a Terran walker. While its cost for an independent purchaser is significant, one cannot help but admire its effectiveness in deep combat.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink

Marauder Grenade Launchers*

Description: This armor has a grenade launcher on each arm instead of hands. As a minor action, the user can retract the launcher arms and have actual hands to use instead. The grenade launchers are considered the same tier as the armor and can be used to make Rifle Butt attacks even though they are not rifles. The suit manufactures its own grenades and can assemble any type of grenade; although the suit will need to be equipped with all the raw materials. To fill the suit with the capacity to make 200 of a single type of grenade would cost the base cost of the grenade x10 (so filling it with the supply to make fragmentation grenades would cost 2,500 credits. Finally, characters wielding this armor are considered to have the Dual-Weapon Skill talent while wearing it and using both Marauder Grenade Launchers, or they improve their own level of Dual-Weapon Skill by a talent level if they already possess Dual-Weapon Skill and are attacking with both Marauder Grenade Launchers (Dual-Weapon Skill to Dual-Weapon Skill II for example).



Ballistic Combat Shield

Shield

Base Cost: 1,000 credits

Damage Resistance: 0

Defense Penalty: +2

Resistance Rating: +0

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 30 lbs.

Special Traits: Shield, Cumbersome

Description: While shields are an ancient design, the Terran Dominion reinstated their use amongst the Dominion Marine Corps after the Brood War. This had an incredible increase in survival rate amongst front line combatants.

Note: Because a shield takes up one hand, a character cannot use a two-handed weapon, such as a rifle, with a shield unless they have powered armor. However, a character using a two-handed weapon in one hand can still not use aim actions with that weapon. A shield weapon platform upgrade allows a character to use a rifle with a shield without penalty (see item upgrades)

CMC-200 Powered Combat Armor

Super Heavy Armor

Base Cost: 2,500 credits

Damage Resistance: 13

Defense Penalty: -3

Resistance Rating: +4

Mounted Gear: Geiger Counter, Communicator, Gravity Boots, Backpack

Ability Score Bonuses: Strength+4

Weight: 400 lbs.

Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply

Description: The CMC-200 was basic era powered combat armor that had fallen from popularity by the Great War. However, even by the time of the Second Great War, it continues to be used by backwater marshals, mercenaries, rebels, and in the private sector.

Tier 2 Special Note: At tier 2, this armor gains an additional +1 damage resistance from the upgraded gravity boots

Tier 3 Special Note: At tier 3, this armor gains an additional +2 damage resistance from the upgraded gravity boots

CMC-300 Powered Combat Armor

Super Heavy Armor

Base Cost: 5,000 credits

Damage Resistance: 15

Defense Penalty: -3

Resistance Rating: +4

Mounted Gear: Flashlightx2, Geiger Counter, Communicator, Gravity Boots, Binoculars, Navigation Unit, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+5

Weight: 400 lbs.

Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (2)

Description: The CMC-300 was standard issue during the Great War and still used by most in the years afterwards. Considered by many to be the quintessential Terran armor, it allows a soldier to be ready for whatever obstacles he might face inside and out of combat.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink



CMC-400 Powered Combat Armor

Super Heavy Armor

Base Cost: 10,000 credits

Damage Resistance: 16

Defense Penalty: -3

Resistance Rating: +4

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Gravity Boots, Binoculars, Navigation Unit, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+5, Instinct +1

Weight: 400 lbs.

Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (4)

Description: The newest and essentially 'elite' powered armor, the CMC-400 sees the most use with elite military units, officers, and wealthy mercenaries and operatives. The amount of additional protection offered from the armor makes it an attractive offer.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink



~Visor of CMC-400 Powered Armor (left)



~Medic in CMC-405 Powered Armor

CMC-405 Powered Light Combat Armor

Super Heavy Armor

Base Cost: 9,000 credits

Damage Resistance: 12

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Gravity Boots, Binoculars, Navigation Unit, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+4, Instinct +1

Weight: 250 lbs.

Special Traits: Powered Armor, Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (4)

Description: CMC Light Powered Armor was developed initially for non-combat personnel, such as reporters, medics, and diplomats, joining soldiers on the field of battle. While it possesses state of the art systems and security, it offers less protection and more mobility than standard heavy power armors.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink

CMC-660 Powered Combat Armor

Super Heavy Armor

Base Cost: 21,000 credits

Damage Resistance: 21

Defense Penalty: -4

Resistance Rating: +5

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Flamethrowerx2, Binoculars, Gravity Boots, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+5, Instinct+1

Weight: 600 lbs.

Special Traits: Powered Armor, Extremely Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (2), Bulky, Firebat Flamethrowers*

Description: The CMC-660, also known as Firebat armor, is a super-heavy armor outfit designed to get close to the enemy and incinerate them. This armor proved its usefulness during the Zerg invasion of Terran space. While it has been slightly phased out by the 5-4 Armored Infantry Suits, Firebat armor remains popular, especially with mercenaries and rebels.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink

Firebat Flamethrowers*

Description: This armor has a flamethrower on each arm instead of hands. As a minor action, the user can retract the flamer arms and have actual hands to use instead. The armor stores usage for 60 shots for each flamethrower without needing to reload. The flamethrowers are considered the same tier as the armor and can be used to make Rifle Butt attacks even though they are not rifles. Finally, characters wielding this armor are considered to have the Dual-Weapon Skill talent while wearing it and using both Firebat Flamethrowers, or they improve their own level of Dual-Weapon Skill by a talent level if they already possess Dual-Weapon Skill and are attacking with both Firebat Flamethrowers(Dual-Weapon Skill to Dual-Weapon Skill II for example).



Combat Body Suit

Heavy Armor

Base Cost: 3,000 credits

Damage Resistance: 6

Defense Penalty: -1

Resistance Rating: +3

Mounted Gear: Communicator, Protective Mask

Ability Score Bonuses: Strength +2

Weight: 30 lbs.

Special Traits: Elemental Protection, Radiation Shielding, Oxygen Supply

Description: Ideal for adventuring in a dangerous locale, combat Body Suits are uniforms that combine light infantry body armor with a hazard suit. Ideal for those with an adventuresome life style, its protective body armor is segmented to allow extra movement, and covering the entire body, including the gaps in the armor, is a skin tight hazardous environment suit that protects the wielder from adverse conditions and allows them to function in dangerous environments. In addition, it has charge servos that accelerate the user's Strength, not dissimilar from that of powered armor, only not nearly as potent. Dominion Reapers often wear suits of this armor which function admirably in conjunction with their jump packs.

Tier 2 Special Note: At tier 2, this armor gains an additional +1 damage resistance from the upgraded protective mask

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance from the upgraded protective mask

Environmental Suit

Heavy Armor

Base Cost: 500 credits

Damage Resistance: 2

Defense Penalty: -3

Resistance Rating: +3

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 30 lbs.

Special Traits: Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply

Description: The environmental suit is a full body protective garment for science and civilian personnel walking into hazardous environments such as areas of radiation leakage, toxic planets, or environments with no atmosphere or oxygen. These bulky suits have no hardened reinforcement and are useless against ballistic projectiles or ripping claws. However, they serve well at protecting the entire body from the hostile environmental conditions.

Flak Armor

Heavy Armor

Base Cost: 500 credits

Damage Resistance: 6

Defense Penalty: -2

Resistance Rating: +3

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 30 lbs.

Special Traits: Cumbersome

Description: Flak Vests are lightweight suits designed to absorb blasts, cover from shrapnel, and overall protect the user from blasts. While designed to protect from explosives, it also serves as a serviceable, yet minor, protector against ballistic damage.

Flight Suit

Light Armor

Base Cost: 900 credits

Damage Resistance: 4

Defense Penalty: -2

Resistance Rating: +2

Mounted Gear: Digital Uplink

Ability Score Bonuses: NA

Weight: 25 lbs.

Special Traits: Elemental Protection, Oxygen Supply

Description: Flight Suits are generally issued to pilots of Terran starships and aerial combat vessels. In addition to giving some protection against cockpit explosions, they have basic protective armor, so the pilots can survive in case they survive an ejection and are forced to trek through enemy territories to reach safety. Finally, these suits come with helmets and visors that provide digital uplinks, allowing them to remain informed in what is going on around their vessels and make optimal judgment calls in combat.

Tier 2-3 Special Note: At tier 2 and 3, this armor gains an additional +1 instinct from the upgraded digital uplink

Hostile Environment Suit

Heavy Armor

Base Cost: 10,000 credits

Damage Resistance: 7

Defense Penalty: -0

Resistance Rating: +3

Mounted Gear: Communicator

Ability Score Bonuses: Strength +2, Agility +1

Weight: 15 lbs.

Special Traits: Elemental Protection, Radiation Shielding, Oxygen Supply, Personal Cloaking, Armor Decay

Description: Hostile Environment Suits are the armor of choice for Ghosts. Allowing them to cloak and serve as optimal assassins, these suits also add to the user's physical prowess and provide limited protection against projectiles. Their high price tag and lesser use to non-Ghosts makes them a less attractive option to other characters.

Light Combat Armor

Heavy Armor

Base Cost: 800 credits

Damage Resistance: 8

Defense Penalty: -2

Resistance Rating: +3

Mounted Gear: Communicator

Ability Score Bonuses: NA

Weight: 25 lbs.

Special Traits: Cumbersome

Description: Light Combat Armor is a heavily reinforced suit of armor designed to protect the user from the rigors of personal combat. While not as defensible as powered armor, these durable suits do provide freedom and maneuverability impossible in CMC armor. As such, it is often used by soldiers, adventurers, and mercenaries outside of an open warzone, as well as private sector security not expecting war-scale combat.

Padded Jacket

Light Armor

Base Cost: 150 credits

Damage Resistance: 2

Defense Penalty: -0

Resistance Rating: +2

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 4 lbs.

Description: Padded Jackets are the bare minimum of armor, consisting mainly of a thick jacket with thickened layers of protective fiber. This is not recognized as official armor by any regime, and most of these are hand-crafted together by those who need them. They are commonly used by gangs and other assorted criminals or civilians and colonists who desire basic protection during an invasion of their home world.

Protective Vest

Light Armor

Base Cost: 250 credits

Damage Resistance: 5

Defense Penalty: -1

Resistance Rating: +2

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 8 lbs.

Description: A step up from the padded jacket, the protective vest is a bullet retardant suit of chest armor with additional parts of the body protected by protective fibers. It does a serviceable job protecting against small arms slug projectiles, but it is quickly shredded by gauss fire. It is used by private corporations and law enforcement mainly.

Stealth Suit

Light Armor

Base Cost: 200 credits

Damage Resistance: 1

Defense Penalty: -0

Resistance Rating: +2

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 3 lbs.

Special Traits: Shadowed

Description: Stealth Suits are skin-tight black body suits specifically designed to create very little noise and be hard to see. It is invaluable for anyone who prefers to never be seen and ideal for those who wish never to be shot back at. It has no mainstream usage; although it is sometimes used by assassins, guerrilla fighters, and ghosts-in-training.

Gear

Weapons and armor are the bread and butter of combat, but there is more to surviving the StarCraft RPG than just that. Gear is the miscellaneous equipment that characters bring around to help them overcome obstacles, survive hazards, and defeat their enemies.

Gear varies far more than weapons and armor. Some of it is worn, some carried, some kept at hand until needed and discarded afterwards. They range from flashlights to infrared goggles, grappling hooks to jet packs, short ranged radios to fones that can transmit tactical data from planets away.

Gear have a number of statistics to them which determine their effectiveness and individuality. We'll use the following item as an example.

Binoculars

Carried/Worn Gear

Base Cost: 75 credits

Weight: 3 lbs.

Tier 1: While taking a full-round action to look with binoculars, the character gains a +10 bonus to visual related perception tests.

Tier 2: As tier 1, except the bonus increases to +20, and the binoculars can be charged with a power cell. As long as the binoculars are charged, their vision ignores concealment and penalties related to darkness. The power cell allows for 30 minutes of use. Also, these can be alternately purchased as a set of goggles that can be worn instead of carried. In addition, the binoculars can be used to make spotter actions.

Tier 3: As tier 2, except the bonus increases to +30, and the binoculars also gain the Targeting Laser special ability. If the wielder aims at a target and marks them with the laser, all allies with digital uplinks can gain an additional +2 accuracy bonus to their attacks against that target as long as they also aim. In addition, the targeting laser can also be used mark a location for orbital ships for drop pod launches, orbital bombardments, or nuclear strikes. The binoculars also gain infrared, allowing them to see living creatures even through cover. Finally, the binoculars can be used as a standard action to perform detector actions.

Description: An excellent field item, especially for recon teams and advanced scouts or even crooks planning a high-stakes job. While basic binoculars allow for basic enhanced vision, more advanced variations allow for seeing through impenetrable obstacles or even guiding the attacks of others.

The gear entry begins with the name and class of item it is. Carried items must be in hand to be used, worn items sit on the body and do not require hands, and expendable items are carried items that have a onetime use. Below that is the cost for a basic (tier 1) example of that item and the items weight.

Like weapons and armor, gear usually comes in multiple tiers. Each item has a description of all of the traits the item has. Unlike weapons and armor, gear gain new features as well as numerical bonuses, and higher tiered items often have a wide variety of beneficial features.

The description is a basic layout of what the item is, who uses it, and what it is used for.

Item Name	Type	Description	Weight	Cost
Air Tank	Worn	Provides 30 minutes of breathable air	1 lb.	75
Backpack	Worn	Container worn on the back with large carrying capacity	3 lbs.	50
Binoculars	Carried/ Worn	Gain bonus perception as a full-round action	2 lbs.	75
Carrying Case	Carried	Container for holding inventory	7 lbs.	30
Communicators	Carried	Allows long distance communication	1 lb.	100
Data Disk	Carried	An information storage device compatible with any computer	0.25 lbs.	75
Digital Uplink	Worn	Head visor that displays tactical data, team coordination, and aids in tests	1 lb.	750
Equipment Belt	Worn	Container worn on the waist or across the chest to quickly reach needed items	2 lbs.	25
Fire Extinguisher	Carried	Carried item used to quickly remove fires	7 lbs.	125

Flashlight	Carried	Provides light in a cone area	1 lb.	80
Fone	Carried	Allows long distance communication and other functions	0.5 lbs.	500
Geiger Counter	Worn	The Geiger Counter picks up location and amount of radiation	1 lb.	150
Gravity Boots	Worn	Controls gravity downward and increase stabilization	15 lbs.	300
Grappling Hook	Carried	Thrown hook that latches onto a ledge and supplies rope for climbing	12 lbs.	75
Injector	Carried	Chemical injector that can contain multiple doses	0.25 lbs.	20
Jet Pack	Worn	allow the user to boost natural movement and jump distances or launch into the air	20 lbs.	1,000
Medipack	Expendable	Allows characters to make medicine skill tests to perform first aid	3 lb.	50
Motion Detector	Carried	Carried device that reveals movement in an area around the user	1 lbs.	500
Navigation Unit	Carried	Handheld computer that reveals terrain, gives direction, identifies hazards, and more.	1 lb.	400
Personal Data Assistant	Carried	Device used to store and recall information and utilize security clearance	1 lb.	300
Plasma Torch	Carried	Energy cutter used for cutting through walls and obstacles, or as a makeshift weapon	3 lbs.	400
Power Cell	Expendable	Powers a piece of equipment	0.5 lbs.	30
Protective Mask	Worn	Protective Masks protect the user from poisons, vacuums, and toxins	5 lbs.	200
Psi Screen	Worn	Headpiece that protects wearer from telepathic attacks and intrusion	1 lb.	20,000
Repair Kit	Expendable	Allows characters to make Science skill tests to repair a construct	5 lbs.	50
Trauma Kit	Carried	Allows characters to perform surgery or stabilize a wounded ally.	5 lbs.	200

Gear Details

Air Tank

Worn Gear

Base Cost: 75 credits

Weight: 1 lb.

Tier 1: When a character is breathing through an air tank, they can survive in environments with no oxygen or a toxic atmosphere. An air tank provides 30 minutes of breathable air.

Tier 2: As tier 1, except has 90 minutes of breathable air. Also, while being used, the user inhales restorative chemicals and gains a +2 bonus to endurance checks to resist poison and disease.

Tier 3: As tier 2, except has 150 minutes of breathable air and increases the endurance bonus to +4.

Description: Air tanks are essential supplies for surviving in deadly environments. Many suits of armor have onboard spots for air tanks. Otherwise they can be carried in hand or worn attached to a breath mask. Assume the cost of the item also pays for a basic breath mask.

Backpack

Worn Gear

Base Cost: 50 credits

Weight: 3 lbs.

Tier 1: Worn on the back, a backpack has a large item capacity. Using the simplified item slots optional rule, the backpack has a carrying capacity of 10.

Tier 2: As tier 1, except it has a carrying capacity of 14.

Tier 3: As tier 1, except it has a carrying capacity of 20.

Description: An essential item for those working out on the field, a backpack allows explorers and adventurers to carry the myriad of supplies needed for survival.

Binoculars

Carried/ Worn Gear

Base Cost: 75 credits

Weight: 2 lbs.

Tier 1: While taking a full-round action to look with binoculars, the character gains a +10 bonus to visual related perception tests.

Tier 2: As tier 1, except the bonus increases to +20, and the binoculars can be charged with a power cell. As long as the binoculars are charged, their vision ignores concealment and penalties related to darkness. The power cell allows for 30 minutes of use. Also, these can be alternately purchased as a set of goggles that can be worn instead of carried. In addition, the binoculars can be used to make spotter actions. While the binoculars are a set of goggles, it still requires a full-round action to gain the perception bonus.

Tier 3: As tier 2, except the bonus increases to +30, and the binoculars also gain the Targeting Laser special ability. If the wielder aims at a target and marks them with the laser, all allies with digital uplinks can gain an additional +2 accuracy bonus to their attacks against that target as long as they also aim. In addition, the targeting laser can also be used mark a location for orbital ships for drop pod launches, orbital bombardments, or nuclear strikes. The binoculars also gain infrared, allowing them to see living creatures even through cover. Finally, the binoculars can be used as a standard action to perform detector actions.

Description: An excellent field item, especially for recon teams and advanced scouts or even crooks planning a high-stakes job. While basic binoculars allow for basic enhanced vision, more advanced variations allow for seeing through impenetrable obstacles or even guiding the attacks of others.

Carrying Case

Carried Gear

Base Cost: 30 credits

Weight: 7 lbs.

Tier 1: Carried in hand, these cases have a moderate item capacity and are useful for those who need to carry extra supplies with them. Using the simplified item slots optional rule, the carrying case has a carrying capacity of 8.

Tier 2: As tier 1, except it has a carrying capacity of 12.

Tier 3: As tier 1, except it has a carrying capacity of 16.

Description: Ranging from suitcases to briefcases to knapsacks and duffle bags, a carrying case is an additional container to carry inventory.

Note: Smaller and larger carrying cases exist. For small cases, halve the base cost, weight, and carrying capacity at each tier. For larger carrying cases, triple base cost, weight, and double carrying capacity at each tier. Large carrying cases often have wheels so they can be pulled.

Communicators

Carried/Worn Gear

Base Cost: 100 credits

Weight: 1 lbs.

Tier 1: A basic communicator allows free back and forth conversation between the user and anyone within 100 miles. It must be carried in hand. A basic communicator is charged off a power cell which gives it 4 hours of active use or twice that simply being left on.

Tier 2: As tier 1, except the communicator can reach anyone on the planet. Using it at this range uses twice as much battery life. The communicator can also be worn around the ear and does not need to be carried.

Tier 3: As tier 2, except the communicator can reach anyone in the sector. Using it at this range uses eight times as much battery life.

Description: A communicator is essentially a radio, allowing free communication with others on a certain channel while active. Basic communicators need to be carried in a free hand; although more advanced models can be worn on the ear. The better the communicator, the more range it has.

Data Disk**Carried Gear****Base Cost:** 75 credits**Weight:** 0.25 lbs.

Tier 1: A data disk is required to store information to be transferred between computers. Different tiers of data disks can store different amounts of data and can hold much more complex data. A basic tier 1 data disk generally only carries basic information files; while a tier 3 can contain an entire Artificial Intelligence.

Description: The dark secrets of the Terran world are often hidden on digital data disks. In the hands of most, these disks generally contain mundane personal files. In the hands of the government, they can contain vehicle blueprints, weapon designs, government confidential files, or military orders. In these cases, the value of the disk's contents is far greater than the disks themselves, and the right person would pay fortunes for them.

Digital Uplink**Worn Gear****Base Cost:** 750 credits**Weight:** 1 lb.

Tier 1: While using the uplink visor, the wearer gains numerous benefits. Firstly, they gain a +1 bonus to all Tactics, Pilot, and Leadership skill tests to activate a combat augmentation or piloting maneuver. Secondly, the leader can issue orders to all allies through the uplink and can give Leadership bonuses to those outside visual and audio range. Finally, the character can benefit from Targeting Lasers and can receive surveillance information about the location of burrowed, hidden, or cloaked enemies picked up by an allied broadcasted surveillance system; although such targets still have total concealment. If the Digital Uplink is part of a suit of powered armor, the suit can jack into a ship they are aboard and view the outside of the ship through the ships sensors, as well as the present status condition of the ship

Tier 2: As tier 1, except the skill bonuses increase to +2, and the digital uplink provides basic information to improve aim and guide the character in a variety of different actions. The digital uplink grants +1 equipment bonus to Instinct and +1 to all skill checks with the Acrobatics, Athletics, Computers, Medicine, Lore, Perception, Science, and Stealth skills. This level of Digital Uplink requires a Fusion Power Cell.

Tier 3: As tier 2, except the Tactics, Pilot, and Leadership skill tests increase to +3. The bonuses to Acrobatics, Athletics, Computers, Medicine, Lore, Perception, Science, and Stealth increase to +2, and hidden targets detected by the digital uplink have no concealment against the character.

Description: Digital Uplinks are lenses, goggles, visors, or similar devices that fit over the eye and upload tactical data to the user. They are common in military squads, coming inbuilt to many suits of armor, and help squad leaders organize their units, members to know where their allies are, pilots and passengers be able to see outside their vehicles, and more functions. They are further supplemented when a group is backed up by an AI or surveillance system.

Equipment Belt**Worn Gear****Base Cost:** 25 credits**Weight:** 2 lbs.

Tier 1: Worn on the waist, an equipment belt has a small item capacity. Using the item slots optional rule, the backpack has a carrying capacity of six 1 slot items. Items carried on an equipment belt only require a single minor action to retrieve.

Tier 2: As tier 1, except it has a carrying capacity of 8 items.

Tier 3: As tier 1, except it has a carrying capacity of 10 items.

Description: Equipment belts are typical places to store ammunition, chemicals, pistols, and first aid kits. Left in quick reach, the items are there when they are needed. In general, one equipment belt can be wrapped around the waist, and 2 more can be strapped across the torso. These torso belts are usually called bandoliers.

Fire Extinguisher

Carried Gear

Base Cost: 125 credits

Weight: 7 lbs.

Tier 1: Carried in hand, this item can be used as a standard action. Targeting a single square or individual within 3 squares, the user automatically eliminates fire in that square or removes the flaming condition from a targeted ally. Nothing prevents the target or square from being ignited again. The extinguisher has enough chemicals for 10 shots.

Tier 2: As tier 1, except the range increases to 5 squares, and the target's bonus to resisting fire increases to +10. The extinguisher has enough chemicals for 14 shots. Target struck by the extinguisher gain a +5 bonus to toughness to avoid be set on fire by the Flames trait.

Tier 3: As tier 2, except targets and squares hit by the extinguisher cannot be set on fire for an hour. The extinguisher has enough chemicals for 20 shots.

Description: Putting out fires isn't an everyday occurrence for StarCraft adventurers, but it is useful to have at times, especially for those using many vehicles, operating inside a battleship, or in heavily industrialized areas where there are plenty of mechanical failures. If nothing else, it is useful for one character to have handy if the party is put against flame wielding enemies regularly.

Flashlight

Carried Gear

Base Cost: 80 credits

Weight: 1 lb.

Tier 1: When used in areas of darkness, the flashlight will create light in a 10 square cone that is 3 squares wide at the end. A power cell charges a battery for 1 hour.

Tier 2: As tier 1, except the area increases to a 15 square cone that is 5 wide at the end, and the battery lasts for 3 hours.

Tier 3: As tier 2, except the area increases to an 18 square cone that is 6 wide at the end, and the battery lasts for 5 hours. The light penetrates concealment within its area, allowing vision through fog and concealment.

Description: Flashlights are essential in the exploration of hazardous locales such as the ruined spires of Tarsonis, the infested caverns of Char, or the twilight mountains of Shakuras. Many ferocious beasts are unaffected by darkness, allowing them to pounce on the unprepared who have no light to shield themselves.

Fone

Carried Gear

Base Cost: 500 credits

Weight: 0.5 lbs.

Tier 1: A basic fone allows the user to call someone else with a fone or advanced PDA within a 1,000 miles. It must be carried in hand. A basic fone is charged off a power cell which gives it 4 hours of active use or twice that simply being left on. It allows basic messaging.

Tier 2: As tier 1, except the fone can reach anyone on the planet. Using it at this range uses twice as much battery life. This fone can also access the hypernet as long as there are access points on planet/region, and it can store files and data. The fone also has access to applications and video calls. Most applications it has access to are civilian programs such as utility programs and games which have little value for the average adventurer. Under certain circumstances, it can be argued that a program can allow the user to gain a bonus to certain skill tests or make a trained usage of one skill untrained. GM's discretion.

Tier 3: As tier 2, except the fone can reach anyone in the sector. Using it at this range uses eight times as much battery life. Through the fone, the character can purchase applications that mimic the effects of military grade equipment. The character can purchase and download Tier 1 versions of the following items: Binoculars, Digital Uplink, Flashlights, Geiger Counters, and Navigation Units. These all count as carried versions of those items, and the software upgrades cost ½ the base cost of the item.

Description: The fone is an advanced communication device, used to make or receive calls. Basic versions represent civilian models, designed for basic use for city dwellers. More advanced fones can replicate military grade hardware in their downloadable applications, making their distribution more heavily regulated.

Geiger Counter

Carried Gear

Base Cost: 150 credits

Weight: 1 lbs.

Tier 1: A Geiger Counter detects radiation within 5 squares. It gives a rating of mild, severe, or lethal. Geiger Counters require power cells to use. A power cell charges the Geiger Counter for 30 minutes of use.

Tier 2: As tier 2, except the range increases to 15 squares, and battery life increases to 2 hours. It also detects toxic chemicals in the square it is being held in.

Tier 3: As tier 2, except the range increases to 30 squares, and battery life increases to 5 hours. In addition, the Geiger Counter can detect if an atmosphere has oxygen and what other chemical compounds exist.

Description: Geiger Counters are typically used to detect the nearby presence of radiation and the extent. They are invaluable for scientists, soldiers, and adventurers venturing into industrial areas where large scale accidents have occurred. More advanced Geiger counters have filters to detect other chemicals and can tell if the atmosphere is safe to breath. The most advanced can react with the onboard computers of powered armor and adjust the systems to protect against radiation damage.

Gravity Boots

Worn Gear

Base Cost: 300 credits

Weight: 15 lbs.

Tier 1: These heavy metal boots control gravitational thrust. Essentially, in zero gravity environments, these boots allow the user to stay firmly attached to the ground. The thrust can be released at any time. The thrust can be changed to attach to any firm, mostly flat surface, facing any direction, as long as it is a square wide.

Tier 2: As tier 2, except the boots also grant a +5 to toughness to resist pushes, pulls, grabs, and any other effects meant to move the character. In addition, the boots are hardened and designed to protect against attacks. The character gains +1 damage resistance that stacks with their armor bonus.

Tier 3: As tier 2, as except the bonus to circumstantial toughness increases to +20, and the boot's bonus damage resistance bonus increases to +2. Also, when falling, the boots allow the character to ignore the first 2 squares of falling (or increase the value of the Fall Protection armor traits by 2 squares).

Description: Gravity boots are automated footwear that have magnetic locks that adhere to or disconnect from a surface. They allow a wearer to walk on a space platform without floating away, tread along the bottom of a lake, or even walk up walls.

Injector

Carried Gear

Base Cost: 20 credits

Weight: 0.25 lbs.

Tier 1: Carrying up to three doses of chemicals in it at once, an injector can quickly fill a body with powerful drugs and stimulants. An injector is usable as a move action on a willing target with powered armor or as a minor action on one not wearing powered armor. It takes a number of full-round actions equal to the number of doses inserted to fill the injector.

Tier 2: As tier 1, except the chemical capacity increases to 5.

Tier 3: As tier 1, except the chemical capacity increases to 8.

Description: An injector is a large hypodermic needle that can be used to inject chemicals into the body, be it painkillers or combat stimulants. As such substances are very common throughout the Terran military, most powered armors have chutes where injectors can be easily inserted.

Grappling Hook

Carried Gear

Base Cost: 75 credits

Weight: 12 lbs.

Tier 1: The grappling hook can be thrown to be snared at the top of a climbable surface, and then the attached rope can be climbed. Throwing it is essentially making a standard thrown attack, making a ranged skill check to attach it. A grappling hook counts as a short ranged weapon. To successfully hook onto a surface, the thrower must hit a defense 15. The grappling hook comes with 10 squares of rope, but additional rope can be bought at rate of 10 credits per additional square of rope.

Tier 2: As tier 2, except the grappling hook comes with a launcher, increasing range to medium and giving the character a +2 accuracy bonus with the attack. Furthermore, the launcher allows the character to impale the hook into a surface, no longer relying on anything to snare on.

Tier 3: As tier 2, except the launcher has a computer tracker that guides the projectile, eliminating the need to make an attack roll. Alternately, the grappling hook can be used as a Harpoon Gun weapon with the below statistics. The user must still make an attack roll against a moving, living target. In addition, the mechanized harpoon can wind in rope, pulling those on it upwards without forcing them to climb. Those on the rope automatically move 5 squares per round. In addition, because of the rewinding rope, the attacker gains a +5 bonus on any opposed Strength tests involved in the impale ability.

Description: Grappling hooks are useful but slightly outdated methods of scaling cliffs and walls. They come in both thrown hooks and portable launchers, and the most advanced have computer-aided targeting and rewinding harpoons, pulling the user over the obstacle. Some even make serviceable weapons.

Harpoon Gun

Two-handed Rifle

Damage: 18

Accuracy: +0

RoF: Slow

Range: Medium

Shots: 1 Harpoon

Power Rating: +3

Weight: 12 lbs.

Special Trait (Computerized Scope): When aiming, this weapon gains a +3 accuracy bonus instead of +2. These bonuses do not function on an action move. This weapon automatically hits when used against a terrain, and no attack roll is necessary.

Special Trait (Impale): If an attack against a target bypasses both their defense and toughness, then the harpoon is impaled in the target. On the target's turn, they can make a DC 15 Strength test as a move action to rip the harpoon out of their body which deals 20 piercing damage. The target and the attacker must make opposed Strength tests for the attacker to move outside the range of available rope. The attacker is disarmed if he fails this test. Furthermore, the attacker can, as a standard action, try to pull the target back towards him after succeeding an opposed Strength test. The target is pulled 1 square towards the attacker on a success, +1 square for each 2 they beat the opposed test by.

Jet Pack

Worn Gear

Base Cost: 1,000 credits

Weight: 20 lbs.

Tier 1: Attached to the character's back, the jet pack can lift or help move the character at greatly accelerated rates. The Jet Pack uses fuel as its power source. Using a single charge of fuel, the character can instantly launch themselves 6 squares into the air as a move action, moving horizontally, vertically, or both. If the character doesn't end on solid ground, they fall. Alternately, the jet pack can be used to boost the user's own movement as a minor action for 5 rounds by spending 1 fuel. While boosting, the character gains +2 speed and +5 to jump checks. The jet pack can contain 60 fuel. Fuel can be purchased at 10 credits per usage of fuel. Jet packs cannot be used with powered armor: it is too heavy.

Tier 2: As tier 1, except the character can launch themselves 10 squares, and boosting gives a character +4 speed and +15 to jump checks. Furthermore, after launching, they can hover, spending one additional fuel each round spent hovering. This does can be used as a free action or reaction. At the start of a hovering character's turn, they can launch themselves again. Furthermore, when jumping downwards or making a controlled fall, each fuel spent as a free action decreases the fall distance by 4 squares. Finally, fuel reserves increase to 80.

Tier 3: As tier 2, except the character can launch themselves 15 squares, and boosting gives a character +6 speed and +30 to jump checks. The character gains +1 damage resistance that stacks with his existing armor. Furthermore, fuel reserves increase to 100.

Description: Jet Packs are expensive, yet invaluable tools for navigating just about any environment, be it cliffs, buildings, trees, or simply flying past your enemies. Even ignoring the ability to launch into the air, these packs boost movement, jump distance, and even help control falls. These packs are commonly used by the nefarious Reaper Corps, and these degenerative psychopaths use them to great effect.

Medipack

Expendable Gear

Base Cost: 50 credits

Weight: 3 lbs.

Tier 1: These expendable kits allow healing through first aid and cure a number of hit points equal to the medicine skill result +5. Note that using first aid consumes these kits, and any first aid check uses up one of the character's daily healing thresholds.

Tier 2: As tier 1, except the bonus to the skill check increases to +25.

Tier 3: As tier 1, except the bonus to the skill check increases to +50.

Description: Injuries come with the job, and a StarCraft adventurer will likely go through many of these kits through their long and dangerous careers. Despite usually having a trained medic on hand to assist, most characters keep a few on their person so they can patch their own injuries in an emergency.

Motion Detector

Carried Gear

Base Cost: 500 credits

Weight: 1 lbs.

Tier 1: This device detects nearby motion within 10 squares in a 180 degree angle in the direction the motion detector is facing. The detector detects anything of medium size or larger; although objects larger than medium size cannot be discerned between a single large object or multiple smaller objects. In addition, the display is simple, only showing the general direction things are coming from. The motion detector does not pick up cloaked or digging creatures.

Tier 2: As tier 2, except the range increases to 20 squares, and the motion detector can pick up tiny or small creatures and can tell the difference between large objects and numerous small objects. The detector picks up moving cloaked and burrowed creatures, but it does not reveal that they are cloaked and burrowed. Finally, the detector works in 360 degrees, not relying on being faced in the correct direction.

Tier 3: As tier 2, except the range increases to 30 squares, and the detector no longer has a basic display. It now contains a 3D display. The display also makes a handy mapping tool. The digital display shows exactly what is moving in the area and detects them whether or not they are moving, rather than simply a marker if something is moving. In addition, the motion detector can be used to make detector actions.

Description: The motion detector is a valuable tool for dealing with hidden enemies. They are very commonly used to find Zerg presence within installations, space ships, and caverns. They are also used to reveal the location of Terran guards within a fortification to best plan how to assault their location.

Navigation Unit

Carried Gear

Base Cost: 400 credits

Weight: 1 lbs.

Tier 1: The navigation unit provides a digital topographic display of the terrain within 1 mile, including elevation changes, structures, and roads. It also provides the safest and most direct route to get to an input destination. It is charged by a power cell which gives it 12 hours of use.

Tier 2: As tier 1, except it displays terrain within 10 miles when its scanner is used. It also gives a +4 bonus to Lore skill tests to identify alien species and a +4 bonus to Survival tests to track a target. The scanner can identify any Terran as long as they are registered in the system and the scanner can make a clear, close read of their facial features. The topographic display also shows presence and density of vegetation. In addition, if the device is placed in contact with any liquid or solid surface, the device can detect whether it is poisonous, diseased, infected with harmful organisms, or is safe for consumption. The display also shows presence and depth of water. This level of Navigation Unit requires a Fusion Power Cell.

Tier 3: As tier 2, except it displays terrain within 30 miles, and the bonus to Lore and Survival tests increase to +8. The display also picks up the presence and location of moving creatures and objects of large size or larger unless they are cloaked or burrowed.

Description: The Handheld Personal Information Gathering and Navigation Unit, also known as the Navigation unit or sometimes 'PIG', is a handheld tool that dramatically increases the survival of those in a hostile environment by providing a terrain layout and instructions to avoid natural hazards. Even more advanced versions can identify toxins, alien species, and danger.

Personal Data Assistant

Carried Gear

Base Cost: 300 credits

Weight: 1 lbs.

Tier 1: The PDA can hold personal data, basic hypernet access, and access to basic utility applications. In addition, the PDA can be used as a security device, allowing it to be scanned by security systems such as a door or camera, allowing access or passage if the correct clearance has been input into the machine. Security clearance can be uploaded onto the PDA from the appropriate computer console, or a direct hookup and a DC 25 computer check can allow someone to hack another's PDA and steal their security clearance. The PDA requires a power cell which grants 12 hours of battery life.

Tier 2: As tier 2, except the PDA has full hypernet access and access to more advanced civilian utility programs. Under certain circumstances, it can be argued that a program can allow the user to gain a bonus to certain skill tests or make a trained usage of one skill untrained. GM's discretion. The character can purchase applications for the device that mimic the effects of military grade equipment. The character can purchase and download Tier 1 version of the following items: Binoculars, Digital Uplink, Flashlights, Geiger Counters, and Navigation Units. These all count as carried versions of those items, and the software upgrades cost ½ the base cost of the item. In addition, the PDA can be used to gain access to sensors or cameras permitted by the user's security clearance. This access is strictly observational, allowing the user to see what the system sees or see the status of security devices such as the ammunition counter on a sentry gun. This level of Personal Data Assistant requires a Fusion Power Cell.

Tier 3: As tier 2, except when accessing security devices under the device's clearance, the character can remote reprogram or give orders to security systems, automated weapons, or robots attached to the system clearance. The difficulty of reprogramming is listed under the Computers skill. In addition, the PDA allows the user to call someone else with a fone or advanced PDA on the same planet and is capable of video calls.

Description: The Personal Data Assistant is a useful handheld computer used by many on the core worlds for storing, updating, and recalling personal information, as well as for portable hypernet access. In addition, these are often used as portable security devices by private corporations and government military and research installations. In addition to containing an individual's security clearance, more advanced variations can access security systems and replicate military grade hardware.

Plasma Torch

Carried Gear

Base Cost: 400 credits

Weight: 3 lbs.

Tier 1: A plasma torch can be used to cut open sealed metal objects such as security doors and bulkheads. A single character using a plasma torch can open a tiny object in 1 full-round, small in 2, medium in 3, large in 10, or huge in 30. A plasma torch contains enough fuel for 30 rounds of use. The plasma torch can also be used as an impromptu melee weapon, using the below Plasma Torch weapon profile. Each use of it as a weapon uses 1 round's worth of fuel.

Tier 2: As tier 1, except the Plasma Torch weapon increases by 1 tier, and the amount of time it takes to cut through a surface is reduced by half, to a minimum of 1 standard action.

Tier 3: As tier 2, except by spending 10 fuel per attack, the Plasma Torch weapon can be used as a pistol weapon with the cone quality, affecting all targets in a Cone (6). In addition, the plasma torch cuts through objects in a third of the time, rounded down, to a minimum of 1 standard action.

Description: The Plasma Torch is a handy tool for anyone to have around because sometimes the quickest way to overcome obstacles is to simply cut through them. Used for cutting through sealed doors, bulkheads, and wreckage, the torch is a more delicate solution than using demolition charges or other explosives. In addition, the torch makes a serviceable weapon, becoming increasingly more powerful and useful with more advanced variations. The most advanced plasma torches can be used as armor-piercing flamethrowers.

Plasma Torch

One-handed Melee or Ranged Weapon

Damage: 12

Accuracy: -2

RoF: Slow

Range: Melee

Shots: 30

Power Rating: +2

Weight: 3 lbs.

Special Trait: Piercing

Power Cell

Expendable Gear

Base Cost: 30 credits

Weight: 0.5 lbs.

Tier 1: These expendable cells are used to power most portable gear, basic machines, and automatons. They cannot be used for objects requiring Fusion or Micro Reactor power cells. Loading them into an object charges it to full energy capacity. The exact duration depends on the item being charged. Power cells can be recharged, usually taking 2 hours at a charging station.

Tier 2: As tier 1, except the power cell lasts twice as long without running out of charge. Tier 2 cells count as Fusion Power Cells and can be used in items such as Powered Armor, Warbots, and Artificial Intelligences. When used in an item requiring a Fusion Power Cell, it does not provide any additional charge time.

Tier 3: As tier 2, except the power cell lasts eight times as long without running out of charge for normal items or twice as long for items requiring a fusion power cell. Tier 3 cells count as Micro Reactors and can be used in rare objects such as Fusion Cores. When used in an item requiring a Micro Reactor, it does not provide any additional charge time.

Description: Power Cells are common and necessary items. They are used to charge most everything in Terran society, and most StarCraft adventurers will likely go through countless power cells over the course of their adventures. In fact, entire missions could be made around finding the correct type of power cell needed to proceed for an adventure.

Protective Mask

Worn Gear

Base Cost: 200 credits

Weight: 5 lbs.

Tier 1: These masks regulate breathing and prevent the entrance of hostile vapors or chemicals into the mask. Characters can breathe underwater or in a vacuum twice as long, and the character gains a +2 bonus on tests against inhaled poisons. The protective mask can also link into an Air Tank to completely negate the effects of suffocation or poison.

Tier 2: As tier 1, except the bonus against inhaled poisons increases to +6. The protective mask is able to gather its own oxygen supply without needing an air tank. Spending one minute in an environment with a healthy oxygen-rich atmosphere will let the mask function as having a tier 1 Air Tank with 15 minutes of air left in case the character needs it. In addition, the mask is hardened and designed to protect against attacks. The character gains +1 damage resistance that stacks with any light or heavy armor.

Tier 3: As tier 2, except the bonus against inhaled poisons increase to +10. The mask can hold 1 hour of air on its own, and the mask's bonus damage resistance increases to +2.

Description: The protective mask is designed to keep those adventuring into hazardous areas alive. Basic models will increase survivability of those heading into dangerous environments for a short time; while greater models will increase survivability for much longer and will even grant protection in the heat of battle.

Psi-Screen

Worn Gear

Base Cost: 20,000 credits

Weight: 1 lb.

Tier 1: This head ornament protects against intrusive telepaths trying to affect the wearer's mind. While worn, the character is immune to the natural mind reading psionic trait and gains +10 to their resolve to resist telepathic powers as well as +10 to their psionic damage resistance. When worn by a psionic Terran, they lose their natural mind reading psionic trait. However, these devices have dangerous side-effects, and anyone wearing one for more than 6 hours must make a DC 10 Willpower test with +2 to the DC for every subsequent 6 hours they have been wearing the psi-screen. They must have removed the psi-screen for at least an hour to reset the timer on this. If they fail the check, they take 1 point of Intelligence and Willpower damage as they are driven insane by the device's neural effect. A psi-screen requires a fusion power cell to function which causes it to operate for 1 week per cell.

Tier 2: As tier 1, except the bonus to resolve against telepathic powers and the bonus psionic damage resistance increase to +20. In addition, any telepath that manifests a telepathy power against the character instantly takes a hit of 30 psionic damage, and the character wearing this device is immune to the psionic detection trait.

Tier 3: As tier 2, except the bonus to resolve against telepathic powers and the bonus psionic damage resistance increase to +30. In addition, any telepath that manifests a telepathy power against the character instantly takes a hit of 50 psionic damage. Finally, the character only needs to check against the insanity effect every 12 hours, instead of every 6 hours.

Description: These expensive devices have been on the rise since telepaths have become increasingly more common. Psi Screens are used to protect high key individuals from renegade psychics and ghosts. These devices must be used with restraint, however, and on an as-needed basis as they can destabilize the wearer's brain.

Repair Kit**Expendable Gear****Base Cost:** 50 credits**Weight:** 5 lbs.

Tier 1: These expendable kits allow healing damage to a construct through a science skill check and cure a number of hit points equal to the repair skill result +5. Note that repairing damage consumes these kits.

Tier 2: As tier 1, except the bonus to the skill check increases to +25.

Tier 3: As tier 1, except the bonus to the skill check increases to +50.

Description: Containing basic tools and scrap parts, these kits can be used to fix damage on any construct or broken object, and they are essential for field repair. Most engineers will usually carry a few repair kits with them wherever they go.

Trauma Kit**Carried Gear****Base Cost:** 200 credits**Weight:** 5 lbs.

Tier 1: Trauma kits allow a character to make the necessary checks to stabilize those who have been injured, fix heavily injured limbs, and perform lifesaving surgery. Most of these checks are impossible without a trauma kit.

Tier 2: As tier 1, except the character gains a +4 bonus to stabilization and surgery checks, and surgery checks (major and minor) take half as long. Furthermore, when stabilizing a wounded character, they instantly return with an amount of hit points equal to the medicine skill test +5.

Tier 3: As tier 2, except the bonus to medicine skill tests increases to +8, and successfully stabilized allies return with hit points equal to the medicine skill test +25. Finally, amputation checks automatically succeed.

Description: Trauma Kits are field surgical kits, containing all the supplies necessary to save lives far from the operating room of a hospital. No field medic worth their weight would go into battle without one of these.

Chemicals

The inhabitants of the Koprulu sector are descendants of criminals, despots, and scum. It is unsurprising that many Terrans find great pleasure from the use of chemicals and illicit substances. In fact, the terran Marines Corps rely so heavily on combat stimulants that governments have spent fortunes researching new drugs and supplying the soldiers with whatever toxins they need.

Chemicals work very differently from other items. They are injected into the body as a minor action, hence being expendable, one-use items. They have no item tiers; instead chemicals contain a potency value. This is the effect a single dose has on body.

All of the chemicals have a duration for both their benefits and their drawbacks. When another dose of the chemical is taken, the duration is refreshed. After the chemical has done all its beneficial and negative effects, it is purged from the system. After a 6 hour rest, the chemicals are purged from the character's system.

If a character ever has an ability score reduced to 0 because of a chemical's benefit or drawback, they are considered to have overdosed and instantly fall unconscious until the drugs fully pass through their system.

These drugs are habit forming, and characters can get addicted to the effects when they use them. Once a drug effect wears out, the PC must make an endurance check. The DC of the check is 10 + twice the potency of that chemical they had in their system. If they succeed the check, the PC avoids addiction. If they fail, the character succumbs to addiction.

If a character becomes addicted to a drug, they must consume the drug at least once every 24 hours or suffer the withdrawal symptoms. Breaking the addiction requires suffering the withdrawal symptoms for a number of time based on the chemical. If you go that whole time without taking the chemical, you break addiction. For example, breaking an addiction to painkillers requires not using any pain killers for 1 week (7 days).

Protoss can make use of Terran drugs, but they are very ineffective against them. Every dose of drug has only half as much potency when used on a Protoss, and the benefits and drawbacks only last $\frac{1}{4}$ as long. Protoss do however gain advantage on addiction tests.

Chemicals have a number of statistics to them which determines their effectiveness and individuality. We'll use the following chemical as an example.

Painkiller

Base Cost: 60 credits

Potency: 2

Duration: 1 hour

Benefit: Painkillers instantly restore 10 hit points per potency used. Hit points gained through painkillers do not use up a healing threshold. In addition, the character gains Health Drain (1) per potency used.

Drawback: While the effect is active, the user suffers Skill Drain (1) and Swiftiness Drain (1) equal to one half the potency used.

Withdrawal: While under withdrawal, the character suffers Mighty Drain (4) and Health Drain (4). Breaking an addiction to Painkillers takes 1 week.

Description: Painkillers are perhaps the most useful and widespread chemical as they keep a soldier alive and fighting. They even reduce the effect a grievous wound has on someone, allowing the user to perform seemingly super human stunts. However, at the same time, they reduce the character's common sense and general rationalizing abilities, and soldiers who have used too many painkillers are known to make less than perfect judgment decisions.

The chemical entry begins with the common name of the chemical and the cost of a single dose. Afterwards, the potency describes how much Strength comes in a single dose. Duration is how long the benefit lasts until going away.

The benefit is all positive effects that are gained when the drugs are taken. The drawback is what negative effects it has, both during the duration of the chemical's positive benefits and after it wears off. Withdrawal describes what penalties an addicted character has the day he has not had his drug and how long the character must go through withdrawal before the addiction kicks.

The description is a basic layout of what the chemical is, who uses it, and what it is used for.

Chemical	Potency	Benefit	Drawback	Cost
Anti-Toxin	1	Helps resist poison damage; resist the effect of other chemicals	Penalty to skill checks condition	40
Combat Stimulant	3	Increases speed and attack rate	Loses healing threshold and gain exhaustion	120
Mental Stimulant	2	Bonus to skill checks	Penalty to skill checks after effect ends	50
Painkiller	2	Heals damage, boosts survivability	Penalty to skills and swiftiness	60
Rage	3	Increases might, becomes fearless, and gains protection every round	Cannot make Intelligence or Willpower checks while active, loses hit points after effect wears out	100
Sniper's Glory	2	Increases ranged accuracy	Penalty to skills and swiftiness	60
Terrazine	4	Increases Psi Level	Character takes a penalty to all checks, unstable overcharges	1,000
Tranquilizer	1	Gives morale and protection points, ends effects of other chemicals	Decreases physical might when used	30

Chemical Details

Anti-Toxin

Base Cost: 40 credits

Potency: 1

Duration: 4 hours

Benefit: Anti-Toxins gives resistance to poison damage equal to twice the total potency level. In addition, Anti-Toxins protect the body from other chemicals, helpful and harmful. For every potency of Anti-Toxin in the character's system, they gain +2 on endurance checks against poison. Five or more potency of anti-toxin is known to kill and protect from most parasites and infections, including Zerg-born micro-organisms.

Drawback: Once the effect ends, the character is left foggy headed and dizzy, and has trouble focusing. The character suffers skilled drain (potency). This drains reduces at a rate of one per hour.

Withdrawal: While under withdrawal, the character suffers Skill Drain (3) and Health Drain (2). Breaking an addiction to Anti-Toxin takes 3 days.

Description: Anti-toxins were originally made for civilians and scientists venturing into areas with poisonous vegetation or radioactive fluids. They also helped protect people who came into contact with dangerous chemicals. After the Zerg invasion, medics began to be readily issued Anti-Toxin to protect those who came in contact with their vile toxins and diseases.

Combat Stimulant

Base Cost: 120 credits

Potency: 3

Duration: 5 rounds

Benefit: Combat Stimulants must be used as part of an encounter or otherwise exciting moment. When used as part of an encounter, the stimulant gives the user Swiftner Boost (potency). In addition, if the character has 3 potency in their system, all of their attacks have the hailfire (1) quality and use twice as much ammo. This does not affect consumable weapons, such as explosives. If they have 6 potency in their system, all their attacks have the hailfire (2) quality and they use up three times as much ammunition.

Drawback: Every 3 potency of combat stimulants taken causes the character to lose 1 healing threshold. These healing thresholds only return after normal resting. In addition, the character gains 1 exhaustion after the encounter they use combat stimulants.

Withdrawal: While under withdrawal, the character's maximum healing thresholds are reduced by half. Breaking an addiction to Combat Stimulants takes 2 weeks.

Description: Combat Stimulants greatly boost a character's adrenaline response and only truly function while in combat or an otherwise dangerous encounter. Otherwise, combat stimulants do nothing besides make the character slightly twitchy and temperamental. However, once supplemented by a natural adrenaline buildup, the character bursts into a flurry of strength and action: swinging harder, moving faster, and overall faster on the trigger finger. These chemicals are extremely common amongst Marines, who simply call them Stimpacks, and more than a few soldiers are addicted to these chemicals.

Mental Stimulant

Base Cost: 50 credits

Potency: 2

Duration: 4 hours

Benefit: Mental Stimulants give Skilled Boost (2x potency).

Drawback: After the benefit wears out, the user suffers Skill Drain (potency) and 1 exhaustion. Effects last until a long rest.

Withdrawal: While under withdrawal, the character suffers Skill Drain (3) and Precision Drain (3). Breaking an addiction to Mental Stimulants takes 1 week.

Description: Mental Stimulants are often taken by cramming university students as well as researchers and scientists looking for the next breakthrough. They are said to enhance memory, sharpen attention spans, and expand deductive ability. However, once they run out, the user has the opposite effect, becoming delirious, lazy, and incoherent.

Painkiller

Base Cost: 60 credits

Potency: 2

Duration: 1 hour

Benefit: Painkillers instantly restore 10 hit points per potency used. Hit points gained through painkillers do not use up a healing threshold. In addition, the character gains Health Drain (1) per potency used.

Drawback: While the effect is active, the user suffers Skill Drain (1) and Swiftsness Drain (1) equal to one half the potency used.

Withdrawal: While under withdrawal, the character suffers Mighty Drain (4) and Health Drain (4). Breaking an addiction to Painkillers takes 1 week.

Description: Painkillers are perhaps the most useful and widespread chemical as they keep a soldier alive and fighting. They even reduce the effect a grievous wound has on someone, allowing the user to perform seemingly super human stunts. However, at the same time, they reduce the character's common sense and general rationalizing abilities, and soldiers who have used too many painkillers are known to make less than perfect judgment decisions.

Rage

Base Cost: 100 credits

Potency: 3

Duration: 10 minutes

Benefit: Rage gives Mighty Boost (2 x potency). They also gain protection at the start of each turn equal to 3x potency. In addition, it makes the character unable to feel fear and have no morale bonus or morale points. The character is incapable of attacking rationally or with self-preservation.

Drawback: While under the effect of rage, the character cannot use Intelligence or Willpower based skill tests or use combat augmentations. After the effect ends, the character instantly takes a hit of poison damage equal to 10x the potency of rage they consumed, ignoring damage resistance. If he is reduced to or below 0 hit points, he suffers a vitals disfigurement. In addition, the user gains 2 exhaustion.

Withdrawal: While under withdrawal, the character gains 4 points of mighty, precision, swiftsness, skilled, and heal drain. Breaking an addiction to Rage takes 2 weeks.

Description: Rage was an illegal black market chemical that was used by murderers and psychopaths to gain a euphoric rage when they were butchering and murdering. With many of such characters inside the Dominion military now, it has been officially adopted by the armed services. In addition to criminals and degenerates, it is commonly used by marauders, firebats, and reapers.

Sniper's Glory

Base Cost: 60 credits

Potency: 2

Duration: 10 minutes

Benefit: Sniper's Glory give Precision Boost (2x potency). In addition, the user gains +2 to Perception skill tests per each point of Sniper's Glory potency in the system. Finally, the character can perform Spotter actions even without the requisite equipment.

Drawback: While the effect is active, the user suffers negative Swiftsness Drain (potency).

Withdrawal: While under withdrawal, the character suffers Swiftsness Drain (2) and Skilled Drain (2). Breaking an addiction to Sniper's Glory takes 3 days.

Description: Sniper's Glory is a military nickname for a muscle relaxant typically used by sharpshooters. It calms the body and steadies the mind, allowing for a more observant shooter with steady hands. As a trade back, Sniper's Glory slows the body's reaction time, rendering them more sluggish and vulnerable. As such it is typically used by those attacking from a location of relative safety.

Terrazine

Base Cost: 1,000 credits (generally not for purchase)

Potency: 4

Duration: 2 hours

Benefit: If injected or inhaled by a psionic character, the character's Psi-level increases by 1 for every 2 potency of Terrazine absorbed. This is a psionic bolster effect. This drug has no benefit to non-psionic characters.

Drawback: Any character, not only psionic, who is under the effect of Terrazine becomes delusional and hallucinatory, taking a penalty to all attacks (except psionic attacks), defenses, and checks (except for Psionics skill checks) equal to the potency of Terrazine in their system. In addition, all overloading Psionic powers gain a bonus to the overload roll equal to the current potency of Terrazine.

Withdrawal: While under withdrawal, the character hallucinates, taking a -4 penalty to all attacks, defenses, and checks. Psionic characters have their Psi Level decreased by half. Breaking an addiction to Terrazine takes 2 weeks.

Description: Terrazine is a mysterious psionic vapor harvested by the Protoss and called 'The Breath of Creation' by them. When ingested by a psionic Terran, it greatly bolsters their psionic abilities while making them suffer from hallucinations and a tenuous grasp on reality. Considered too dangerous to use by the Dominion, fearing they would lose control of their ghosts, it is most commonly used by rogue Specters who sometimes sell what they have leftover over the black market.

Note: Terrazine functions differently than ordinary drugs in that it affects Protoss and Terrans equally. When a Protoss uses Terrazine, they gain the full amount of potency for a single dosage of the drug with no shortage of duration. Furthermore, they do not gain advantage on endurance checks to avoid being addicted to Terrazine.

Tranquilizer

Base Cost: 30 credits

Potency: 1

Duration: Instant

Benefit: The tranquilizer calms the nerves, giving the target 1 instant morale point per potency taken, to a maximum of 3. In addition, in an encounter, characters with tranquilizers gain protection points at the start of each round equal to their potency. Tranquilizers also counteract some chemicals and instantly end the effect of any Combat Stimulants and Rage chemicals active in the user.

Drawback: After being used, the character suffers all negative effects of the chemicals cancelled and suffers Might Drain (X), where -X is the potency of tranquilizers in their system for 1 hour.

Withdrawal: While under withdrawal, the character suffers Skill Drained (2). Breaking an addiction to Tranquilizers takes 3 days.

Description: Tranquilizers are an essential chemical as they calm the frightened and panicked and end any high caused by more potent combat drugs. They are commonly used on soldiers whose reckless actions are going to cause them to lose their own lives or cost the mission and are better off restrained.

Item Upgrades

All weapons and armors are customizable. Items can be customized using certain upgrades. To utilize an upgrade, the character must purchase all necessary parts to install the upgrade. Afterwards, a Science skill check is required to install the upgrade to the weapon. The DC to apply an upgrade increases by 5 for tier 2 weapons, and 10 for tier 3 weapons. Upgrading a weapon or armor takes 1 minute for every 250 credits the components cost.

The upgrade stacks with all other traits of the weapon and armor, including bonuses from an increased tier. For example, a Tier 2 weapon with an Increased Potency has its damage increased by 2 power ratings, one from the tier and one from the upgrade. Remember, more advanced machines require more advanced components. The components used to upgrade the item must be the same tier or higher than the weapon. This is simply a matter of price and rarity: a tier 3 scope has the same benefits as another scope, but is higher quality and needs be used on a rifle of up to 3rd tier and it costs 6,000 credits rather than 500.

The equipment tier of the item determines how many slots of upgrades it can generally support. Tier 1 items have 2 upgrade slots. Tier 2 items have 4 upgrade slots. Tier 3 items have 6 upgrade slots. An upgrade cannot be applied more than once.

Below are the upgrades for weapons and armors.

Upgrade Name	Description	Compatibility	Component Cost	DC
Armored Explosive	Loses the destructible trait	Explosive with destructible trait	100	15
Attached Heavy Weapon	The weapon gains an attached launcher	Rifle, Heavy Weapons	1,000 + ½ weapon cost	25
Digital Scope	Weapon gains bonus accuracy, range, and ignores concealment when aiming	Rifle	2,500	25
Dispersion Plating	Armor gains bonus damage resistance against burst attacks	Heavy Armor, Super Heavy Armor	4,000	28
Easy Reload	Reloads one speed faster	Pistol, Rifle, Heavy Weapons	250	20
Enlarged Blast	The explosive's burst size is 1 larger	Explosive, Grenade	100	20
Energy Repellant	Armor gains bonuses against flaming and corrosive weapons	Heavy Armor, Super Heavy Armor	3,000	28
Expanded Capacity	Weapon carries two magazines simultaneously	Pistol, Rifle	500	15
Extra Reinforcement	Armor increases damage resistance by Resistance Rating	All Armors	1,000	20
Flashlight	Gains an attached flashlight	Pistol, Rifle	100 + ½ flashlight cost	15
Grip Extension	Allows use of the weapon with Powered Armor	Pistol, Rifle, Melee Weapons	100	15
Improved Cloaking	Armor has unlimited cloaking potential	Hostile Environment Suits	8,000	30
Improved Igniter	Targets set on fire by the flamethrower take twice as much damage each round	Flamethrower	600	25
Improved Potency	Weapon increases damage by power rating	All Weapons	500	20
Improved Protection	Shield defense increases by +1	Shield	500	20
Improved Precision	+1 accuracy	All Weapons	250	20
Kinetic Foam	Armor gives protection each turn	Super Heavy Armor	3,000	30
Laser Guided	Laser Guided rockets can reroll failed attack rolls while aiming	Rocket Launcher	1,000	25
Linked Fire	Uses up twice as much ammunition with automatic fire, gaining hailfire or accuracy with automatic attacks	Any Automatic or Fully Automatic Weapons	Cost of weapon or 3,000	25
Medical Delivery System	Armor allows ranged healing by spending nanites	Super Heavy Armor	1,500	30
Multiple Flame Ports	Flamethrower cone is twice as wide at the end	Flamethrower	500	25
Penetrating Grenade	Grenade gains +5 penetration	Grenade	100	20
Piercing	Grants melee weapon penetration value equal to double weapon tier	Melee Weapons (excluding Stunner and Psi-Blade)	750	25
Psi-Blocker	Half armor's damage resistance is added to psionic resistance	Heavy Armor, Super Heavy Armor	5,000	30
Rifle Bayonet	Weapon can be used to make superior Rifle Butt attacks	Rifle	300	20
Scope	Weapon gains bonus accuracy when aiming	Pistol, Rifle	500	15

Shadow Armor	Armor makes it more difficult to detect you while hidden	All Armors	250	15
Shield Weapon Platform	Character can aim while using a rifle and a shield	Shield	250	20
Shorten	Weapon takes a -1 penalty to accuracy, but gains the Close Quarters trait	Rifle	NA	10
Suppressor	Weapon shots do not reveal shooters location	Pistol, Rifle (except shotguns)	250	10
Underwater Shot	Allows the weapon to be fired underwater	Pistol, Rifle	300	20

Upgrade Details

Armored Explosive

Explosive with Destructible Trait

Base Cost: 100

Science DC: 15

Benefit: An armored explosive has a coat of reinforced metal around it, preventing it from being prematurely destroyed by attacks. An Armored Explosive loses the Destructible trait.

Attached Heavy Weapon

Rifle, Heavy Weapon

Base Cost: 1,000 plus one-half attached weapon cost

Science DC: 15

Benefit: The upgraded gun has a heavy weapon slung underneath the weapon's barrel. This can either be a flamethrower, grenade launcher, or rocket launcher. The tier of the attached weapon must be the same as the base weapon, and one-half the attached weapon's base cost is added to the cost of the upgrade. In addition, the attached weapon only has enough ammunition capacity for 1 shot for a grenade or rocket launcher or 3 shots for a flamethrower. By spending 1,000 additional credits, the ammunition supply doubles, or it triples for paying 2,000 additional credits.

Digital Scope

Rifle, Heavy Weapon

Base Cost: 2,500

Science DC: 25

Benefit: This weapon gains the Digital Scope weapon trait.

Dispersion Plating

Heavy Armor, Super Heavy Armor

Base Cost: 4,000

Science DC: 28

Benefit: This armor is fitted with specially designed armor plating that deflect the impact of explosives, reducing the impact they have on the armor. Dispersion Plating increases the armor's damage resistance by +5 against burst attacks.

Easy Reload

Pistol, Rifle, Heavy Weapons

Base Cost: 250

Science DC: 20

Benefit: The weapon is refitted with an extremely fast and easy lock and loading system, varying depending on the base weapon. The weapon's reload speed increases by one level, and gradual reload weapons reload twice as much ammunition as a minor action.

Enlarged Blast

Explosive, Grenade

Base Cost: 100

Science DC: 20

Benefit: This explosive is packed with extra explosive compounds, making it blow larger. The burst radius is increased by 1.

Energy Repellant

Heavy Armor, Super Heavy Armor

Base Cost: 3,000

Science DC: 28

Benefit: This armor is designed with metals and chemicals that repel energy rather than absorb them. Energy Repellant armor increases the armor's damage resistance by 5 against attacks with the Energy Damage or Acid Damage weapon traits and gives the character +5 toughness to resist being affected by the Burning or Corrosion conditions.

Expanded Capacity

Pistols, Rifle

Base Cost: 500

Science DC: 15

Benefit: This upgrade allows the weapon to store two clips or magazines at the same time, allowing the user to switch between them as a free action but not in the middle of an attack. This allows the weapon to store more ammunition or have two different types of ammunition to choose from on a round per round basis.

Extra Reinforcement

All Armors

Base Cost: 1,000

Science DC: 20

Benefit: This upgrade gives a shield or suit of armor extra padding, reinforcements, and armor plating. All of the armor's existing damage resistances increase by the Resistance Rating.

Flashlight

Pistol, Rifle

Base Cost: 100, plus one-half the cost of the flashlight

Science DC: 15

Benefit: This weapon has an under slung flashlight, allowing light to be produced without requiring a free hand to be available to hold a light.

Grip Extension

Pistol, Rifle, Melee Weapons

Base Cost: 100

Science DC: 15

Benefit: The weapon has an enlarged carrying grip and larger trigger. This allows Pistols, Rifles, or Melee Weapons that do not normally have a grip area large enough for armored hands to be used with powered armor.

Improved Cloak

Hostile Environment Suit

Base Cost: 8,000

Science DC: 30

Benefit: This suit is made with enhanced internal power supplies and stronger psi-weave fibers. The suit no longer limits how much cloaking the user is capable of every hour.

Improved Igniter

Flamethrower

Base Cost: 600

Science DC: 25

Benefit: The flamethrower's improved igniter burns hotter, allowing the flamethrower to produce a more dangerous, blue flame. Targets set on fire by the upgraded flamethrower suffer Hailfire (1) from the fire damage every round.

Improved Potency

Any Weapon

Base Cost: 500

Science DC: 20

Benefit: The weapon with this upgrade quite simply strikes harder. It may have an improved firing mechanism, be sharper, create a more lethal energy charge, or simply be more weighted at the crushing end. Whatever the reason, this weapon is more dangerous and gains +1 power rating in damage.

Improved Protection

Shield

Base Cost: 500

Science DC: 20

Benefit: The shield is large and has more area to block the user from attacks while not restricting movement. The shield's defense bonus increases by +1.

Improved Precision

Any Weapon

Base Cost: 250

Science DC: 20

Benefit: The weapon with this upgrade is simply more accurate. It may have a longer barrel, better sights, improved targeting system, or simply more balance. Whatever the reason, this weapon is more accurate and gains +1 accuracy bonus.

Kinetic Foam

Super Heavy Armor

Base Cost: 3,000

Science DC: 30

Benefit: Armor with this upgrade gains the Impact Cushion item trait.

Laser Guided

Rocket Launcher

Base Cost: 1,000

Science DC: 25

Benefit: A weapon with this upgrade has the Guided Explosive weapon trait.

Linked Fire

Any Automatic or Fully Automatic Weapon

Base Cost: Cost of the weapon or 3,000 (whichever is higher)

Science DC: 25

Benefit: This weapon has multiple barrels that contribute additional firepower during automatic attacks. When using this weapon to make area burst or suppressing fire attacks, the attack gains Hailfire (+1). When using the weapon to make saturation fire or focused burst attacks, the attacks gains +10 accuracy (total of +20 for saturation fire). This weapon uses up twice as much ammunition with any automatic fire method.

Medical Delivery System

Super Heavy Armor

Base Cost: 1,500

Science DC: 30

Benefit: First introduced by UED Medics, this armor has a special medical delivery system built into the arm designed to beam nano-conveyed anesthetics to injured patients. Using the MDS is a minor action that can target any ally within short range. By using the MDS, the target loses a healing threshold but regains 10 + the user's medicine skill ranks hit points as the nano-machines repair their body even through powered armor. Tier 2 armor doubles the healing, and tier 3 armor triples the healing. The MDS expends 1 unit of nanites every healing attempt and can carry nanite units equal to 10x the tier of the armor. A single unit of nanites costs 100 credits. Reloading the MDS is a standard action. A character wearing armor with a medical delivery system may still use the arm with the MDS for all normal uses except for carrying a weapon or shield.

Note: This upgrade has a special trait that it can support another upgrade on top of it. Any armor with a medical delivery system can also support the Attached Heavy Weapon upgrade on the same arm without costing any upgrade slot or meeting the normal requirements for the weapon. This upgrade has all the normal costs of the upgrade.

Multiple Flame Ports

Flamethrower

Base Cost: 500

Science DC: 25

Benefit: The flamethrower has multiple parallel ports ejecting fire, allowing for a much wider blaze. The cone produced by the flame is twice as wide at the end.

Penetrating Grenade

Throwing Grenade

Base Cost: 100

Science DC: 20

Benefit: A penetrating grenade is filled with micro particles that shred armor when released in a powerful blast. A penetrating grenade has +5 penetration value.

Piercing

Melee Weapon (excluding stunner and Psi-blade)

Base Cost: 750

Science DC: 25

Benefit: This upgrade enhances the penetrating power of a melee weapon using methods such as vibrating cutting blades or releasing seismic shock blasts. This increases the penetration, or grants a penetration rating of, 2 per weapon tier.

Psi-Blocker

Heavy Armor, Super Heavy Armor

Base Cost: 5,000

Science DC: 30

Benefit: This upgrades an armor to shield the user from offensive psionic attacks. The armor now grants psionic resistance equal to half the armor's damage resistance bonus.

Rifle Bayonet

Rifle

Base Cost: 300

Science DC: 20

Benefit: This rifle has a permanently affixed or pop-out blade that allows the weapon to make much more dangerous melee attacks. When the weapon is used to make a Rifle Butt attack, the attack gains +5 damage, +2 accuracy, and +2 penetration.

Scope

Pistol, Rifle

Base Cost: 500

Science DC: 15

Benefit: This gives the weapon the Scope item trait

Shadow Armor

Any Armor

Base Cost: 250

Science DC: 15

Benefit: This well-oiled armor is completely black, made of lighter materials that make less noise while moving, or contains muffled powered armor servos. This armor gives the Shadowed item trait.

Shorten

Any Rifle

Base Cost: NA

Science DC: 10

Benefit: This upgrade cuts down the barrel and the stock of the weapon, allowing it to be used up close much more easily. The weapon takes a -1 penalty to accuracy, but it gains the Close Quarters and Concealed Weapon traits. Once performed, this upgrade cannot be reverted.

Shield Weapon Platform

Shield

Base Cost: 250

Science DC: 20

Benefit: The shield has a weapons dock platform on the side of it, allowing the wielder to aim while using the shield and a rifle while wearing powered armor, or simply use a rifle and a shield at the same time without powered armor.

Suppressor

Pistols, Rifle (excluding shotguns)

Base Cost: 250

Science DC: 10

Benefit: This weapon has a special barrel extender which muffles the sound the weapon makes. If fired by a hidden character, and there are no enemies within 15 squares of the character, they are not revealed when firing. Alternatively, they can fire the weapon and not be revealed while they have improved cover against all foes within 15 squares and no foe is within 6 squares.

Underwater Shot

Pistol, Rifle

Base Cost: 300

Science DC: 20

Benefit: The weapon is retrofitted to function underwater. It functions as normal even when completely submerged in water or other fluids.

Carrying and Moving

Encumbrance

During their adventures, characters will sometimes be forced to move or carry more items than their Strength allows.

Strength Score	Medium Load	Heavy Load	Max Load
1	32 lbs.	48 lbs.	64 lbs.
2	50 lbs.	75 lbs.	100 lbs.
3	60 lbs.	90 lbs.	120 lbs.
4	72 lbs.	108 lbs.	144 lbs.
5	98 lbs.	147 lbs.	196 lbs.
6	112 lbs.	168 lbs.	224 lbs.
7	128 lbs.	192 lbs.	256 lbs.
8	144 lbs.	216 lbs.	288 lbs.
9	162 lbs.	243 lbs.	324 lbs.
10	180 lbs.	270 lbs.	360 lbs.
11	200 lbs.	300 lbs.	400 lbs.
12	220 lbs.	330 lbs.	440 lbs.
13	242 lbs.	363 lbs.	484 lbs.
14	264 lbs.	396 lbs.	528 lbs.
15	288 lbs.	432 lbs.	576 lbs.
16	312 lbs.	468 lbs.	624 lbs.
17	338 lbs.	507 lbs.	676 lbs.
18	364 lbs.	546 lbs.	728 lbs.
19	392 lbs.	588 lbs.	784 lbs.
20	420 lbs.	630 lbs.	840 lbs.

The total weight of objects a character can be carrying at once is determined by their Strength score (see the chart above). If the total weight is greater than the character's medium load value, the character is encumbered. An encumbered character takes a -5 penalty to acrobatics, athletics, and stealth checks. Move speed is decreased by 2, and shift speed is decreased by 1.

If a character's total carried weight surpasses their heavy load, they are considered over encumbered. Over encumbered characters take a -10 penalty to acrobatics, athletics, and stealth checks, and they are considered to be using a limited movement mode (see Movement in the Encounter Rules chapter). They also take a -2 penalty to all defenses.

If a character's total carried weight surpasses their max load, they are unable to move and take a -10 penalty to defense.

A character can push or drag an object as heavy as their max load; although some objects may be easier to move than others (such as an object on wheels).

The size of a creature also affects their load. Multiply the size bonuses by the value on the table.

Size	Size Bonus
Tiny	x0.5
Small	x0.75
Medium	x1
Large	x2
Huge	x5
Gargantuan	x10
Colossal	x20

For example, a large creature with 10 Strength has a medium load of 360 lbs., a heavy load of 540 lbs., and a max load of 720 lbs. A small creature with 3 Strength has a medium load of 45 lbs., a heavy load of 67 lbs., and a max load of 90 lbs.

Creatures of massive size, or creatures with a Strength higher than 20, are so strong and powerful that their weight capacity generally does not need to be recorded.

Carrying Capacity

Strength is needed to carry items, but somewhere items need to be carried as well. For this, containers and carrying capacity is important. They allow items to be stored and kept on one's person. How much can be carried is in question.

This generally only comes into issue when a player might be carrying too much. For example, it might strain reason for a character to carry 8 suits of combat armor, no matter how strong he is. Carrying capacity can be handled in one of two ways. The first method is narrative. If a player can state and explain, reasonably and logically, where he is able to hold every single item, then that should be okay in the narrative method as long as it makes sense. Additional carrying capacity items simply make that easier to explain.

The next method is items slots. Essentially, every item has a certain number of item slots that can be used to contain gear. For example, a basic backpack has 10 slots, so the character can fill the backpack with 10 slots' worth of items.

Some items may have special ways of being carried. Obviously all gear that is worn or carried in hand does not occupy any slots, and Terran powered armor does not contribute its weight to the wearer's load. Small weapons (pistols, knives, grenades) are stored in a single slot on a character's equipment belt. In addition a character may have two rifle, heavy, or melee weapon in a sling at a time. As a single minor action a character can sling or unsling an appropriate weapon. Heavy weapons may be slung as well, but they require a move action to unsling. It is assumed that each weapon comes with all gear necessary to sling and/or sheath it.

Different items use up different amounts of slots.

Item Type	Slots
Loose very small items like individual credits, bullets, or loose garbage	0
Pistol, Ammunition Magazine, Grenade, Power Cell, Medipack, Brick of 10,000 Credits, or similar small hand-held item of equivalent size	1
Item that is bulky when used in one hand and might require a second hand such as a Repeating Pistol, Trauma Kit, Protective Mask, or Air Tank	2
Most two-handed and rifle type weapons including Gauss Rifles, Shotguns, and Sniper Rifles, and large gear items such as Gravity Boots	3
Full Outfit including clothing and light armor, also smaller Heavy Weapons such as Grenade Launchers	4
Large, bulky gear including Heavy Armor, Jet Packs, and bulky Heavy Weapons such as Gauss Cannons, Chainguns, Rocket Launchers, and Flamethrowers	8
Suits of standard powered armor such as CMC-300 or CMC-405 (can be disassembled and spread across multiple containers, no piece smaller than 2 slots)	16
Suits of heavy powered armor such as the 5-4AIS or CMC-660 (can be disassembled and spread across multiple containers, no piece smaller than 4 slots)	20



Commodities

While bulk trade commodities form little use to adventurers, some characters might acquire trade goods to sell or trade for profit. This is particularly helpful for smugglers and other such characters. Some commodities might have greater or lesser value depending on who they are sold to. Many commodities are illegal, and selling them might give the party a dishonorable reputation with the law.

Commodity	Quantity	Price
Animal	1	500-30,000
Art, Common	1	100-300
Art, Exceptional	1	1,000-20,000
Artifact, Protoss	1	5,000-10,000
Artifact, Xel'naga	1	50,000-100,000
Biological Sample, Zerg	10 pounds	2,500
Drugs, Common	1 pound	300
Drugs, Illegal	1 pound	3,000
Drugs, Pharmaceutical	1 pound	2,000
Food, Common	1 pound	50
Food, Exceptional	1 pound	100
Gas, Terrazine	1 barrel	20,000
Gas, Vespene	1 barrel	1,000
Mineral	1 ton	20,000
Mineral, Jorium	1 ton	50,000
Mineral, Valuable	1 ton	60,000
Spice, Common	1 pound	500
Spice, Exceptional	1 pound	2,000
Textile, Common	3 feet	100
Textile, Exceptional	3 feet	1,000
Water	1 barrel	50 or more, varying on world

Services

Characters will require a great deal of services from NPCs over the course of their careers. These services can include anything from food and lodging, to buying fake identifications, to purchasing transportation from one place to another. Whether these services are available in a particular location is GM's discretion, but generally large settlements will have access to more services.

Service	Average Cost
Poor Quality Meal	25 per meal
Average Quality Meal	50 per meal
Good Quality Meal	100 per meal
Drink at a Bar	5 per drink
Fake Identification	1,000 per ID
Pristine Fake Identification	5,000 per ID
Transport within a settlement	50 each trip
Transport across elsewhere on world	500 each trip
Transport to a world in the same sector	2,500 each trip
Transport to a world in a different sector	5,000 each trip
Bribing a minor law official	50-500, varying on circumstance
Bribing a major law official	5,000 or more, varying on circumstance
Hiring a Gun-For-Hire	100 per individual per day
Hiring a Bounty Hunter	500 per individual per day
Hiring a Hardskin Mercenary	1,500 per individual per day
Hiring a Professional Assassin	10,000 per target

Hiring a Labor Force	75 per individual per day
Room and Board in a slum hotel	75 per day
Room and Board in a settlement hotel	200 per day
Room and Board in an upscale hotel	1,000 per day



Chapter 6: Encounter Rules

All the rules to this point have been describing what a character does in standard time, when their lives aren't at stake. However, once a character finds themselves in a life threatening situation, a lot can happen very quickly in game. However, in the real world things slow down, as the players enter into an encounter sequence.

An encounter sequence is a step by step system where all the entities in the encounter, both the PCs and anyone and anything controlled by the GM, take turns to perform a series of actions. In game, everyone is not actually taking turns but are acting simultaneously. The turn order simply shows who is, in fact, the quickest to react in the situation.

The Core Mechanics section has all the information regarding characters' numbers and values and how they are determined. For complete understanding of the context of the rules chapter, the Core Mechanics section should be read first.

Encounter Basics

Each round, once a character gets their turn, they have a standard, move, and minor action. These three actions can be used for different things, and they comprise of all the activities that can be performed on the character's turn. There is a priority amongst the actions, with standard being the highest priority and minor being the lowest. A higher tiered action can be sacrificed to perform a lower tier action. For example, a standard action can be sacrificed to perform a move or minor action, and a move action can be sacrificed to perform a minor action. A minor action can only be used to perform a minor action.

There are four other types of actions you might see referred:

A **free action** does not take a standard, move, or minor action. You can take any number of free actions in your turn. However, you can only perform a single free action once per turn. Thus, if you draw an item of your equipment belt as a free action, you could not draw another item off your belt during the same turn.

A **reaction** is an action performed when it is not your turn. It is often counter to something done on another character's turn. You cannot perform reactions on your own turn, and you only have 1 reaction per turn, unless you have a feature that states otherwise. You regain spent reaction usage at the start of your turn. Opportunity attacks and evading and types of reactions.

An **instant or immediate action** is the fastest sort of action, more of a reflex or automatic effect than a true attack. Instant actions can happen at any time, both during turn and anyone else's turn, can be done any number of times per round, and can even interrupt another action. However, instant actions are very limited, and an ability that gives an instant action will usually have a number of rules that determines their usage. The rules listed for an instant action determine how they are used. There are no default options for instant actions that are usable by everyone; they are all gained through special abilities and features.

A **full-round action** is the slowest action that can be done in a single turn. It requires spending 1 standard action, 1 move action, and 1 minor action. Generally, this means the only other actions that can be done with a full-round action is free actions. However, if you somehow had more actions, like a second minor action, you could perform that action as well. A full-round action is different from 'spending your full turn' on an action, the latter meaning you cannot perform any other action than spending your full turn.

Encounters are usually broken down into grids to show everyone's relevant placement to other characters and where characters are in relation to hazards and objects. When looking at factors such as movement speed or range, these are measured in how many squares on the battle map that can be measured. For example, a character that can move 5 squares can spend a move action to move 5 squares on the battle mat from their current location. A weapon with a range of 6 can shoot at a target within 6 squares of them without penalty.

The exact direction a character is facing is generally not important, and it is assumed a character is facing the direction that is the most advantageous for them. However, for vehicles and constructs it is more important, as described in Chapter 6: Constructs.

The Game Master is fully allowed to scrap the battle grid system, if they choose, and use an abstract measurement system instead. In addition, the GM can declare that in a certain battlefield location every square represents multiple normal squares, such as the battlefield being zoomed out. For example, in an exceptionally large battlefield, the GM can say that every square is actually 3 squares of range or movement, or whatever they choose. However, in general in the base game, every game square is considered approximately 5 feet, or 1.5 meters.

A game turn is approximately 6 seconds in game but realistically ranges from 4-10 based on the scale of the combat. The exact amount does not affect gameplay at all. Assume everything is about 6 seconds, however.

When any mechanic would involve rounding, such as getting $\frac{1}{2}$ the value of 3, **always round down, unless the specific rule states otherwise.**

Advantage and Disadvantage

Many factors will give advantage or disadvantage on your attacks. If you have advantage, you roll an extra d20 and take the higher of the two dice results as your base. If you have disadvantage, you roll an extra d20 and take the lower of two dice results as your base. If you have both advantage and disadvantage, you roll normally. If you have multiple advantages and disadvantages, you benefit from whatever you have more of, advantage or disadvantage, or neither if you have equal advantage and disadvantage.

Natural 20s, Natural 1s, and Natural d20s

If you roll a natural 20 on a d20 result, count the result as an automatic success (mostly). If you need to account for degrees of success, count your result as a 30 + the bonus on the d20 check. If the DC is so high that even a 30+ your check result would not hit the DC, it is still failed, as success is simply not possible.

If you roll a natural 1 on the check, the check is failed no matter what. If you need to account for degrees of success or failure, count your result as a -10 + bonus of the d20 check or the minimum possible result, whichever is more relevant.

If a check calls for a natural d20 roll, it means roll the d20 and not apply any modifiers to check, using just the dices result to determine the result. Some effects will be based on the natural dice result of a regular check. For example, you might be rolling a 1d20+5, where not only the final added result matters, but what dice facing it is. For example, you might heal a target 1d20+5 hit points, but also cure a free crippling wound if the dice result was a 16+. These effects would apply independently. Meanwhile, some effects might give you advantage on a natural dice roll. If they do, they do not give you advantage on the whole check, just the natural aspect. Thus, for such a medicine check, you would roll a 1d20+5 and then another natural d20. The d20+5 would apply for the amount healed, and you would use the better of the d20+5 roll and the natural d20 to see if the result was a 16+.

Rounds and Turns

A **round** is one complete cycle of initiatives, starting from the first participants activation in a round to the action of the lowest initiative. Meanwhile, when it is a character's time to activate, as their initiative number has been reached, this is known as their **turn**. When it is your turn, it is time to perform all the listed actions you have available in your turn.

This duration is important for counting durations, or how long effects act. If something happens at the beginning of your turn, or the end of your turn, it happens at the very start of end of your turn, or when your initiative activates. If the effect lasts for a number of rounds, then, it will have a number of rounds that the effect triggers. Once the effect has been triggering for a number of rounds equal to the duration, it will end once it has triggered for that number of rounds. This has two special causes:

- Effects that occur for X rounds but occur on the start of your turn, will not begin counting duration until the first time the effect triggers. So, if the effect triggers on the start of your next turn, that will be the first *round* of usage. Meanwhile if it triggers at the end of your next turn, and you activate it on your turn, the first round of usage will be on the round you activated it upon, because it will activate as soon as the turn is over.

- Many effects last a 'number of rounds'. These effects should count the round as beginning and ending accordingly to the start of your turn, to make it fair for characters of high or low initiative.

-Some effects occur at the start or end of the round. Start of round effects occur before anyone goes at the start of a round, when the initiative resets. End of round effects occur after all participants have acted in a round.

Initiative

At the beginning of an encounter, every participant in the encounter rolls their own initiative. Once the encounter starts, characters go in order of their roll. Once the last character has gone, the round is over and the next round begins with the highest initiatives again. Characters do not reroll initiatives every round; the same one is used throughout the encounter.

Characters that have not yet gone in combat cannot perform reactions. If characters join an encounter in progress, they make their initiative checks then, and go when their number next comes around.

If there is a terrain event that happens every round, such as a pool of lava that slowly rises or an unstable reactor that occasionally sends out waves of radiation, assign the event an initiative score of 10. If the event is supposed to be more sudden or slow or don't want it to happen simultaneously as a second world event, such as a constantly collapsing ceiling, assign it a different initiative, generally 25, 20, 15, 5, or 0. If the world event is supposed to happen every quickly, allow the event to go on two initiative counts.

In addition, the GM is allowed to modify initiatives based on dramatic need, though this should be used very, very rarely. Usually, it is to allow a powerful, plot-important enemy to go at the start of an encounter or modify a player's initiative up or down based on their preparation level. Most often when a GM modifies an initiative, its to move someone to the top or bottom of initiative.

Surprise

If combat starts while some characters are aware of their enemies, but others are not, the unaware characters are considered surprised. The characters who are not surprised get an **extra 'surprise round' before general combat begins**. They can perform only a single standard action in this surprise round, unless an ability allows otherwise.

Delay

A character can delay until later. This can only be done on their turn. By delaying, they permanently set their initiative for the battle at a lower number. A character can delay multiple times, but they must always delay to a lower number. They cannot delay their initiative if they are already last in the turn.

Ready

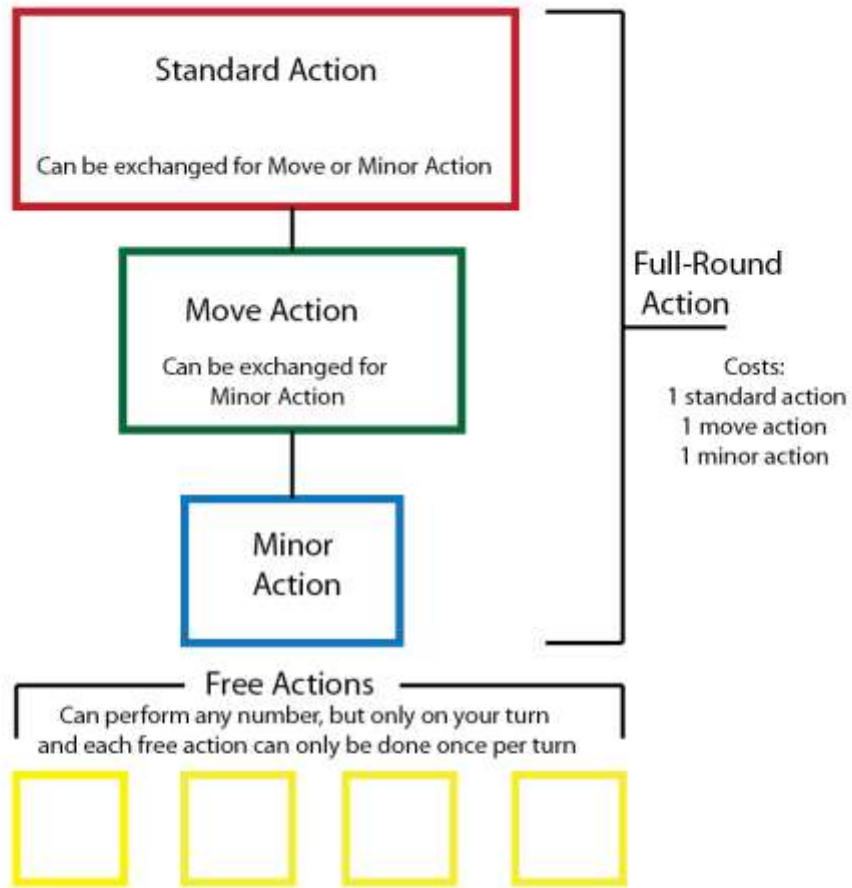
As a full-round action, a character can prepare to make an action during another character's turn. Readying an action allows a character to instantly take a single standard when the parameters are set.

When readying an action, that character must declare what exactly their action will be when the exact parameters are executed. For example, a character can ready an action to fire at the first enemy who walks around a corner or move away when being targeted by an enemy explosive.

If the situation the character readied for never occurs before their turn comes around again, the character never acts. On their next turn they can ready that action again or take their turn as normal.

Actions in a Turn

In any order: 1 standard, 1 move, 1 minor, any number of free actions



Actions outside a Turn

Reaction
One between each turn, unless more gained

Instant/ Immediate Action
Usable any time, but only under very specific circumstance

Start of the Turn

There are many effects that may occur at the start of your turn, some of which may interact with one another. These are resolved in three sets:

1. Choose to sustain or activate, perform start of turn effects
2. Pay costs and suffer penalties
3. Gain bonuses and regeneration effects

Sustain or Start of Turn Activations

Some abilities have you choose at the start of your turn whether or not you activate them or sustain them. This is most often psionic powers where you need to determine if you are going to continue spending energy, actions, and other costs to maintain the effect of the powers. You must make all these choices at this point at the very start of your turn. In addition, if you have any other effects that trigger at the start of your turn, such as being an environmental hazard, this will trigger at the start of your turn as well.

Pay Costs and Suffer Penalties

After you have chosen to sustain or activate start of turn abilities, you then must suffer all penalties and costs that occur at the start of your turn. This includes suffer damage from conditions such as bleed or ongoing damage. If you are affected by an ability or trait that causes you to lose morale at the start of your turn or other similar effects, this is when that will take place.

Gain Bonuses and Regeneration Effects

After you have paid costs and suffered any penalties for the start of your turn, you may now gain benefits from beneficial traits and effects on you. If you would heal hit points, regain energy fatigue, gain protection points, or generate morale at the start of your turn, you would gain those now.

Actions

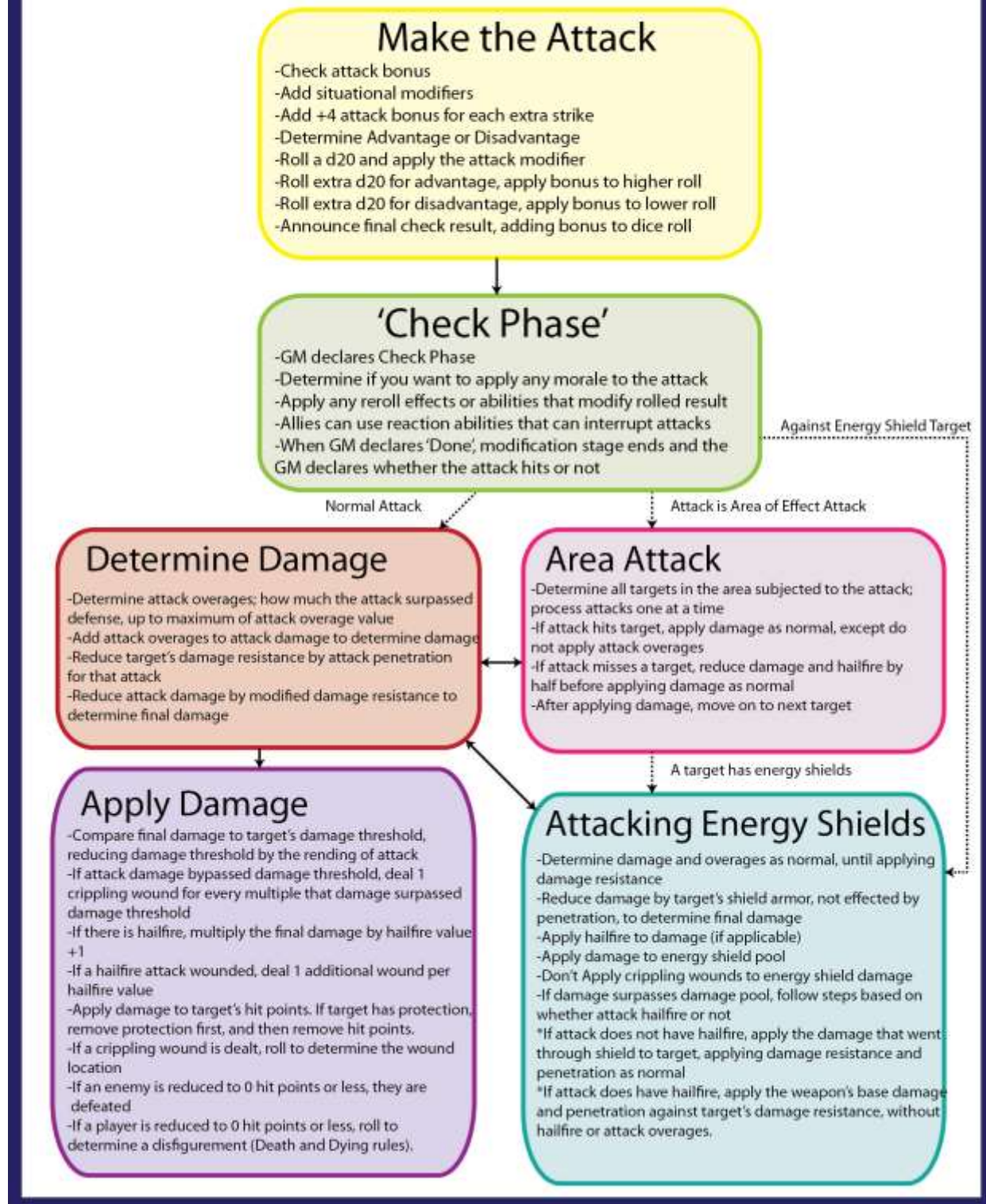
Action Details: Standard Actions and Attacking

Standard actions are the highest priority actions. They are important because they are used for attacking with a weapon. This is crucial for defeating foes in combat. This section will talk about the basics of the attack.

The attack method follows these steps:

- Roll the attack
- Perform the 'Check' phase (see below)
- Compare attack roll to target's defense.
- Check how much the attack roll surpasses target's defense to determine attack overage
- Add attack overages to weapon's damage value, up to maximum attack overages
- Reduce target's damage resistance by attack's penetration
- Reduce final damage (base damage + overages) by damage resistance (damage resistance – attack's penetration)
- Perform any special damage mitigation abilities that effect the final number
- Subtract damage from target's hit points and protection points
- Check for crippling wounds (if applicable)

Attack Sequence



Attacking and Attack Overages

Attacking is making an attack roll against an enemy's defense score. The attack roll involves rolling 1d20 (one twenty-sided die), adding the result to the character's attack accuracy bonus and any situational modifiers.

If an attack hits by equaling or surpassing the target's defense value, then they do damage. The damage of the attack is based on the weapon, plus all of the character's passive and situational modifiers. In addition, the **damage gains a bonus equal to the amount that the attack roll surpasses the target's defense**. For example, if the target has a defense of 14, and the attack roll result is a 17, then that attack gains +3 damage. This is called **Attack Overage, and the amount of bonus damage that can be applied in this fashion is equal to the ability score the attack uses for attack bonus**. Melee uses Strength, and ranged weapons use Instinct for attack overages. Therefore, if a shooter hits a target by over 5 points but only has an Instinct score of 4, the attack only does +4 damage.

Once it is determined that an attack hits and how much damage it deals, it must be subtracted from the target's damage resistance.

Attack Speed

Often, a weapon will allow the player to make more than one strike in a single round. However, this does not allow the player to make multiple attack rolls; instead it gives them bonus accuracy on their attack based on how many strikes they are making. For every additional strike they make beyond the first, they gain +4 accuracy on the attack roll. This allows attackers making more attacks able to more easily strike evasive targets or get more attack overages.

How many attacks a weapon can make is determined by the speed of the weapon and the character's Agility. Refer to the following table for rules on how many attacks you can make with different types of weapon.

Attack Rate	Speed
Slow	1 strike per round
Average	1 strike, +1 bonus strike per 4 points of Agility
Fast	2 strikes, +1 bonus strike per 3 points of Agility
Automatic Fire	2 strikes, +1 bonus strike per 3 points of Agility; Burst 1, Focused Burst, Suppressing Fire Burst 4
Full Automatic Fire	Burst 1, Burst 2, Saturation Fire, Focused Burst, Empowered Focused Burst, Suppressing Fire Burst 6

With ranged or projectile weapons, every attack they use up a single shot of ammunition. For example, a character that has a semi-automatic handgun with 4 Agility is capable of making 3 attacks. This means when they attack with their weapon, they gain +8 to their attack (two additional attacks for +4 each) and expend three rounds of ammunition from their supply.

A character cannot use their additional attacks to make separate attack rolls against a single target. Some talents might allow a character to split up their attacks between multiple different targets.

Automatic and Full Automatic weapons refer to bursts, focused bursts, and suppressing fire. These will be described below.

Attack Difficulty Class

Almost all offensive actions will be compared to a target's Attack DCs. Your Attack DCs are consistent of three values: defense, toughness, and resolve. Your Attack DC values are how hard you are to harm or be targeted with different effects.

The most commonly used Attack DC is defense. Defense is a gauge of how difficult you are to hit or for an enemy to land a blow on you. Almost all physical attacks target your defense. Your base defense is 10 + Defensive Training + Agility + Equipment Modifiers + miscellaneous bonuses.

Toughness is how hard you are to move and how well you can resist physical effects. Attacks that push or move you or overwhelm you with an effect, such as setting you on fire, interact with your toughness. Your base toughness is 10 + Defensive Training + Strength.

Resolve is your mental fortitude; how difficult you are to influence, intimidate, or persuade. Attacks against your resolve are attacks against your psyche, not your physical body. Your resolve determines your susceptibility to intimidation, mind-affecting psionic powers, and fear. Your base resolve is 10 + Mental Training + Willpower.

Some attacks will target multiple defenses at once. For example, a spell designed to set you on fire will target your defense and toughness. Defense determines whether the spell physically hit you; toughness determines if you are set on fire. See individual powers and traits for how abilities function when they target multiple defenses. It is important to remember they do not target your combined values, but if the attack roll hits the individual values. Nor do you roll separately against each attack DC. For example, if you have an attack roll of 25 going against a defense of 20 and a toughness of 30, you would have hit the targets defense, but not toughness.

Weapon Ranges

Every weapon is effective up to its range. If it tries to shoot beyond its range, it takes a -5 accuracy penalty. If it tries to shoot 2 range increments beyond its range, it takes a -10 accuracy penalty. A weapon can't hit enemies 3 range increments beyond. The exceptions to this are melee weapons which can only strike at melee range.

Range	Distance in Squares
Melee	Reach
Short	6
Medium	30
Long	60
Distant	120
Remote	300
Strategic*	1,000

*Firing beyond strategic range has a -5 accuracy, plus an additional -5 penalty for every 1,000 squares you fire past strategic range. Only weapons with a base range of strategic can fire beyond that range.

Reach

A character can make close combat attacks or touch enemies within their 'reach'. Usually, reach is all squares adjacent to your character, including diagonals. Thus, you can make a melee attack at an enemy in any of those squares as long as they are not obstructed. You also threaten those squares; if an enemy moves in your reach, they provoke an opportunity attack from you. They do not provoke an opportunity attack if they shift in your reach.

Meanwhile, larger creatures often have extended reach. With reach, a creature can make an attack against a non-adjacent foe, up to a number of squares away equal to their reach. Therefore, a large creature with Reach 2 can attack enemies up to 2 squares away with their melee attacks. They can even make opportunity attacks from this range and therefore can make opportunity attacks against enemies that simply move to be directly adjacent to them!

Because diagonals count as 2 squares, they function uniquely with reach. You can always attack a target adjacent to you, even if they are at a diagonal angle. However, if you have a reach of 2 squares, you cannot attack a target that is 2 diagonals away from you, as they would be 4 squares away from you, not within your reach of 2. You would thus need a reach of 4 to attack that target, despite only needing 1 reach to attack an adjacent diagonal target.

In addition, make sure to count elevation differences when measuring reach. Attacking an enemy in adjacent square but 2 squares above the ground would require a reach of 2. One square adjacent but up would count as a single diagonal, but 2 squares up would require an additional square of reach.

The 'Check' Phase

When a player makes an attack or is attacked, there are numerous abilities that can be used to modify the attack. The most common is using morale to bolster an attack that has already been rolled. Other effects may include interrupting an enemy's attack or giving an ally a reroll on an attack. This is done in the 'check' phase.

After the attack is rolled and the result witnessed by player and GM, the game master will say 'Check!' or whatever term they prefer. This announces that players can now use their morale or other abilities to affect the attack. After waiting a short time, the Game Master will announce 'Done!' or a similar term to say that the Check phase is now over, and damage is being processed. Nothing else can be used to modify the attack.

This mechanic adds a cadence to encounters to let players know when they can apply reactionary modifiers and when they can no longer apply modifiers. How long before the GM says 'Check' and 'Done' is based on group preference, but also should vary based on group size. Smaller groups may gain more time, while larger groups need to move faster and give less time. Generally, a Game Master will wait a few seconds between saying Check and Done. If a player needs to look something up to give them a chance to react, they can state 'Hold' and the GM should delay declaring 'Done'.

Many specializations and talent abilities are used in the check phase. Look for abilities that call out the check phase or are in reactions to a hit or attack. Different groups may resolve the 'Check' phase in whatever way is best for their group, but it is important to utilize for the purpose of morale and reactions.

Damage Resistance and Penetration

Armor provides damage resistance, that will protect the character against incoming attacks. Damage resistance is directly subtracted from damage received. For example, a lightly armored character has damage resistance 7. If shot by a pistol doing 15 damage, he weapon would instead do 8. If hit directly by a grenade dealing 40 damage, the grenade would instead do 33 damage rather than 40. If he evaded from a grenade, he would take 13 damage instead of 20.

Before damage resistance is applied, it is reduced by the attacks penetration. For example, a gauss weapon has 4 penetration, and thus reduces damage resistance by 4 before applying damage resistance against the attack. Thus, if the character had 7 damage resistance against a gauss weapon, they would have 3 instead. Because penetration applies to damage resistance before hailfire, penetration vastly improves the damage a hailfire attack will deal.

Psionic Resistance

Psionic resistance is a character's ability to fight off painful telepathic attacks against their mind. Psionic resistance is rarely used compared to damage resistance, but it is vital to surviving conflicts with power psychics, such as protoss templar or ghost assassins.

A character's psionic resistance is equal to **3x their Willpower + their psi level + one-half their mental training**. Some very rare armors might also add to psionic resistance.

Psionic resistance is not used against all psionic attacks; only the ones that target the mind and deal psionic damage. Rare non-psionic attacks, particularly ones with a fear or shock aspect, might also deal psionic damage.

Hailfire

Hailfire is a special trait that applies to many weapons, especially those that fire a large volume of shots. Hailfire multiplies the damage done by the attack after damage resistance is applied. The variable in the hailfire trait determines the multiplier. The base hailfire (1) trait multiplies the damage by x2, and every extra value after hailfire (1) multiplies the damage by an additional interval. Therefore, hailfire (2) multiplies the damage by x3, while hailfire (3) multiplies the damage by x4. Remember that the **hailfire trait multiplies the damage after damage resistance and penetration is applied**.

To determine if any crippling wounds are dealt, check to see if the original damage value, before being multiplied, dealt a crippling wound. If it did, increase the number of crippling wounds by the Hailfire value (not multiplier), rolling for each crippling wound location separately for each wound.

Area of Effect Attacks

Area of effect attacks are attacks that affect more than one square. They are common for explosives, automatic weapon firing methods, special powers, and spells. Area of effect attacks can cover different sorts of areas based on the type of area and its value but follow some rules in common.

No matter they type of area of effect attack, roll one attack roll against every target in the area. Area of effect attacks do not gain attack overages. However, they deal half damage on a missed attack (they also deal half hailfire if the attack had a hailfire of 2 or higher). If the target has a wall or any sort of cover between them and the source of the area attack, they suffer no damage from the area attack if the attack misses.

Allies can be affected by area of effect attacks. Follow these rules:

- Area attacks do not take a penalty to accuracy when being used against enemies that are engaged with an ally.
- Any allies within the area of an area attack are also hit by the attack, including you in some situations.
- Area attacks made against an enemy adjacent to an ally also will attack that ally even if the ally is not in the area.
- This does not include the character making the attack, who is never harmed by the attack unless they are within the targeted area.

Keep in mind that area of effect attacks never gain attack overages.

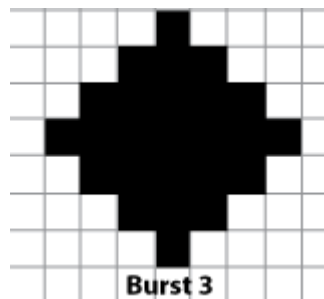
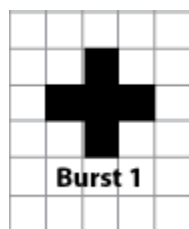
We will discuss the different forms of area attacks and what type of areas they take up.

Burst

Burst attacks are among the most common area effect attacks. They represent a roughly spherical area branching out from the center of a square. The numeric variable of the burst is how far it branches out from the center square in each direction. Therefore, a Burst 3 extends 3 squares in every direction, counting diagonals as 2 squares as normal. A character using a burst can be hit by their own attack if their burst targets an enemy they are adjacent to the attacker. You still need line of sight on a target to hit or effect them with a burst. A burst that creates a persistent area does not effect area outside line of sight.

Some effects rely on the primary target of a burst. The primary target is the character in the central square of the burst.

The following are examples of different sized burst attacks.



Keep in mind that that bursts are vertical as well as horizontal. They extend to the same dimensions up and down as they do in a flat plane. Thus, the burst is highest near the center square, and can hit enemies a few squares upwards.

Blast

Blast templates are a variant on the burst template. Blast templates target the center square of the burst and explode outwards. This means the attacker does not need line of sight to hit targets, just line of sight to the center of the blast area, and cover against the attack is only counted if it is between the center of the area and targets, not between the caster and targets. Blast attacks ignore concealment unless the center square of the blast has concealment from the attacker, then the attacker has concealment on the whole attack. If the center square of the attack has cover from the attacker, then the attack suffers concealment penalty as well. Blasts that create a persistent area or do not require an attack roll differ from bursts in that they affect areas outside of line of sight. Otherwise, a blast is identical to a burst. Blasts count as bursts for any effect that modifies

the effect or size of a burst or is based on the effect of a burst. Weapons that are blasts will usually be labeled as burst, but have a trait specifying they use blast rules, such as Grenade, Rocket, or Delay.

Close Burst

Close bursts ignore the attacker but strike all targets near them. A close burst attack attacks all adjacent targets and all targets within a number of squares of the attacker equal to the burst value. Thus, a Close Burst (2) hits all targets within 2 squares of the attacker, measuring diagonals as 2 like normal. These attacks do not hit the squares of the attacker. As they are based on the space of the attacker, close bursts are much larger when used by creatures that occupy more space.

Cleaving

Cleaving is the melee variation of burst attacks. They work identically to burst attacks except they are dealt in melee range. Thus, the center square of a cleaving attack is always a square within the attacker's reach. However, if the burst area of a cleaving attack would reach an enemy outside the attacking character's reach, they would still be hit by the cleaving attack, because they are within the area even if they are outside the reach. In addition, cleaving attacks don't deal half damage on a missed attack and ignore the squares of anyone you don't want to effect (such as yourself or allies).

Weapons that have the cleaving trait can ignore the trait if they chose. This is usually done so they gain attack overages on the attack. As area of effect attacks, cleaving attacks do not gain attack overages.

Lines

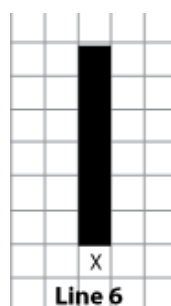
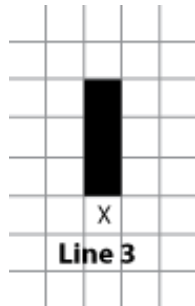
A line attack is a thin column that lashes out in a long, narrow, area. Line attacks always start at an adjacent square to the character. They extend a number of squares in a straight-line equal to the numerical value of the line. Lines never damage or hit the character that fires the line.

Double Line (X) and Triple Line (X)

Not all lines are a single square wide. Some lines are identical length, but either 2 squares (Double Line X) or 3 squares wide (Triple Line X). This is especially true with powerful spells and large creatures. A Double Line (10) will still originate next to the attack but will extend 10 squares outward and be 2 squares wide. Whenever possible, both starting squares must be adjacent to the attacker. Thus, if a 2 by 2 space attacker fires a Double Line (10), the origins of the attack must be adjacent to both squares on that facing, instead of one of the squares originating directly from an empty square. Triple lines must follow the same rules. Diagonals are no exception, unless they come from an attacker whose space is smaller than the width of the line.

Some effects rely on the primary target of a line. The primary target is the first target hit.

The following are examples of different sized line attacks.



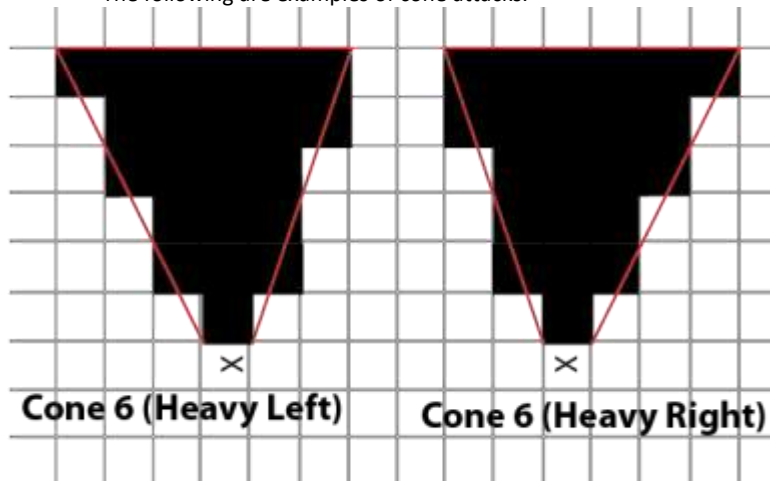
Cones

A cone attack is a wave of effects that starts narrow and grows wider the further it goes. Cones start at square adjacent to the character and extend a number of squares equal to the numerical value. At the end of their effect, they are number of squares wide equal to their value (minimum 2). Therefore, a Cone (6) would be 6 squares long, and then 1 square wide next to the character and 6 squares wide at the end. Cones never damage or hit the character that fires the cone.

To make using cones simple, pencil in lines to draw the area of effect of the cone. Every square that is at least 50% covered by the shape of the cone is an affected area. If the cone is an even value, and therefore there is no center location for the cone, it can be slanted one way or another.

Some effects rely on the primary target of a cone. The primary target is the closest target to the attacker. If multiple are equally close, then the attacker chooses.

The following are examples of cone attacks.



Quick Way to Measure Cones in Online Software

When playing using online software, such as Roll20, you can quickly determine a cone's area. Use the ruler to measure from the attack character a number of squares equal to the length of the cone, then extend the ruler to a distance that is the cone's value away from your starting point and is still within the cone value of the attacking character.

For example, when shooting a Cone (6), measure to a point 6 squares away, then measure to a second point that is 6 squares from that point and 6 squares away from the origin character. This will create a triangle, and the cone will hit all enemies whose squares are covered by 50% of the shape.

Automatic Fire Method

Automatic and full automatic weapons are able to perform different types of firing methods beyond just attacking normally. These include area bursts, focused bursts, saturation fire, and suppressing fire.

Attack Rate	Speed
Automatic Fire	2 strikes, +1 bonus strike per 3 points of Agility; Area Burst 1, Focused Burst, Suppressing Fire Burst 4
Full Automatic Fire	Burst 1, Burst 2, Saturation Fire, Focused Burst, Empowered Focused Burst, Suppressing Fire Burst 6

Area Burst

A weapon with automatic rate of fire can also be used for an area where they attack a single Burst (1) area. This expends 10 ammunition as a single attack, and the attack gains the Burst (1) and Hailfire (1) special rules. Bonus accuracy from attack speed do not apply to burst fire, and it gains no bonus accuracy from multiple attacks despite firing 10 bullets.

A weapon with full automatic rate of fire can also be used for burst fire where they attack a single Burst (2) area. This expends 20 bullets but otherwise functions as a standard area bursts. A full automatic weapon can be used for a smaller area burst if desired.

Focused Burst

Automatic weapons can also make focused burst attacks. Unlike an area burst, this is unloading all projectiles on a single target. It counts as a normal attack with no extra strikes, that deal Hailfire (2) if it hits. It uses 10 bullets per focused burst. Fully automatic weapons can also make empowered focused bursts, which costs 20 bullets, but gives the focused burst advantage on the attack roll.

Saturation Fire

Sometimes, the wielder of a fully automatic weapon will prefer just hitting a single target rather than maximum damage. For this purpose, fully automatic weapons can be used to make saturation fire. These weapons can spend 10 rounds to make an attack against a single target. The attack does not gain any bonus burst area or hailfire but gains a +10 bonus to accuracy.

Suppressing Fire

As a full-round action, a weapon with automatic rate of fire can also be used for suppressing fire to hamper their enemies and punish them for staying within line of fire. This expends 40 bullets, and affects a Cone (12) area. Make a standard weapon attack against all targets in the area. The attack does not gain any extra strikes or hailfire. Unlike most area attacks, suppressing fire does no damage on a missed attack. If a target suffers hit point or protection points damage from the attack, they gain the Slowed condition for 1 round and lose 1 morale. They are not affected if they only take shield pool damage.

Secondly, suppressing fire creates a persistent area that lasts until the start of the firing character's next turn. Entering into an area of suppressing fire from outside of it requires spending a morale point. Characters that are Jaded or do not use morale do not need to spend a morale point. Meanwhile, if a character ends their turn within the area and within line of sight of the character using suppressing fire, the user makes two weapon attacks with the suppressing weapon against them. These attacks are single strike attacks with no bonus hailfire or area of effect, very similar to opportunity attacks. These additional attacks do not require additional ammunition; they represent stray bullets fired as part of the volley of shots released as part of the attack. Each attack that damages the target causes the target to lose 1 morale.

A weapon with fully automatic rate of fire can be used to effect a Cone (18) area instead. This also gives the suppressing fire, and all additional attacks that come as part of it, advantage on the attack rolls. This expends 80 bullets. A fully automatic weapon can be used for a smaller cone if desired. Otherwise, this functions as the suppressing fire function of an automatic weapon.

Special Combat Actions

Special combat actions are unusual attacks that can be performed by any character. They involve using your Strength and mass to move your enemies and are special types of attacks that can be made in combat. If it does not say otherwise, special combat actions are performed as a standard action.

Some special combat actions rely on a special attack bonus, a modified accuracy roll. A character's special attack bonus is their melee skill plus one-half their Strength plus their size bonus, as listed below.

Size	Size Bonus to Special Combat Attacks
Tiny	-8
Small	-4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+16
Colossal	+32
Massive	+64

Action Move

Characters can attack while making a move action. This is called an Action Move. To do this, the character spends a full-round action to move at $\frac{1}{2}$ their move speed +1 as a limited movement method. Being a limited movement method means they can only do a single type of movement on their turn, thus cannot action move in the same turn they perform any other type of limited movement and cannot move into areas that require skill checks as part of the movement. They provoke opportunity attacks from passing through threatened squares as normal.

At any point during an action move, a character can perform their attack. Therefore, with an action move traveling 4 squares, they can move 2 squares, make their attack, then move their remaining 2 squares, or a similar combination of actions and movement. The penalty for an action move is that any attacks during the move take a -2 accuracy penalty.

You can retrace your own steps with an action move. For example, you can use an action move to step out of total cover, attack, then move back within cover, negating enemy counter attacks

Charging

A charge is a full-round action. The unit moves up to its speed plus 3 squares in a straight line towards a target. The charge line must be directly towards the target they are attacking. They must end their turn in the closest square between them and the target. Afterwards, they can either make a single melee attack at the end of the movement or one or more ranged attacks against a single target. The attack(s) gain a +5 accuracy, and melee attacks do +10 damage. However, the charger takes a -2 penalty to defense, and is flat-footed and cannot evade until their next turn.

Disarm

A character can try to remove an item or weapon from an enemy's hand. He makes a special attack bonus check against the target's toughness. The target gets a +2 bonus to his toughness if he is using a one-handed item or +5 bonus to his toughness if he is using a two-handed item. Similarly, the attacker gets a +2 bonus to his disarm check if disarming with a one-handed weapon or unarmed attack or a +5 bonus to his disarm check if he is using a two-handed weapon. If the attacker hits, he deals no damage, but the item is dropped to the target's feet. If the attacker is trying to disarm unarmed and he surpasses the defense by 5 or more, he instead grabs onto the item and takes it.

Push

A character tries to shove a creature up to one size category larger than him. He makes a special attack bonus against the target's toughness. This attack provokes an opportunity attack. If the attack hits, it deals no damage, but the target is pushed 1 square backwards. For every 5 points the character breaks the toughness, the enemy is pushed an additional square back.

Knock Down

A character tries to knock an enemy to the ground. He makes a special attack bonus against the target's toughness. If the attack succeeds, it deals no damage but the target is knocked prone.

Grab

A grab pins a target in place, preventing them from moving. This is done as a standard action. The attacker must succeed an athletics skill check versus target's toughness. Participants in a grab add their special combat action size modifier. Initiating a grab provokes an opportunity attack

Once a grab is in place, the participants follow these rules:

- All participants of a grab are Immobilized
- All participants of a grab only gain standard actions on their turn. A character or creature that has multiple standard actions gains multiple actions on their turn. Some abilities allow extra actions in a grab.
- As a standard action, a held target can try opposed athletics checks to break free of the grab. A character can also use acrobatics to try to break free from a hold. The check is automatic if the target does not want to maintain the hold.
 - Once a character breaks free from a grab on their turn, they get to make a free shift action.
 - Once a grab ends, neither character can grab or attempt to grab the other again on their next turn.
- As a standard action, you can try to move as part of a grab. This is considered a limited movement method, and involves an opposed athletics check with your opponent. If you win, you perform a limited movement. Afterwards, your opponent, places themselves in a square of their choosing adjacent to you. If you cannot be adjacent to each other after the move, the grab is broken. If the defender wins the opposed check, they can either perform their own move or chose not to move.
- While in a grab, you can perform attacks with pistols, one-handed melee weapons, unarmed attacks, and natural weapons. You can also manifest psionic powers that require a move or minor action to cast.
- You can attempt to slam you opponent in a hold instead of attacking or trying to break free. You make an athletics check against the target's toughness. On a success, you deal 4x your strength damage plus 3 damage for every point you surpass their toughness.
- More than 2 characters can be in a grab. Grabs with more than 1 enemy employ additional rules for the grab.
 - Checks to break a grab must be applied against an opposed check of each target that does not want to break the grab
 - Checks to move must be applied against each opponent, friend or foe, that does not want to move. Whoever scores the highest on their athletics check determines the movement. Characters must be placed after a move so they are touching the square of the most other participants in the grab.
 - Attacks and slams in a grab are applied against only a single target, unless they are area of effect attacks, in which they are applied in the normal area of effect.

Action Details: Other Uses of Standard Actions

While attacking is the most common form of a standard action in an encounter, there are many other usages for standard actions.

-Psionic Powers: Using psionic powers is almost always a standard action, particularly with offensive powers.

-Spotter and Detector Actions: Spotter and detector actions are used to reveal hidden foes, by taking an extensive look around for where enemies are hiding.

-First Aid: First aid is important for healing your allies. You can make first aid checks on adjacent allies to mend their wounds, assuming you have the correct skills and equipment.

-In-depth interaction: In general, any interaction with an object that is more in-depth than simply touching or lifting something, but not time consuming enough that it takes a full-round action, is a standard action. This could be pulling a lever, kicking in a door, or throwing a brick.

Action Details: Move Actions

Move actions are the second highest priority actions. They are called move actions because they are primarily focused on moving your character in the encounter arena. They also function on actions that involve in-depth movement but can be done up to twice per turn. They also involve actions that don't involve physically interacting with another character, which is the province of standard actions.

Moving

As a single move action, a character can move its speed. Remember that diagonal movement on the battle grid requires two squares of movement for each square. Remember, moving out of reach with an enemy provokes opportunity attacks.

Shift

The character can shift 1 square. Shifting is a move that doesn't provoke opportunity attacks. Characters with high Agility can shift more than 1 square. When shifting, the character can only move in straight lines unless they have higher than 1 shift speed.

Difficult Terrain

Rubble, shallow water, uneven ground, and similar styles of land are considered difficult terrain. A square of difficult terrain costs twice as many squares to move through. A character cannot shift or evade through difficult terrain.

Limited Movement

Climbing, swimming, balancing, and crawling are slower than normal movement, and a character moves at half speed when using these limited movement modes. You cannot mix a limited movement method with another type of movement in the same action. For example, you cannot move and then start climbing as part of one action. You would need to move up to a cliff or ledge, and then spend another move action to start climbing.

However, you can mix movement methods across multiple move actions. For example, you can spend a move action to move 4 squares, then spend another move action to climb 2 squares, then use what movement you have left of your first action to move an additional 2 squares.

A character cannot shift or evade in limited movement modes.

Sprinting

Sprinting is a full-round action (it consumes all 3 actions in a round). Sprinting allows a character to move 4 times their speed in a straight line.

A character can only sprint one round for each 2 points of Fortitude every minute. Each additional round of sprinting fatigues the character, giving the character +1 exhaustion score (see Exhaustion below).

Draw or Holster a Weapon

Drawing or holstering a character's weapon or item from off the character's person or from within a backpack is a move action.

Activating or Using External Object

Pressing a button, toggling a command on a console, opening and closing a door, using a scanner, or similar world features are activated through move actions.

Standing Up

Standing up from being prone is a move action. It provokes an opportunity attack.

Reloading

Reloading a standard ranged weapon is a move action. It provokes an opportunity attack.

Some weapons reload faster or slower. Long Reload weapons take a move action and a minor action. Very Long Reload weapons take two move actions. Fast Reload weapons take a minor action, and do not provoke opportunity attacks.

Push Ally

A character can spend a move action to push an ally within their reach. This is important for moving disabled, stunned, and slow allies outside of hazardous terrain or area of effect attacks. A push action can only be done on a willing subject. When pushing an ally, they are moved 1 square in any direction.

Action Details: Minor Actions

Minor actions are actions that can be performed quickly or be essentially performed during your standard and move actions. Minor actions sometimes represent your posture, stance, or what you are saying.

Activating or Using Personal Object

Turning a flashlight on and off, manipulating onboard armor features, or using other features from worn or carried items are minor actions.

Combat Behavior

Combat Behaviors are actions that determine a character's fighting stance or style in melee combat. They include aiming and called shots, heavy strikes, bob and weave, focusing, and thought blocking. A character activates a combat behavior every round as a minor action, and it lasts until the start of their next turn. A character can only have one combat behavior active at a time.

Combat Behavior: Aiming and Called Shots

As a minor action, a character can aim at specific target with a ranged weapon. While aiming, the ranged attacks with that weapon gain a +2 bonus to accuracy against the target that the weapon is being aimed at. Also, many talents and weapon features give extra bonuses when aiming. Aiming does not apply to offensive psionic powers. The focusing combat behavior applies to that instead.

When aiming, a character can take a penalty to their accuracy to make a called shot. This means their attack is directed towards a certain body location of the target, which is helpful to decide where crippling wounds are dealt to, if anywhere. Called shots to action, mobility, and core locations are at a -4 penalty, whereas called shots to vital or critical locations are at a -6 penalty. When making a called shot, the character does not gain any aiming bonuses to accuracy. The called shot penalty replaces the aiming bonus.

Combat Behavior: Jump

The jump combat behavior allows you to jump as part of your move actions in an encounter. You must declare the height and distance of the jump ahead of time, and you must have enough movement remaining to travel that distance with each square of the jump consuming 2 squares of distance. The DC of the jump is 5 for every square travelled horizontally plus 5 for each foot jumped up. The DC is doubled unless the character moved 3 squares in a straight line in the horizontal direction of the jump before the jump. A jump can span multiple movement actions, but the actions must be declared ahead of time and are not refunded if the jump distance is insufficient. A character cannot jump further than either the declared distance or their move speed (with each square counting as 2 squares of distance). If the check is failed, the character moves a number of squares horizontally and feet vertically based on one fifth of their check result (distributed by the GM), and immediately begins to fall.

Combat Behavior: Heavy Strikes

As a minor action, a character can focus all of their energy and Strength in single, powerful strikes with a melee weapon. When activating this in a round, the character can only make a single melee strike when attacking instead of the normal attack speed. However, that attack gains +2 accuracy and +5 damage OR targets a wound location of your choice, in case you secure a crippling wound.

Combat Behavior: Bob and Weave

As a minor action, a character can enter into a defensive stance, ready to duck and dodge any incoming attacks. When used, the character has a +2 bonus to defense until the start of their next turn, and they can make evade attempts against incoming area of effect attacks.

Combat Behavior: Focusing

As a minor action, the character can focus on disciplining their mind during the heat of combat. They gain +4 to their resolve and morale bonus while focusing, and they gain advantage on checks to activate a combat augmentation. In addition, you gain a +4 bonus to attack rolls with psionic attacks while focusing.

Combat Behavior: Thought Blocking

It is possible for some to block the effects of telepathy, although this usually requires an exceptionally strong Willpower. This is known as Thought Blocking. Thought Blocking is a minor action that must be repeated each round the character wants to shield their thoughts. Thought Blocking makes a character immune to natural mind reading, and they gain a bonus to their resolve versus telepathic abilities equal to their Intelligence.

Combat Behavior Limitations: Different types of beings can perform different types of combat behaviors.

Characters, creatures with an Intelligence of 2 or higher, and characters piloting active locomotion constructs can perform any combat behavior.

Robots with vehicle movement or characters piloting non-active locomotion vehicles cannot Bob and Weave or Jump.

Creatures with an Intelligence of 1 cannot perform Thought Blocking, Focus, or Aim combat behaviors.

Robots cannot perform Thought Blocking combat augmentations.

Draw or Holster a Weapon from an Equipment Belt

Drawing or holstering a character's weapon or item from off an equipment belt is a minor action, or a free action with the Quick Draw talent. Dropping an item onto the ground is a free action.

Fall Prone

As a minor action, the character can drop to the ground, and is considered prone.

Crouching

As a minor action, the character can crouch down or rise from a crouched position.

Combat Influence

There is a special function of the Influence skill called Combat Influence, which allows a character to ‘influence’ their enemies actions while in combat. Example combat influence actions include taunting, demoralizing, terrorizing, or demanding surrender. These actions require an influence check versus the target’s resolve, and may require that the enemy be at a certain negative level of morale – and if so will restore some of the target’s negative morale on a successful attempt.

Action	Description	Difficulty	Morale Cost	Action
Demoralize	The target gains -1 morale point, -1 additional point per 5 points they surpass the target’s resolve.	Resolve	0*	Minor Action
Terrorize	If possible, the target flees from the fight.	Resolve	4	Standard Action
Demand Surrender*	The target drops its weapons and presents itself as non-threatening. If the target believes surrendering will not help, it will not surrender.	Resolve + 5	5	Standard Action
Taunt	The target takes a -5 penalty to attacks against anyone other than the character for 1 round unless the other character is closer than you at the start of the target’s turn.	Resolve	1	Minor Action

***Demand Surrender:** To use demand surrender on an enemy, they must think that are either going to lose or could possibly lose the fight. They must at least 2 of the following factors: be outnumbered in the encounter, be below half health, have at least 5 crippling wounds, or have lost their commander/ most powerful warrior (if there was one present). For every one of those details beyond 2 that they are suffering from, you gain +5 to your influence check. Even then, they will not surrender if they think you are going to kill them afterwards.

Talents such as Dissuade and Demean give additional options for combat influence.

Combat Influence cannot be used outside encounters; in those situations, the players will use standard influence actions such as befriending and persuading. Combat influence does not work against robots, non-sentient creatures, or enemies that do not understand your language. This includes most Zerg.

Combat Augmentations

Combat Augmentations are special functions of certain adventuring skills, to give a character a temporary passive bonus in combat. Skills that include combat augmentations include tactics, leadership, and lore. Activating a combat augmentation is a minor action.

When a character uses a combat augmentation, they pick what type of bonus they want to gain and roll a skill check. If they fail the check, they receive no bonus for the combat augmentation, and the action is wasted. If they score a 15 or higher on the check, they receive the short term bonus they selected. The exact value of the bonus varies based on the result they chose and how much they succeeded their check by (up to 25).

See the leadership, lore, and tactics skills for references of combat augmentations.

Action Details: Free Actions

Free actions are things that the character can do during their turn that does not take up one of the characters actions for their turn. Unless otherwise specified, free action must still be done during the character's turn. Speaking a single, short sentence is a free action that a character may perform on their turn as a free action. Many different talents, abilities, and racial features may give a character other free actions. No matter its source, any single given free action may only be performed once per round.

Drop Something in Hand

Dropping something in hand is a free action. The item can be dropped in the character's square or an adjacent one. This action may only be taken once per round as normal for a free action but can be used to drop the held item in both hands with one action.

Talking

Your character can generally vocalize 1 sentence worth of information as a free action every turn.

Action Details: Reactions

Reactions are abilities that a character performs outside of their turn. All characters may perform one reaction per turn, though some traits may give additional reactions which may have limitations on what they may be used for. Every reaction will specify how it is used, and the timing. Some reactions interrupt an opponent's action, while others may occur after another character's action has resolved completely, but before their next action. By default, every character is capable of two different reactions: opportunity attacks and evading.

Two important reaction rules:

- 1) You cannot use reactions on your own turn, only on other character's turns. This includes all effects that are used as a reaction, including opportunity attacks and evading.
- 2) You gain access to your reactions at the start of your turn, even though you cannot use them on your own turn. This also means you cannot perform reactions until after your first turn. Thus, you cannot evade or make opportunity attacks until you have acted in a turn.

Opportunity Attacks

An opportunity attack is an attack a character can make when it's not their turn. Opportunity Attacks are triggered by the actions of another player. This is called **provoking**. Only actions within a character's reach provokes opportunity attack. Therefore, creatures with a larger reach can react to actions from further away. Some talents or abilities allow a character to ignore this limitation or allow you to make opportunity attacks when not provoked, in which case the opportunity attack is made based on the circumstances of the ability and not limited to provoking range. When making an opportunity attack, a character cannot make bonus strikes or use automatic burst fire methods. Even full automatic weapons, which cannot fire single strikes, can make opportunity attacks. Dual-wielding characters cannot dual-wield with an opportunity attack.

Certain actions always provoke opportunity attacks.

- Leaving a threatened square (square within reach)
- Aiming
- Reloading
- Retrieving, activating, or picking up an item
- Any distracting skill or action (GM's discretion)

Ranged Weapon Opportunity Attacks: Making an opportunity attack with a rifle or heavy weapon is possible. But since opportunity attacks rely on being in melee, due to only provoking within reach the attack will still suffer the standard penalties for using those weapons in melee (-5 for rifles, -10 for heavy weapons). Ranged opportunity attacks are more effective with abilities that allow you to use them outside reach or increase provoking range.

Large Creature Reach: Remember that large and larger creatures that have expanded reach can make opportunity attacks in any square they threaten with their attacks, not just those adjacent to them. Therefore, larger creatures might consider the players to be engaged in melee with them, even if the monster is not within the player's melee range. In addition, large creatures can make cleaving attacks with their opportunity attacks, causing more than the triggering character to suffer.

Evading

If the character used Bob and Weave on their turn, then they can evade as a reaction when another character makes an area of effect attack that includes at least one of the character's squares. Evading gives the character a chance to escape an area attack. A character can spend a reaction to perform an evade *attempt*. This is done in the Check phase of the attack. However, once they successfully evaded in a turn, they cannot make another evade attempt until their next turn comes, regardless of how many reactions they have available (unless they have an ability that allows otherwise).

You can only evade attacks that require an attack roll against defense. Attacks that do not target defense cannot be evaded, nor do area of effect powers that do not require an attack roll. If an attack targets defense as well as toughness and/or resolve, it can be evaded and the evasion affects the results of the attack against each Attack DC.

If the character is aware of an oncoming area of effect attack and performed a Bob and Weave combat behavior, **they can make an Acrobatics test, with the DC equal to the attack roll versus defense of the area of effect attack**, to move up to their shift speed in any direction as long as it leads away from the area attack. If they evade out of the area, they take no damage. If they are able to evade but are still inside the area, they take half damage if hit by the area attack roll and a quarter damage if they are missed. If the acrobatic test fails, then the character receives no benefit, and still has used their reaction. However, they can still spend additional reactions to make evade actions that turn, until they succeed.

Finally, there is also emergency evading. Emergency Evading is done works like regular evading, except it can be done even if the character did not use Bob and Weave. The drawback is the character suffers disadvantage on the acrobatics test, and they are prone afterwards, succeed or fail. In addition, if they perform an emergency evade, they lose all remaining reactions for that turn.

Evading and Cleaving Attacks: Because of the special rules involved with cleaving attack, cleaving attacks cannot be evaded.

Additional Encounter Rules

Rules including morale, crippling wounds, and healing are not part of the main combat actions, but add important tensions and consequences to encounters.

Weapon Jamming

Jamming occurs when the firing mechanism of a terran firearm fails and the projectile becomes stuck in the barrel. This occurs any time a character rolls a natural 1 on an attack roll with a ranged projectile weapon with ammunition. Grenades work similar, except that on a naturally rolling a 1, the grenade is still thrown, but ends up being a dud. Clearing a jam requires a standard action.

Tier 2 weapons and explosives never jam, neither do natural, unarmed, or melee weapons. Protoss weapons do not jam.

Morale

Morale is an attribute of intelligent creatures and characters. Events in combat may increase or decrease a character's morale. When a character's morale is positive, they may spend one point of morale to add their morale bonus to a single roll that they have just made, but before the GM has announced the result. When a character's morale is negative, this does not directly give the character any penalties, but it will be harder to increase their morale to the point that they may gain their morale bonus, and they may become vulnerable to some effects.

Leadership powers and other effects may give a character other options of how to spend morale points. Combat influence attempts may do the reverse and spend "Negative morale points" – they may only be used when the target's morale is at a sufficiently large negative number, and then increase the target's morale if successful. See the leadership and influence for more details about how characters may influence the morale level of themselves, their allies, and their foes. See Gaining and Losing Morale below for details on how battlefield events can affect the character's morale level.

Leadership: Morale is strongly effect by the leadership skill, and groups with a strong leader who can rally them tend to fare much better in the morale aspects of the game. See the Leadership skill for more details.

Rejoice and Dismay. Positive and negative morale markers gained from rolling natural 1s or 20s are the result of the character feeling uneasy after they know they horrendously failed an action in life or death combat, or their knowledge of how well they succeeded past their own expectations

The character's morale is sometimes referred to as a character's morale level or morale points – these terms are interchangeable. This is usually tracked either wherever your group keeps track of initiative or next to your character's hit points.

Morale level is per encounter. At the end of an encounter, a character's morale resets to 1. A character's morale level may never go above 5 or below -5.

Using Morale

A character that is at a positive morale level may spend 1 morale point to add their morale bonus to a single attack or check that they have just rolled but before the GM has announced the result. This is done in the Check phase. You can also add a morale before rolling an attack, but you cannot remove after rolling. Morale can be spent on any check that is a test of the character's attributes. In other words, any d20 check where the character's statistics modifies the result. This includes attack rolls, skill checks, and so on. It cannot be applied to disfigurement checks, however.

Gaining and Losing Morale

As events occur in combat, the character will gain morale points. The following effects will have a positive or negative affect on a character's morale level:

Battlefield Event	Morale Level
Suffering a crippling wound	-1
Roll a natural 1 on a check	-1
Victim of a successful demoralize attempt	-1-3
Start your turn with the Burning condition	-1
Start your turn with the Melting condition	-1
Start your turn with the Tormented condition	-2
Being Reduced to 0 hit points and rolling a disfigurement	-3
Personally kill an enemy	+1
Roll a natural 20 on a check	+1
Rallied by a leader	+1 or more
Plot Event	Varies (plot events happening during combat, such as receiving reinforcements or seeing an allied ship get shot down, can be good or bad with varying intensity. GMs discretion)

Example

Bob is a character fighting a couple of street thugs and goes first from his superior tactics and lucky dice. Bob begins the combat with the standard morale level of 1, and decides that he wants to end this fight quickly. Bob makes his attack, and seeing a mediocre roll he decides to go ahead and use a morale point to ensure that he not only hits, but pushes towards his maximum number of attack overages. The attack hits and causes a crippling core wound against thug A (which also causes thug A to lose a morale point). Now Bob and thug A have a morale of 0, and thug B is still at the starting morale of 1.

Thug A retaliates, and with a startling natural 20 he hits Bob with maximum overages and causes Bob to suffer a crippling action wound. Thug A is now back up to 1 morale (from the natural 20) and Bob is now down to a morale of -1. Thug B now attacks Bob and rolls a horrible natural 1 – he loses a morale level immediately and thus may not even spend a morale point to boost the attack. Bob ends the turn with a morale of -1 and may be vulnerable to some forms of combat influence if a gang lord with the right skills shows up.

Damage Threshold and Crippling Wounds

Every creature and character has a damage threshold. When they take an amount of damage from a single attack that surpasses their damage threshold, they are dealt a crippling wound.

A crippling wound deals a debilitating effect to the target. A crippling wound has an immediate effect and adds an ongoing penalty.

All target locations have an ongoing crippling wound tracker. These are known as the characters crippling wounds points. This tracker marks how badly each specific location or system is damaged. Every crippling wound dealt increases the penalties by 1. Some items and powers can remove crippling wound points, or allow the character to ignore the ongoing effects of crippling wounds.

If the location receives 5 crippling points a limb, structure, or organ related to that location is permanently maimed, severed, or otherwise destroyed. At this point, it is forever not usable, and must be replaced (i.e. with cybernetics or regeneration services on living creatures). Core, Vital, and Critical wounds with 5 crippling wounds result in the immediate death or destruction of the target.

Determining a character's damage threshold is calculated as follows:

16+ character's Fortitude + character's durability skill + size bonus or penalty + miscellaneous modifiers from talents

Many sources give a special value named rending, **which reduces the target's damage threshold against the attack by the rending value**. This is commonly found on hollow point ammunition, and weapons that leave a particularly bloody wound.

When a character is hit with a crippling wound, the attacker rolls a d20 to see where the attack hits. A single attack has a chance of dealing multiple crippling wounds by surpassing a damage threshold multiple times. For example, an attack dealing 36 damage to a character with a damage threshold of 18 would deal 2 crippling wounds. For most standard attacks, this simply means two crippling wounds points to a single limb. However, if it is a burst attack, the attacker rolls on the table multiple times, possibly inflicting wounds on multiple limbs or multiples on the same location.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Target is knocked prone, or loses control if flying*	-1 speed, athletics, acrobatics, stealth, pilot, -10% acceleration and max speed*
Action	5-8	Drop a one-handed item of attacker's choice	-1 to attacks, all skills checks to physically interact with something
Core	9-12	+5 damage	-1 healing threshold (if applicable)
Vital	13-16	2 Bleed	-1 damage resistance and regeneration (if applicable)
Critical	17-20	+10 damage	-1 to defense, attacks, and skill checks

*These rules generally apply only to constructs, vehicles, or some creatures and not to standard player characters. See chapter 8 for details

Optional Rule: Easy Wound Tracking

It may be exhausting to keep track of wounds on every nameless NPC the party comes across. Consider this variant rule to speed up gameplay: Whenever an enemy suffers a crippling wound, they suffer +20 damage from the attack per wound point they would be dealt. This cannot deal additional wounds on its own. This reduces record keeping against most enemies but is especially important against any foe that has a Low or Trivial threat level compared to the players. Feel free to keep track of crippling wounds against noteworthy, unique, or 'boss' type foes.

Crippling Wounds and Maiming

While crippling wounds can be very deadly already, when a character has enough crippling wounds, they can suffer severe penalties. When a character reaches 5 cripple wounds in a location, they are maimed. This means some part of that wound location has been destroyed or removed. For example, by suffering 5 crippling wounds to the action, a character has their arm cut off.

Much of the effects of maiming are left up the GM's discretion, as there are not set rules that apply to every species. For example, cutting the leg off a human is much more detrimental than cutting the off a many limbed zerg. The GM may even need to decide what exactly the leg is in regard to creatures such as snakes.

In general, you suffer a maiming wound every crippling wound point you suffer beyond 4. So, if you suffer 5 action wounds, you lose an arm. If you suffer 6 total action wounds, you lose 2 arms. If you have no more arms to lose yet are still alive, reroll the crippling wound to affect another slot. Even after losing a limb, you must heal all crippling wound points you suffered individually.

Wound	Maiming Result
Mobility	You gain Bleed (20) and one of your legs is removed
Action	You gain Bleed (20) and one of your arms is removed
Core	You are instantly killed
Vital	Drop to 0 hit points and suffer a Vital Organ Damage disfigurement. Roll to determine which organ it is: 1-5) heart, 6-10) kidney, 11-15) liver, 16-20) lungs
Critical	You are instantly killed

Dual Weapon Fighting

A character can hold two one-handed weapons at a time. However, using them both is exceptionally difficult and requires skill and training.

Using Two Weapons

The two weapons can both make the full number of multiple attacks based on the weapons if used at the same time. However, using the two weapons together makes both weapons suffer -10 accuracy with their attacks. Perks that aid with dual-wielding may reduce this penalty.

A character still needs a free hand to load a weapon. Aiming while dual-wielding affects both weapons. The Recoil weapon trait only affects the weapon with that trait.

Energy Shields

Energy Shields, typically found on protoss, psychics, and large capital ships, are protective force fields that protect something from harm. Energy shields have a value known as their Shield Pool. All damage received by the shielded individual goes against their energy shields first. If there is any leftover damage that surpasses the character's energy shields, that extra damage is applied against the character next, with the character gaining their damage resistance as normal. Note that a character's damage resistance is not applied against the damage their shield takes, only the damage that surpasses the shields. **Normally energy shields cannot block more damage than is remaining in the Shield Pool.**

For example, a protoss zealot with a remaining Shield Pool of 20 is attacked by a terran with a flak pistol. The Zealot is struck for 25 damage. The energy shield absorbs the first 20 damage, and that damage is subtracted from the shield pool, but the attack has 5 damage going over the zealot's remaining shields. That damage is applied against the zealot damage resistance, possibly dealing damage.

When using a hailfire attack against a target with energy shields, treat the extra hailfire damage as identical hits of the same amount of damage. In short, multiply the amount of energy shields removed by the hailfire multiplier. If the target has enough energy to negate the base damage, but not the multiple hits, simply deplete the energy shields to 0 and then apply a single, hit against the target character, regardless of how many hailfire strikes or damage they had left.

For example, say that elite with a Shield Pool of 20 is attacked by an hit of 25 damage with a Hailfire (2) (multiplied by 3). The shields are reduced to 0 and the first 20 points of damage are negated. Afterwards, the zealot suffers a hit of 25 damage with no hailfire. Their damage resistance applies against this damage.

Note that some abilities and equipment give a bonus to shield damage resistance. These 'shield armors' **apply against all types of damage and are not reduced by penetration values.** To do shield armor, simply reduce the damage of the attack by the shield armor before determining any damage. Furthermore, some Energy Shields will regenerate lost points in the shield pool. Look for individual shield descriptions.

Regeneration

All Zerg species have the Regeneration ability, allowing them to regain wounds they have lost in battle. By base, the regeneration trait allow a creature to restore a number of hit points per round based on their size. Many Zerg strains, namely Roaches and Mutalisks, regenerate at higher rates, or can perform functions that increase their regeneration.

Size	Base Regeneration
Tiny	1
Small	2
Medium	2
Large	3
Huge	5
Gargantuan	8
Colossal	12
Massive	20

Regeneration is more than simple hit point recovery. Every hour, a Zerg will heal one crippling wound point from every wound location. In addition, a Zerg can regrow a lost leg or arm that was destroyed 60 days after it was removed. Finally, Zerg bodies never grow strained from extensive medical treatment, as they heal the wear and tear of their bodies. As such, Zerg have no healing threshold, and can be subjected to any amount of medicine skill checks, assuming anyone would want to use medicine on a Zerg.

Protection

Many actions and abilities give protection points to a character. These protection points are known as protection points, or simply protection. Protection is your ability to withstand punishment through medicine, technology, or raw grit. These protection is a separate pool of hit points. Various effects will cause you gain a varied amount of protection, which is an amount of hit point damage you can suffer before you take damage. While protection stacks from different sources, you can only have a maximum amount of protection points at once equal to your maximum protection.

Maximum Protection: 5x Fortitude

Any damage you suffer is first subtracted from your protection. Damage absorbed by protection does, however, count towards your damage threshold for crippling wounds. Any current protection is applied after damage is determined, including after damage resistance and hailfire, but before damage is applied to your hit points.

Healing and Healing Thresholds

Adventurers will often take tremendous amounts of damage in battle and will not be able to wait for the battle to be over to heal. They will need their wounds to be treated in the fight so they can keep going. You can receive healing from multiple sources, including first aid, painkillers, and medical delivery systems. Most healing effects use healing thresholds.

Healing thresholds are one of your character's derived statistics. This is how many major heals you can receive before your body is too worn out and battered to gain meaningful benefit from being healed. It is a very common measure of how far heroes can go on an adventure before needing to back off and rest. Once you are out of healing thresholds, you are at a very serious risk of death and injury, so you should rest and recover healing thresholds once your party is running low.

Healing Thresholds: 5+ ½ Fortitude

Different healing effects will state whether they use a healing threshold or not. When in doubt, assume a healing effect uses a threshold. In general, large effect heals will use a threshold while smaller gradual heals will not. Once you have 0 healing thresholds remaining in a day, you cannot benefit from any effect that also remove a healing threshold. This includes removing crippling wounds and being revived, so this makes you at risk of death.

First Aid

First aid is the most reliable form of healing. It involves using a medipack and the medicine skill to mend a target's wounds. First aid is a standard action, and can only be used on an adjacent, willing or helpless target. When you make a first aid check, you make a medicine check roll with a bonus based on the type of healing kit used. The target removes a healing threshold and regains a number of hit points equal to the check result. The first aid attempt uses up the medipack, thus a different medipack is needed for each first aid action. If you roll a natural 1 on a first aid check, you heal 0 hit points but still spend a healing threshold.

While first aid is normally a standard action, it is a full-round action to use on a character with terran powered armor.

Painkillers and Chemicals

Some chemicals will allow you to heal, even without using a healing threshold. This is a valuable bonus, but has the great cost of some kind, often causing exhaustion.

Medical Delivery Systems

Medical delivery systems spray nanobots onto allies to heal them. These MDS are valuable battlefield devices, as they can heal quickly, usually in a minor action, even on terrans in powered armor. They can also heal from a distance. They have the

downside of healing on average less than a first aid check while still requiring a healing threshold, so they must be used carefully while keeping the target's healing threshold remaining in mind.

Healing Abilities

Some character abilities may allow their character to heal based on battlefield circumstances. These do not require any equipment, but often require a very specific circumstance. They sometimes do not require a healing threshold to use. They will specify if they do not.

Curing Crippling Wounds

While curing crippling wounds does not restore hit points, it is important to note that every crippling wound heal does cost a healing threshold. Thus, having to fix a large number of crippling wound points will reduce the amount of healing you are able to take in the day, and vice versa. As normal, if you have no healing thresholds remaining, you cannot have your crippling wounds removed. Thus, in many situations, characters will rest with wounds untreated, and use the healing thresholds they gain after the rest to finish fixing their wounds. This represents the inevitability of needing to rest recover before undergoing more surgery.

Combat Factors

Combat factors are a variety of different physical scenarios in a battlefield that can influence attack chance.

Concealment

Fog, mist, smoke, dim light, heavy rain, or other similar conditions make it difficult to see into. This is called concealment. Perception checks to see in these conditions or attack rolls against targets within concealment suffer a -5 penalty.

Total darkness and being blinded causes total concealment. Perception checks to see are impossible and attacks roll suffer a -10 penalty..

Cover

A character that has an obstruction between him and a ranged attacker is considered to have cover. Cover could be a sandbag wall, a pile of crates, a tree, another character, or similar sized obstructions. Provided the cover blocks roughly half of the targets body, and grants the defender +5 defense against ranged attacks. Sneaking or invisible characters with cover gain +5 on their stealth checks.

Improved Cover is when almost all of a target's body is protected, like shooting through a narrow window slit or firing at someone whose whole body is concealed by a pile of crates except for their head and shoulders. Characters with improved cover gain +10 to their defense, and sneaking or cloaking characters with cover gain +10 to their stealth checks.

Total Cover is when the entire target is protected, such as if they are standing behind a wall. Targets with total cover cannot be attacked directly, but can still be hit with grenades and similar attacks that use the blast template, as long as the cover isn't between the target and the source of the explosion. Even against such attacks, the attack will usually suffer concealment and a -5 accuracy penalty.

Cover and concealment stack together for determining penalties to attack and perception.

Flat-footed

In some situations, a character's mobility and reflexes are restricted and they are unable to react as well against enemy attacks. This is called being flat-footed. Being surprised in combat, being attacked by a person they cannot see, or using restricting movement methods such as climbing, balancing, or swimming can cause someone to be flat-footed. Foes that are being flanked are also flat-footed. A flat-footed target loses their Agility bonus to defense and cannot evade.

Flanking

Targets have a difficult time reacting to foes on either side of them. When two allies attack a foe that is directly between them, they gain flanking and receive a +2 bonus to accuracy and the target is flat-footed. Both individuals that are trying to flank a foe must have weapons that threaten the foe and be within 6 squares of the foe. Therefore, characters that are not within reach of a target must have a ranged weapon out and be within 6 squares to give flanking benefits. If you are within reach of the target, can flank them if you have a melee weapon out.

In the case of tiny creatures that fight within a target's own square, you can gain flanking benefits against a tiny creature by having an ally in an adjacent square to you.

Because enemies do not react to hidden foes, sneaking and cloaking characters do not allow allies to flank foes with them. Psionic powers do not ally you to flank with allies. Furthermore, when providing flanking with a ranged weapon from a distance, you must have attacked the target on your turn to provide flanking.

Prone

Lying on the ground prone, either intentionally or forced, can affect how easy of a target they are. A prone target is a smaller target from a distance and ranged attacks against suffer a -5 penalty. However, they also easily hit from close, and adjacent foes standing on equal or higher ground gain a +5 bonus to accuracy with ranged attacks against them as do all melee attacks. Since the character is a smaller target, it also might determine what type of cover applies (cover usually becomes total cover). Prone targets take a -5 penalty when attacking with melee weapons. Falling prone is a minor action, while rising from prone is a move action.

Prone targets can crawl as a limited movement mode.

Crouching

Crouching is when the character is still on their feet but are lowered down to the ground. Crouching down does not affect how easily a target is to hit, but it will often increase the degree of cover the character is receiving against attackers.

Crouched targets can crawl as a limited movement mode.

Helpless

A helpless opponent is either unconscious or completely immobile. They are the same as prone, except they lose their Agility and Defensive Training bonuses against ranged attacks, and melee attacks are automatic hits.

A character can execute a helpless character adjacent to them. This is a single full-round attack that can be done with either a melee or ranged attack. It automatically hits, and the helpless target is instantly killed. Creatures that are immune to crippling wounds cannot be executed.

Firing into Melee and Point-Blank Firing

When two enemies are in melee, there is much moving, bobbing, and weaving going about. It can be difficult to line up a clear shot on a foe fighting in close combat. Attacks at a foe in melee from a range suffers a -5 penalty. If the attack roll against the target misses by 10 or more, the shooter must make an attack roll at the closest target in the melee to them, be it friend or foe. If that attack misses, then they continue attacking those nearby to see if another target in the melee is hit, until the attacker runs out of adjacent entities to target.

Conversely, there is using ranged weapons while in melee, known as point-blank firing. When using a rifle type weapon while in point-blank firing, the rifle takes a -5 accuracy penalty as the barrel is easily pushed aside. The same goes for using a heavy weapon, except the point-blank penalty is -10. Pistols have no penalty in point-blank firing.

Sneaking, Cloaking, and Spotter Actions

Stealth is an important part of combat, especially for those who rely upon it.

Sneaking

Sneaking consists of ways to move around discreetly without being seen. Entering the Hidden condition requires that no opponent has an unobstructed view of the character (i.e. the character has at least some form of concealment or cover from all foes) and takes a DC 15 stealth test as a standard action. All attacks against a hidden character are made at a -5 penalties, enemies are unaware of the character's location, and foes are considered flat footed against the character's attacks.

The sneaking is broken whenever the character moves at their full movement speed or makes an attack with a weapon that is not thrown, suppressed, or has the stealth special rule. Furthermore, enemies that have access to an item or ability with the spotter rule make a **spotter** action as a standard action to reveal all sneaking characters in line of sight. Once targets are revealed, that enemy can then spend a move action to reveal the sneaking character's location to all allies in sight or share the information to their allies with digital uplinks as a free action.

If a hidden character attacks with a suppressed weapon or any weapon that does not produce a sound, they are **Partially Revealed**. Partially revealed characters have their location revealed to the enemy. However, their exact location is still partially hidden, so enemies still gain a -5 penalty on attacks against them.

Cloaking

Cloaking is the ability to become truly invisible, usually through the use of the *Cloaking* psionic power or cloaking technology on vehicles. While cloaked, the character cannot be seen or visually detected by any normal means and is essentially invisible. Cloaking functions identically to being hidden while active, except as follows:

- Attacks against cloaking characters always suffer -5 accuracy, regardless of whether they are detected, undetected, or the attack is melee or ranged. However, if they are completely undetected, without knowledge of their current location, attacks also suffer disadvantage.

- A cloaking character can be partially revealed under certain circumstances just like a sneaking character. Any action that would cause a hidden character to be fully revealed only makes them Partially Revealed. Any action that would make a hidden character Partially revealed does not make the cloaked character partially revealed, and they stay hidden.
- Targets are always flat-footed against cloaked attackers.
- Detector actions are needed to reveal cloaked targets fully. When performing a detector action all cloaked targets within 30 squares are detected until they move, and this may be shared as a free action through a digital uplink or instinctive telepathic link.
- At the start of the cloaked character's next turn, if they sustain their cloaking field, they are once again hidden from all enemies and their current square is hidden once more, regardless of whether they were detected or partially revealed.

The benefits for cloaking do not stack with sneaking or concealment, however non-sneaking, cloaked character can be heard by foes when they are moving within short/medium range with a perception DC 20/30. This perception check reveals the square of the cloaked character but does not make them detected. Characters that have either detected or identified the square of a cloaked character may share this information as a move action to reveal the cloaked character's location to all allies in sight. Some enemies are detectors which allows them to treat all cloaked targets as detected constantly.

Cloaking effects are counter balanced by their short duration and need for specialized equipment in most cases.

Spotters and Detectors

Spotters and Detectors are special abilities that characters can have access to. Using a spotter item or ability breaks the hidden condition for any targets within line of sight but has no effect against targets under cloaking. Using a detector item or ability reduces allows the characters to spot the location of a cloaked character, in addition to the benefits of being a spotter.

In addition, psionic characters with the Psionic Detection trait can use that trait to find hidden enemies near them. This takes a standard action and affects all targets within a range of 20x the character's Psi Level. However, this psionic tracking only detects living creature. It counts as a spotter action, unless the detecting psychic is 2 PL higher than a target, then it counts as a detector action. Non-psychics count as PL 0 for this power.

Big and Small Creatures

Large and larger creatures have a larger reach than medium size creatures. With their melee attacks they can strike any enemy within their reach, and they can make opportunity attacks against enemy targets within their reach their move from one of their threatened squares to another. Because of that, big creatures can attack enemies approaching them in melee before they reach them, because their enemies must past through their threatened squares first.

Tiny creatures must enter other creature's squares to attack them in melee, and the provoke opportunity attacks to do so. Characters must use melee weapons to attack creatures in their own squares. Tiny creatures only threaten the square they are in. Thus, they can only make opportunity attacks against other enemy creatures inside the square they are currently in, thus they can make an attack against creatures leaving their square. You can gain flanking benefits against a tiny creature by having an ally in an adjacent square to you.

Squeezing

Larger creatures can squeeze to fit through an area designed for a creature one size category smaller. This allows a huge creature, for example, to pass through a hallway only 2 squares wide.

When squeezing through an area, the creature is considered flat-footed and to be using a limited movement mode. It also suffers disadvantage on all attacks and checks while squeezing.

Special Damage Types

This section talks about special types of damage that can be dealt to characters, and how to deal with them in your campaign.

Acid Damage

Acid Damage is dealt from biological attacks, such as acid, radiation, and toxic gases. Acid Damage gains Hailfire (1) against constructs. Some special defenses may make a target vulnerable or resistant to acid damage. Many forms of acid damage deal the Melting condition.

EMP Damage

EMP, also known as Electro Magnetic Pulse, is a damage form that is highly effective against machines. EMP Damage ignores any damage resistance of constructs, and any crippling wounds are dealt to the vitals. Constructs are also Staggered for 1 round per crippling wound point they suffer. EMP Damage also deals full damage to Energy Shields, and is not reduced by shield armor. If the target is a construct with energy shields, both the construct and the shields takes damage. Finally, any characters with powered armor that are hit by EMP damage are slowed for 1 round.

Energy Damage

Energy Damage is dealt from elemental attacks, such as fire, electricity, or freezing cold. Energy damage attacks ignore the damage resistance of enemies in light or no armor. Some special defenses may make a target vulnerable or resistant to Energy Damage. Many forms of energy damage deal the Burning condition.

Poison Damage

Poison damage is dealt from attacks that introduce a toxin into a blood stream. Poison usually follows a weapon attack and gives the character an Endurance check to resist the effects. If the character fails the check, they take the poison damage. Poison Damage ignores all damage resistance, but never deals crippling wounds regardless of the damage dealt. Poison damage does not affect constructs.

Piercing Damage

Piercing damage results from overwhelming power from which no armor can protect against. This includes extreme sources of heat, such as plasma, thermal beams, bio-plasma, and the energy blast of the Yamoto cannon. Piercing damage ignores all damage resistance, no matter the resistance value.

Psionic Damage

Psionic damage is inflicted through telepathy powers, where they send a shock of pain and overwhelming psionic force into another's brain. Psionic damage is almost always dealt by high level telepathy powers. Psionic damage generally requires an attack versus resolve instead of defense, and is reduced by a character's psionic resistance. Therefore, characters with more intellect and willpower are more resistant to psionic damage, regardless of armor. Psionic damage does not affect constructs.

Conditions

This section lists special conditions that might be applied to a character in an encounter. Conditions are dealt through abilities, skill checks, weapon traits, and more.

Bleed

Some weapons and special abilities will inflict Bleed. Targets that are under the effect of bleed take an amount of damage at the start of their turn depending on how much bleed damage they have on them. Damage resistance does not protect against bleed damage. Bleed damage stacks with other sources of Bleed damage. For example, if a target suffers from an attack with bleed 2 while already having 3 bleed on them, the target would take 5 bleed damage at the start of each of their turns.

Bleed lasts until the target is reduced to 0 hit points, or they are affected by the First Aid function of the Medical skill. This stops any ongoing bleeding but does not cure all damage already dealt.

Blinded

Blinded characters cannot see. Blinded characters automatically fail visual perception checks and suffer a -5 penalty to attack accuracy and skill checks. They cannot perform spotter or detector actions, except through psionic means. They never gain attack overages with their attacks. Blinded effects are usually area based or have a short duration and cannot be ended through a check.

Boosts and Drains

Boosts are temporary conditions that augment a character's passive statistics for a duration. There are several different forms of boosts and each boost has a numerical value associated with them. The value of the boost determines how much of a statistic improvement the character gains from the effect. If a character has multiple sources providing a certain form of boost, then they only benefit from the most powerful effect at any given time.

Sometimes, boosts are negative instead of positive. These are known as drains. This is common with effects that slow or weaken a character. Drains reduce the character's statistics at the same rate they would increase them. If the character has both a boost and a drain in one category at the same time, use the difference between their greatest boost and drain. For example, if a character has a Mighty Boost (+3) and a Mighty Drain (-2) condition, they would only gain the benefit of Mighty Boost (+1) because it is the larger of the two values.

The following are the five type of stat boosts a character can benefit from and how they effect your statistics.

Mighty: Every point of a mighty boost gives +1 damage and penetration with melee weapons. Mighty drain subtracts 1 point of damage and penetration per point, to a minimum of 0.

Precision: Every point of a precision boost gives +1 accuracy and +1 penetration with ranged weapons. Precision drain subtract 1 point of damage and penetration per point, to a minimum of 0.

Swiftness: Every point of a swiftness boost gives +1 defense. Every 2 points of a swiftness boost gives +1 move speed and +1 strike with their weapons. Swiftness drain subtract 1 defense per point, to a minimum of 1. Every 2 points of swiftness drains gives -1 strike and -1 move speed (to a minimum of 1 strike and 1 move speed).

Skilled: Every point of a Skilled Boost gives +1 to all skill checks. Skilled drain gives -1 to all skill checks per point.

Health: Every point of a health boost gives +1 damage resistance and every two points give +1 damage threshold. Health drains gives -1 to damage resistance and every two points of drain give -1 damage threshold.

Burning

A burning character has been set on fire and is regularly taking damage. Burning characters take damage equal to their damage threshold and lose a morale at the start of each turn. This damage can be reduced by damage resistance. 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.

Cloaking

Cloaking is the ability to become truly invisible, usually through the use of the *Cloaking* psionic power or cloaking technology on vehicles. While cloaked, the character cannot be seen or visually detected by any normal means and is essentially invisible. Cloaking functions identically to being hidden while active, except as follows:

- Attacks against cloaking characters always suffer -5 accuracy, regardless of whether they are detected, undetected, or the attack is melee or ranged. However, if they are completely undetected, without knowledge of their current location, attacks also suffer disadvantage.
- A cloaking character can be partially revealed under certain circumstances just like a sneaking character. Any action that would cause a hidden character to be fully revealed only makes the Partially Revealed. Any action that would

make a hidden character Partially revealed does not make the cloaked character partially revealed, and they stay hidden.

- Targets are always flat-footed against cloaked attackers.
- Detector actions are needed to reveal cloaked targets fully. When performing a detector action all cloaked targets within 30 squares are detected until they move, and this may be shared as a free action through a digital uplink or instinctive telepathic link.
- At the start of the cloaked character's next turn, if they sustain their cloaking field, they are once again hidden from all enemies and their current square is hidden once more, regardless of whether they were detected or partially revealed.

The benefits for cloaking do not stack with sneaking or concealment, however non-sneaking, cloaked character can be heard by foes when they are moving within short/medium range with a perception DC 20/30. This perception check reveals the square of the cloaked character but does not make them detected. Characters that have either detected or identified the square of a cloaked character may share this information as a move action to reveal the cloaked character's location to all allies in sight. Some enemies are detectors which allows them to treat all cloaked targets as detected constantly.

Crushed

Crushed characters are pinned and constricted by impact pushing in towards them. Crushed characters take damage equal to their damage threshold at the start of each of their turns, suffer a -2 penalty on all attacks, skill checks, and defenses. Crushed characters are usually also Slowed or Immobilized as well. Removing the crush condition usually requires an Athletics or Acrobatics check made as a full-round action.

Dying

Once a disfigured individual is injured and requires surgery to stabilize, they gain the dying condition. Every 8 hours they go without someone trying to stabilize them, they roll a d20. On an 11 or less, they die. On a 12+, they remain comatose for an additional 8 hours, waiting for someone to come along to save them. If they roll a natural 20, roll a second check. If this check is a 12+, then the character miraculously recovers as if someone had succeeded their surgery checks on them. Skip to the step of the injury after the surgery are complete.

Energy Fatigue

Energy fatigue means you have exhausted some of your psionic energies and have less control over your psionic powers. Manifesting and sustaining psionic powers gives you energy fatigue based on the power. You gain a penalty to your psionic manifestation checks based on your current energy fatigue. A check is required to regain your psionic energy and lose energy fatigue. See more about this in the Psionics chapter. Non-psionic characters cannot gain energy fatigue.

Exhaustion

Exhaustion represents a character being worn down or tired. Exhaustion has a score rating, which demonstrates how severe the level of exhaustion is. Exhaustion is gained from a wide variety of different sources, which stack and combine to represent the current exhaustion.

The exhaustion score determines the character's penalties. For point of exhaustion a character has, they take a point of penalty to all attack accuracy, defenses, strength and agility based skill checks. Finally, their movement speed drops by 1 for every 2 points of exhaustion. A character reduced to a movement speed of 0 is immobile.

Exhaustion generally goes away after taking a 8 hour rest, although sometimes it might go away faster.

Frozen

A frozen target is encased in solid ice. If the attacks beat both the target's defense and toughness, they are stunned for 3 rounds, until they take any damage, including damage from conditions other than Bleeding, or an ally spends a standard action breaking them out of the ice.

Helpless

A helpless opponent is either unconscious or completely immobile. They are the same as prone, suffering a +5 bonus to defense against ranged attacks and -5 against melee attacks, except they also lose their Agility and Defensive Training bonuses against ranged attacks, and melee attacks are automatic hits. A helpless character cannot take any actions or reactions.

A character can execute a helpless character adjacent to them. This is a single full-round attack that can be done with either a melee or ranged attack. It automatically hits, and the helpless target is instantly killed. Creatures that are immune to crippling wounds cannot be executed.

Hidden

Hidden characters cannot be seen, and their enemies do not know what square they occupy. All attacks against a hidden character are made at a -5 penalty, cannot gain attack overages, and foes are considered flat footed against the character's attacks.

The hidden condition is broken whenever the character moves at their full movement speed or makes an attack with a weapon that is not thrown, suppressed, or has the stealth special rule. Furthermore, enemies that have access to an item or ability with the spotter rule make a **spotter** action as a standard action to reveal all hidden characters in line of sight. Once targets are revealed, that enemy can then spend a move action to reveal the sneaking character's location to all allies in sight, or share the information to their allies with digital uplinks or psionic links as a free action.

If a hidden character attacks with a suppressed weapon or any weapon that does not produce a sound, they are **Partially Revealed**. Partially revealed characters have their location revealed to the enemy. However, their exact location is still partially hidden, so enemies still gain a -5 penalty on attacks against them.

Immobilized

Immobilized characters are rooted in place and cannot move. Immobilized characters cannot move, shift, evade, sprint, or charge, and count as flat-footed. Removing the immobilized condition usually requires an Athletics or Acrobatics check made as a full-round action.

Melting

A melting character has been exposed to a corrosive acid that is eating away at them. Melting characters take 20 piercing damage and lose a morale at the start of their turns. The melting 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.

Slow

Characters who are slowed are not able to move at full speed. Slowed characters require twice as many squares of movement to move through a square. Therefore, they take 2 squares of movement to travel normally, or 4 squares of movement to move through difficult terrain. Characters that are slowed have a -10 penalty to acrobatics tests to evade.

Staggered

Staggered is where an individual is hit hard enough that they are off balance, but can still somewhat react, just not at full effectiveness. Many dangerous creatures have effects that will cause stagger on hit. Staggered characters can only perform a single standard action on their turn.

Stunned

A character can be stunned when they are hit so hard that they must spend time to recover before acting again. Stunned is like helpless, unable to take any actions or reactions, except they are not automatically prone and cannot be executed.

Tormented

Tormented characters are suffering from extreme pain. Tormented characters suffer disadvantage on all attacks and checks and lose 2 morale on their turn. The Tormented condition is very rare, and usually results from specific environmental situations or internal agony.

Death and Dying

StarCraft is a dangerous setting, and your player characters can be easily wounded or killed. You risk death and injury when your hit points drop to 0 or below. The lower your hit points drop, the more seriously wounded you are.

Unconscious

If a character is brought to 0 hit points or lower, they are defeated, gain 3 negative morale markers, and are rendered unconscious. An unconscious character is asleep and helpless. In addition, the character receives a Disfigurement (see below). The character must be stabilized and be brought up above 0 hit points before the character can reenter combat and be active once again. Disfigurements vary in how they need to be dealt with, and the punishment for not dealing with it also varies.

Make sure to note how much further below 0 the character's hit points dropped.

Many effects occur upon 'killing' or 'defeating' an enemy. For game purposes, killing an enemy does not necessarily mean they are fully dead. But any enemy reduced to 0 hit points count as 'killed' for the purpose of effects that rely on casualties.

Disfigurement

To determine what disfigurement is dealt by the character being dropped, determine what location of the body the felling blow was dealt to by rolling on the Crippling Wounds table. If the wound that brought the character below 0 hit points was a crippling wound, use whatever body location that hit struck. If the attack hit multiple body locations, roll randomly which one is the disfigurement. If the attack did not cause crippling wounds, you make a d20 roll to determine the "wound location" for the attack, and then roll on the appropriate table. After the body location is determined, roll on the Disfigurement Table related to that body location. The table gains a bonus to the roll **equal to one-half the amount the character went below 0 hit points minus their Fortitude and Strength scores. This can result in a negative number, potentially lessening the disfigurement.** Many other special abilities, skills, and talents reduce the final number on the disfigurement table.

The tables describe the steps it takes to get the character back into action and the ongoing penalties for suffering that disfigurement. Many disfigurements require long surgery checks. These are ongoing medicine checks that take 10 minutes and a trauma kit (see the medicine skill).

Once a disfigured individual is injured and requires surgery to stabilize, they gain the dying condition. Every 8 hours they go without someone trying to stabilize them, they roll a d20. On an 11 or less, they die. On a 12+, they remain comatose for an additional 8 hours, waiting for someone to come along to save them. If they roll a natural 20, roll a second check. If this check is a 12+, then the character miraculously recovers as if someone had succeeded their surgery checks on them. Skip to the step of the injury after the surgery are complete.

Many stages of an injury require the character to be healed above 0 hit points in order to recover. In these cases, a rest after surgery will recover hit points as normal.

Mobility Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the mobility and 2 exhaustion points. They are unconscious at 0 hit points and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the mobility and 2 exhaustion points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed and staggered for 2 rounds.
11-15	Dislocated Leg Bone	Wounded character gains +2 crippling wound point to the mobility and 2 exhaustion points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed for 30 minutes.
16-20	Broken Leg Bone	Wounded character gains +2 crippling wound point to the mobility and 4 exhaustion points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are slowed for 3 days.
21-25	Splintered Femur and Shredded Muscle	Wounded character gains +3 crippling wound point to the mobility and 6 exhaustion points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their leg, and suffer a permanent 2 crippling wounds to the mobility until healed with regenerative services.
25-30	Leg is partially gone	Wounded character gains +3 crippling wound point to the mobility and 8 exhaustion points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their leg, and suffer a permanent 4 crippling wounds to the mobility until healed with regenerative services.
31-50	Leg is completely removed	The wounded character has lost one of their legs. The trauma of the loss has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. Because they are missing a leg, they cannot stand, walk, or fight without support, requiring regenerative services to replace the lost limb.
51+	Overkill	Such is the devastation that the target is outright killed by the attack. They cannot be saved.

Action Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the action and 2 exhaustion points. They are unconscious at 0 hit points, and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the action and 2 exhaustion points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are tormented for 2 rounds.
11-15	Dislocated Arm Bone	Wounded character gains +2 crippling wound point to the action and 2 exhaustion points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are tormented for 30 minutes.
16-20	Broken Arm Bone	Wounded character gains +2 crippling wound point to the action and 4 exhaustion points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are tormented for 3 days.
21-25	Splintered Humerus and	Wounded character gains +3 crippling wound point to the action and 6 exhaustion points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards,

	Shredded Muscle	they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their arm, and suffer a permanent 2 crippling wounds to the action until healed with regenerative services.
25-30	Arm is partially gone	Wounded character gains +3 crippling wound point to the action and 8 exhaustion points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their arm, and suffer a permanent 4 crippling wounds to the action until healed with regenerative services.
31-40	Arm is completely removed	The wounded character has lost one of their arms. The trauma of the loss has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. Because they are missing an arm, they cannot carry two items or use two handed weapons or equipment. This requires regenerative services to replace the lost limb.
51+	Overkill	Such is the devastation that the target is outright killed by the attack. They cannot be saved.

Core Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the core and 2 exhaustion points. They are unconscious at 0 hit points, and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the core and 2 exhaustion points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed and staggered for 2 rounds.
11-15	Battered	Wounded character gains +2 crippling wound point to the core and 2 exhaustion points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are staggered for 30 minutes.
16-20	Broken Rib	Wounded character gains +2 crippling wound point to the core and 4 exhaustion points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are staggered for 3 days.
21-25	Ruptured Artery	Wounded character gains +3 crippling wound point to the core and 6 exhaustion points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has critical chest pain and internal bleeding, and suffer a permanent 2 crippling wounds to the core until healed with regenerative services.
25-30	Punctured Lungs	Wounded character gains +3 crippling wound point to the core and 8 exhaustion points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their core, and suffer a permanent 3 crippling wounds to the core until healed with regenerative services or 3 months of bedrest have passed.
31-40	Extreme Spinal Trauma	The wounded character has suffered a fractured spine and suffer +3 crippling wounds to their core. The trauma of the pain has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. Because of their damaged spine, however, they are paralyzed and cannot move. They are unfit for an active lifestyle unless they undergo significant regenerative services.
41+	Overkill	Such is the devastation that the target is outright killed by the attack. They cannot be saved.

Vital Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the vitals and 2 exhaustion points. They are unconscious at 0 hit points and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the vitals and 2 exhaustion points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed and staggered for 2 rounds.
11-15	Bleeding Heavily	Wounded character gains +2 crippling wound point to the vitals and 2 exhaustion points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are tormented for 30 minutes.
16-20	Internal Bleeding	Wounded character gains +2 crippling wound point to the vitals and 4 exhaustion points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are tormented for 3 days.
21-25	Vital Organ Damaged	Wounded character gains +3 crippling wound point to the vitals and 6 exhaustion points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has organ failure and internal bleeding, and suffer a permanent 2 crippling wounds to the vitals until healed with regenerative services.
25-30	Damaged Heart and Massive Bleeding	Wounded character gains +3 crippling wound point to the vitals and 8 exhaustion points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their vitals, and suffer a permanent 3 crippling wounds to the vitals until healed with regenerative services.
31-40	Torso is shredded and mangled	The wounded character has their torso torn open and viciously shredded. The trauma of the pain has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. However, their body is hopelessly maimed, and the character is paralyzed from the neck down and is in constant agony. They are no longer fit for play.
41+	Overkill	Such is the devastation that the target is outright killed by the attack. They cannot be saved.

Critical Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the critical and 2 exhaustion points. They are unconscious at 0 hit points and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the critical and 2 exhaustion points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed, tormented, and staggered for 2 rounds.
11-15	Concussion	Wounded character gains +2 crippling wound point to the critical and 2 exhaustion points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed, tormented, and staggered for 30 minutes.
16-20	Fractured Skull	Wounded character gains +2 crippling wound point to the critical and 4 exhaustion points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, they require 3 days of bedrest before they can be active once again.
21-25	Ruptured Eye	Wounded character gains +3 crippling wound point to the critical and 6 exhaustion points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has lost an eye. Until they receive a new eye via regenerative services, their instinct is halved, and they suffer -10 to perception checks.
25-30	Brain Damage	Wounded character gains +3 crippling wound point to the critical and 8 exhaustion points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their brain, and suffer a permanent 3 crippling wounds to their critical location until healed with regenerative services.
31-40	Head is mangled and deformed	The wounded character has received considerable trauma to their head. The trauma of the injury has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. However, even if they are stabilized, roll a d20. On an 8-20, the character is still dead. On a 7 or less, the character is alive but brain dead, stuck in a permanent coma.
41+	Overkill	Such is the devastation that the target is outright killed by the attack. They cannot be saved.

It is possible for a character to continue taking damage while below 0 and suffering from a disfigurement. In this case, add the damage the character received to the amount they were brought below 0 by the previous attack, and roll another disfigurement. The gravity of this disfigurement is $\frac{1}{2}$ the total damage the character is brought below 0. All disfigurements must be dealt with before the character can be stabilized again.

The exception to this is some attacks may be executions, as ruled by the GM. If an execution is made, the target is instantly killed. No roll for disfigurement is necessary.

Instant Death

Disfigurements have different ways of instantly killing characters in indirect methods. There are two primary examples of this. The first is that surgery checks, like all medicine checks, require spending healing thresholds. A character might not have enough healing thresholds left to stave off death and be well enough for prolonged surgery. The second example is crippling wounds. All disfigurements give crippling wound points. If a character has 5 wound points in Core, Vitals, or Critical, they are instantly killed. No check can save them. Even 5 points in Mobility or Action wounds causes the character to instantly function as if they got 31+ result on those tables, worsening the disfigurement by far.

Meanwhile, the Overkill result is definitive; the character is overwhelmingly destroyed by the attack, and nothing can repair them. Overkill attacks require a score of 41 or more on critical, vitals, and core wounds and 51 or more on action or mobility wounds, meaning it is harder to be overkilled when one of your limbs is targeted.

Regeneration and Death and Dying

Creatures with regeneration, such as zerg, function differently when brought below 0 hit points. Their regeneration stops functioning, and they do not start restoring hit points until they are stabilized and not under the dying condition. However, regenerating creatures are able to stabilize themselves quite well without needing outside help.

After an hour passes, they get to make a stabilization check on themselves, using the normal DC for the medicine check. Instead of using the medicine skill, the zerg makes a d20+ its regeneration value roll. If this succeeds on the normal DC for the disfigurement, then it successfully stabilizes. If the disfigurement requires multiple checks to stabilize, then they must succeed multiple stabilization checks. If they fail 3 or more stabilization checks, they fail to stabilize themselves. If they do not require a stabilization check, then their regeneration never ceases to function. When gaining the Dying condition, the zerg gets to make the same check at the surgery DC every hour until it succeeds or dies.

Permanent Effects

Many of the injuries include permanent penalties and debilitating effects that can hinder a character's adventuring career. If an injury is labeled as permanent, then no usage of the medicine skill can remove that injury. While these injuries are usually permanent, there may be a way around even the most terrible injuries. This is where Regenerative Services come into play.

Lost arms, legs, some organs, and eyes can be, and often are replaced by cybernetics, which are quite common in the Koprulu sector. Often, veteran soldiers will have a heavily injured limb amputated and replaced with a good cybernetic, intentionally deforming their own body but no longer living as a cripple. In genetic clone labs, new internal organs can be grown and fresh skin, muscle, and bone can be implanted inside the body. Even the most terrible injuries, leaving characters unfit for game play, can be repaired, essentially allowing the person to start over with a new body or mind.

Unfortunately, the costs of these services are steep, and increase based on the severity of the wound. As such, most of the more extensive repairs are for high level characters who have earned the right for a second chance. All of these options and features are described in depth in the Regenerative Services section in the Game Universe Rules Chapter.

As potent as Regenerative Services are, there is still no cure for death.

Death

If character is dead, they are forever gone. A dead player character must be replaced with a new one. The same is true if a character has a critical injury leaving them unfit for play, which they are unable or unwilling to cure with Regenerative Services.

Character Death: How to handle character death is a process that will vary from group to group. The often best way to handle it is for the player to generate a new character around the same level. Use the average wealth per level in the character creation section to determine how many starting credits the character has, and then build the character from the ground up. Fitting a character into the narrative can be even trickier. Perhaps the new character is an ally or a friend from before who now wants to join. Maybe they are a traveling mercenary or adventurer that is intrigued with the possibilities the party offers. Often though, they are just someone the party runs into by chance, and they band together for mutual survival. Find a solution that works well for everyone in the group, especially the player controlling the new recruit!

Key Words and Terms

This section describes the meaning of key words that many talents and powers use to determine their effects.

Target Types

- [Enemy]:** This affects any hostile forces related to the character
- [Ally]:** This includes any allied force related to the character, including the character themselves, unless stated otherwise.
- [Target]:** This includes any applicable target, friend or foe, including the character themselves, unless stated otherwise.
- [Terran]:** This effect includes any target with the terran or psionic terran species or traits, but excluding terran constructs.
- [Zerg]:** This effect includes any Zerg target, including zerg, infested terrans, and primal zerg. Alternatively, it might specify which type of zerg.
- [Protoss]:** This includes any protoss target, including any tribe of protoss, but excludes protoss constructs.
- [Beast/ Fauna/ Alien]:** This affects any non-faction affiliated alien NPC of non-sentient intelligence.
- [Living Creature]:** This targets any non-construct target that has not been slain. It does not affect a psionic entity with the archon type as well.
- [Psionic]:** Any target that possesses a psi level.
- [Pilot]:** The character in control of a vehicle, whose statistic are a used to determine the piloted vehicle's statistics.
- [Piloted Vehicle]:** A vehicle that is being actively controlled by a pilot.
- [Construct]:** This affects any robot or vehicle. It may specify terran or protoss construct, or specifically a robot or vehicle
- [Threatened Target]:** Target that is within your reach that you may attack
- [Wounded Target]:** Target that is currently suffering from 1 or more crippling wounds
- [Unharmed/ Healthy/ Full Hit Point]:** Target whose current hit points is equal to their maximum hit points.
- [Possible Target]:** A target that is within your ability to attack with the weapon in hand. Targets behind total cover, improved concealment, hidden, cloaked, outside base weapon range, reach, or line of sight are not possible target.
- [Within Base Range]:** A target that is within range of a ranged weapon without having to fire at additional range increments.
- [Defeated/ Killed]:** Either of these terms means that effects based on a target being defeated or killed occur when a target is removed from combat by offensive action, most noticeably by being reduced to 0 hit points, having numerous crippling wounds, or certain conditions which forcibly removes them from battle.

Action Types

- [Standard Attack]:** This is an attack as you would make with a standard action, encompassing dual-wielding, strikes, and automatic fire methods
- [Single Attack/ Single Strike Attack]:** This is an attack without dual-wielding, strikes, or automatic fire methods.
- [Opportunity Attack]:** This is an attack without dual-wielding, strikes, or automatic fire methods. Uses a reaction.
- [Unarmed Attack]:** This is any attack using a weapon with the Unarmed trait. Both terrans and protoss have their own unarmed weapons by default they can always use. This does not include natural weapons.
- [Natural Weapon Attack]:** This is any attack using a weapon attached to the being listed as a 'Natural Weapon'. Terrans and protoss do not generally have natural weapons. Natural weapons do not include unarmed weapons.
- [Vehicle Weapon Attack]:** This is any attack using a weapon that is listed as a 'Vehicle Weapon' it its statistics, which is generally one of a vehicle's weapon systems.
- [Melee Weapon Attack]:** Attack that does not have a range and is usable at targets within the character's reach. Uses melee prowess skill. Includes vehicle weapons that follows this restriction.
- [Automatic Fire Attack/ Automatic Fire Method]:** Any attack that uses area burst, focused burst, saturation fire, or suppressing fire.
- [Ranged Weapon Attack]:** Attack that has an attached range increment and is usable at targets within that range increment. Does not include psionic attacks. Includes vehicle weapons that follow this restriction.
- [Psionic Attack]:** Psionic attacks are attacks with psionic powers that use psionic accuracy. Specifically include any psionic power that requires a psionic attack roll versus defense, toughness, or resolve.
- [Standard Move]:** Any effect that would give a standard move would give you a movement, usually using your move speed, that can provoke opportunity attacks.
- [Shift Movement]:** Any effect that would give a shift move would give you're a movement, usually at your shift speed, that does not provoke opportunity attacks.
- [Reaction]:** Any effect that requires a reaction can only be used when it is not your turn, can only be used after you act in an encounter, and counts towards your limit of reactions every round.
- [Psionic Recovery Action]:** Any action that you can perform that removes energy fatigue. Does not include passive loss of energy fatigue.

Power Rating and Resistance Rating

[Power Rating]: If an effect state one of the following: increase damage by a power rating, gain a power rating, or gain X number of power rating, you check to see what the power rating of your weapon is. For every power rating you gain, you increase the weapon's base damage by that number. Thus, if you gain 3 power ratings on a weapon with +3 power rating, you increase the weapon's base damage by 9 (3x3). You NEVER increase or modify a weapon's power rating value statistic; any effect that adds or subtracts power rating modifies the base damage value by that amount.

[Resistance Rating]: If an effect state one of the following: increase resistance by a resistance rating, gain a bonus resistance rating, or gain X number of resistance ratings, you check to see what the resistance rating of your armor is. For every resistance rating you gain, you increase the armor's base damage resistance by that number. Thus, if you gain 2 resistance ratings on a weapon with +3 resistance rating, you increase the armor's base damage resistance by 6 (2x3). You NEVER increase or modify an armor's resistance rating value statistic; any effect that adds or subtracts resistance rating modifies the base damage resistance value by that amount.

Roll Terminology

[Reroll]: Reroll a check that has already been rolled. Take the second result, whether it is better or worse. It cannot be rerolled again.

[Advantage]: Roll 2d20 instead of 1d20, use the better result

[Disadvantage]: Roll 2d20 instead of 1d20, use the worse result

[+X/-X Accuracy Bonus/Modifier]: Modify an attack roll by either adding X or subtracting X as needed. This is on top of all normal modifiers.

[+X/-X Skill Bonus/ Modifier]: Modify a skill check roll by either adding X or subtracting X as needed. This is on top of all normal modifiers.

[+X/-X Defense Bonus/Modifier]: Modify your normal defense score for a time or against an attack. Can also apply to toughness or resolve.

[Total Bonus]: Means your total bonus to a check, including skill ranks, ability scores, situational modifiers, and any other effects.

Statistics Terms

[Requires X Skill]: This requires an amount of skill ranks purchased by characteristic points, not including ability score bonuses or other modifiers to skills.

[Requires X Ability Score]: This requires or is based on your permanent ability score value, not counting modifiers based on gear, chemicals, powered armor, or psionic powers.

[Psionic Manifestation Bonus/ Check]: Your psionic manifestation bonus is your bonus to manifest psionic powers. It is equal to your psionics skill bonus (psionics ranks + willpower) reduced by your current energy fatigue.

[Morale Bonus]: The bonus to your checks that you apply when you spend a morale

[Morale Score/ Morale Points/ Current Morale]: Your current morale level, between negative 5 and positive 5. You spend these morale levels to apply to checks and attacks.

[Deals a Wound/ Crippling Wound]: Deals a crippling wound, including both the immediate and ongoing wound penalties

[Gains a Crippling Wound Point/ Wound Point]: Gives target a crippling wound point, but just the ongoing wound and penalties, not the immediate penalties.

[Gains X Protection/ Protection Points]: Gains a certain amount of protection points, which damage is subtracted to first, up to your maximum protection.

[Hit Point Damage]: Attack that causes the target to lose hit points, not just protection or energy shields, counts as hit point damage.

Chapter 7: Psionic Powers

Many characters and beings in the StarCraft universe are psionic. This means that they have the ability to use their mind to manifest seemingly supernatural powers. Only characters that are psionic can use these powers, which awe and amaze mundane mortals.

Terran Psychic Classifications

There are many different types and magnitudes of Psionic spell casters. The general Strength of a Psionic character is noted by their Psi Level. This is a number, usually 1-10, that gauges their Psionic potency and training, and the power of their manifestations. Beyond the Psi Level, or PL, is their mental development, or what type of psychic they are. This determines the maximum PL they can reach, and how elaborate of Psionic Powers they have access to. Below is a listing of the common recorded Terran psychic types.

Psychic Type	Maximum PL	Psionic Disciplines Accessed
Terran Wrangler	4	Psionic Detection
Basic Terran Telepath	4	Psionic Detection, Telepathy, Cloaking, Augmentation
Advanced Terran Telepath	6	Psionic Detection, Natural Mind Reading, Telepathy, Cloaking, Augmentation
Terran Telekinetic	8	Psionic Detection, Natural Mind Reading, Telepathy, Cloaking, Augmentation, Telekinesis
Terran Psychokinetic	10	Psionic Detection, Natural Mind Reading, Telepathy, Cloaking, Augmentation, Telekinesis, Energy

Terran Wrangler

Wrangler is the common term for a Terran that has barely any psionic ability, but is capable of detecting psionic beings in a proximity around them. This usually manifests differently between individuals. Some might get a headache when near a psychic, or might see a faint shimmer around a such a person or creature. These individuals are known as wranglers, because they are often used by governments to track down and find psychic individuals living amongst the populace. They cannot read minds or manifest powers, and are strictly limited to psionic detection.

Basic Terran Telepath

The Basic Telepath is the most common of the psionic individuals, and most of the ghosts in the Dominions psi-ops programs are basic telepaths. They are often known as 'teeps'. Basic Telepaths can manifest a limited range of psionic powers, including mental communication. They also can use their abilities to activate the cloaking feature on ghost armor. These psychics have little directly offensive abilities to aid them in combat, but have a variety of useful utility powers and bolstering abilities.

Advanced Terran Telepath

The Advanced Terran Telepath is a rarer form of telepath, that has an expanded ability to influence the brain of others. In simple terms, they are a supercharged basic telepath, with less limitations of what their mind is capable of, and able to manifest more exotic and powerful abilities. Exceptionally skilled advanced telepaths can even overload the brain of a target individual, causing severe cerebral damage or even death. In addition, advanced telepaths are natural mind readers, who can listen in on the thoughts of those around them without conscious effort. In fact, most individuals with this power have to work to keep other people's thoughts out of their head, to avoid being drowned in noise.

Terran Telekinetic

The most powerful and rarest variety of terran psychic is the telekinetic, also known as a 'teek'. Teeks possess all the powers of an advanced telepath, but at a greater capacity and power level. Furthermore, they can use telekinetic powers, or manipulating and moving matter with their mind, or projecting raw force through psionic will. These individuals have a wide variety of powers and abilities that make them terrifying to stand against.

Terran Psychokinetic

More of a theorized level of psionic ability than a practical one, a psychokinetic terran has abilities on par with that of the enigmatic protoss. In addition to all of the abilities of a telekinetic, a psychokinetic terran can manifest raw psychic energy, such as electrical currents or raw plasma. Most of the time, a terran will only reach this level of mastery after a natural telekinetic is imbued with extra power, such as a massive infusion of Terrazine or zerg mutation. As such, a terran psychokinetic are not an option to play as.

The terran ghost, Sarah Kerrigan, exhibited these powers when she was transformed into the zerg Queen of Blades and rid herself of all of her ghost neural conditioning.

Using Psionic Powers

To represent training with manifesting Psionic Powers, there is a Psionics skill. This is an adventuring skill available to any character with a Psi Level. Whenever a character decides to manifest a Psionic Power, they must make a skill check. The DC and time requirements to manifest the power depend on the power itself and will be listed in the power's description. To successfully manifest a psychic power, the caster must surpass the manifestation DC with their psychic power check. If the psychic check fails the power does not manifest, and the action is wasted. If the psychic check succeeds, the psychic manifests the chosen power.

Power Effect

The exact effect of a manifested power depends on two factors. The first is which power is used. The second is what Psi Level the caster is. The higher a character's psi level, the more powerful the effect. Psi level doesn't always increase the mere numerical value of the power, but can also: increase the range, affect additional targets, or allow it to make attacks. Look at the table attached to the psionic power to see what its effect is at different Psi Levels. The power may be manifested at any psi level from the minimum psi level of the power up to the character's psi level unless the power is boosted.

Note that many offensive psionic powers will also require an attack roll to hit the target. The exact defense type struck will be listed in the power's description. For determining the accuracy bonus, use the **character's ranks in the psionics skill as the base accuracy, with an accuracy bonus equal to Intelligence**. Damaging psychic powers still use attack overages, and the maximum number of attack overages is determined by Willpower.

Power Duration Keyword

Psionic powers may be instantaneous or last for a duration. All psionic powers will have a keyword that describes how it is used, in terms of length, how long they last, or what it takes for the power to end.

-Instant Power: Power is resolved immediately. After resolving the effect, the power ends.

-Sustained Power: Power is sustained round by round. This usually takes an action to sustain and the power generates energy fatigue at the start of every turn. You decide at the beginning of your turn whether you are sustaining a power. If you do, you immediately gain the energy fatigue and lose the associated action. If you are not, then the power ends.

-Channeled Powers: The power has a duration associated with it. It lasts until the duration runs out, you choose to end the power, or you spend an action to recover energy fatigue.

-Persistent Powers: The power is self-sustaining once created. Once cast, the power only ends once its duration is over. You cannot end it early and it does not end once you recover energy.

Energy Fatigue Score

Psionic characters can get increasingly worn down by manifesting psionic powers. Their minds grow tired, their thoughts becoming blurred and unfocused, and even their body's bear the strain of their powers. This turns into Energy Fatigue, which penalizes a character's ability to manifest powers.

Upon successfully casting a power, they take an amount of energy fatigue equal to the power's cost. In addition, some powers have an energy fatigue cost for sustaining over multiple rounds. If the caster fails to manifest a power, then they do not suffer energy fatigue.

Every point of energy fatigue reduces the character's bonus to manifest Psionic powers by 1. If their Psionics skill is reduced to the point where their bonus to manifesting powers is 0, they cannot sustain or manifest any additional powers or use psionic items or psionic energy shields. Energy fatigue cannot reduce a manifestation bonus below 0. If any power or ability would cause the character to gain sufficient energy fatigue to bring their manifestation bonus below 0, the ability fails to activate in any way and the action is wasted.

A character can make a full-round action to focus their mind and relieve some of the strain. Doing this requires a DC 10 Willpower test. They stop sustaining all powers while making this check. The character recovers a point of energy fatigue equal to their Willpower, +1 for every point they surpassed the DC. Furthermore, 5 minutes of complete rest and concentration will remove all Energy Fatigue.

Boosting and Overloads

In addition, a psychic can 'boost' their psionic power manifestation. To boost, they can try to manifest their power at a higher Psi Level. The maximum number they can try to boost their Psi Level is equal to $\frac{1}{2}$ their base PL. So, a character with Psi Level 4 can try to boost to Psi Level 6. Boosting also gives a bonus to the manifestation check equal to 2x the amount of PL gained from boosting. However, boosting will cause a psychic **to suffer a Critical crippling wound and to automatically Overload on a psionic power**. Boosted psionic powers may not be manifested at a lower psi level.

While boosting a power does often add to spectacular results, it also results in an Overload. An Overload is a Psionic character losing control of their mental powers, and causing an unexpected result. This is usually an unpleasant, but sometimes worth it to get a more powerful ability activated.

When an Overload occurs, the character rolls on the following table to see what the result is. They add a bonus to their roll equal to three times the amount of bonus PL they tapped into for the boost. Apply the result before the power comes into effect.

Roll	Result
5 or less	The character feels slightly dizzy from the expenditure of energy. They gain 1 extra point of energy fatigue
6-10	The character feels drained from their efforts, and their mind feels unfocused. They gain 2 extra points of energy fatigue
11-12	The character feels drained from their efforts, and their mind feels unfocused. They gain 5 extra points of energy fatigue
13-14	The character feels immensely drained from their efforts and suffers from a nauseating migraine. They gain 10 extra points of energy fatigue
15-16	The character feels immense mental backlash from the power, suffering 5xPL psionic damage to the head
17-18	The character feels an unstable overload of energy, causing the next Psionic Power manifested within the next 5 minutes to be automatically boosted to the maximum amount, risking a dangerous Overcharge in the process
19-20	The character must make an immediate Psionics skill check at a DC 25. Bonus to manifestation checks and energy fatigue do not apply to this check; it is a raw skill check. If they pass, they manifest the power at +2 Psi Level. If they fail, the power fails to manifest.
21-22	All characters in a range of 2xPL squares suffer 5xPL psychic damage to the head. The character reads the immediate thoughts of all struck targets. Unless the character passes a DC 25 Psionics check, they are stunned for 1 round
23-24	The character makes a Psionics skill check versus the toughness of all targets within 1xPL squares. Each target is pushed back 1 square plus 1 square per 5 points the Psionics check surpassed their toughness. Every target in the area also takes 7xPL damage.
25-26	The character suffers 10xPL psionic damage to the head from mental backlash, and make a DC 25 Psionics check or fall unconscious for 2 hours, unable to be woken otherwise
27+	All characters in a range of 5xPL squares suffer 8xPL psychic damage to the head. The character experiences the feelings of pain of everyone around them, and must make a DC 30 Psionics check or fall unconscious for 2 hours, unable to be woken otherwise

Boosting is not the only way to overcharge. Any psionic character can overcharge by rolling a natural 1 on a test to manifest a Psionic power. Fragile minds fumble easier, and a character at a negative morale level overcharges on any roll of 1-4. Characters at -5 morale have very little control over their powers, and overcharge on any roll of 1-9.

Note, not all psionic characters are trained. Most psionic terrans are only trained at high levels of skills, or by passing through the ghost program.

Bolstering Psi Level

Several effects allow you to bolster your psi level, such as a boosting a psionic power. This allows you to manifest a power at higher effect but does not give the full effect of increased psi level. For example, all psionic powers gain extra effects from higher psi levels, detailed on the tables after the powers effect. **Bolstering a psionic power gives higher effects for unlocked features but their psi level does not count as higher for unlocking additional effects or usage of the power.**

For example, the Mind Blast psionic power deals 20 +4x PL. Therefore, when unlocked at Psi Level 5, it deals 40 psionic damage. At Psi Level 7, it gains a Burst 1 area. If you have a Psi level of 5 and bolster 2 Psi Levels somehow, the damage increases by 8 (4 x 2 bonus PL). However, even though you function as a Psi Level 7 psychic, you are not PL 7. Therefore, you do not gain the Psi Level 7 benefit, being the Burst 1 area.

Terran Psychics

Most Terran Psionic characters are trained, conditioned, and, essentially, owned by one government or another. To control their 'Ghost' operatives, the Confederacy and the Dominion install neural inhibitors, practice mind wipes, and use mental indoctrinations to control and contain the abilities of their ghosts. As such, ghosts generally have little free will, their minds are essentially programmed. In addition, the neural inhibitors on ghosts limit their psionic abilities to various extents. The amount of freedom a ghost gets depends on their performance on their operations and their overall power. The neural inhibitors placed on Ghosts are discussed in the Psionic Characters section below.

Because of the role-playing restrictions on ghosts and their uncontrollable loyalty to the government that employs them, they might not be ideal for many campaigns. It is up to the players and GM to work together to find out if playing a ghost character is possible and appropriate.

Renegade Psychics, the psionic characters who have blossomed on their own and are under the radar of any oppressive government, have great freedom of mind and do not languish under mental conditioning. **However, they lack training in controlling their powers, and overload more often. For a renegade psychic, any natural 1-4 on a psychic power test causes an overload. Renegades at negative morale are extremely unpredictable, overloading on any natural Psionics check roll of 1-9, while renegades who are at -5 morale automatically overload all psionic powers.**

Natural Mind Reading

Many psychics have the passive ability to read the minds of those around them. This does not require a use or function, it simply happens. The telepath picks up all of the thoughts of others around them just like listening to conversations. This usually has a range of 10 squares.

Thought Blocking

Many have learned to block telepaths from entering their mind through a process known as thought blocking. This allows an individual to clear their mind and resist invasion. Using thought blocking is described under the Encounter Rules chapter, under the Combat Behaviors section.

Psionic Detection

Most psychics can detect the presence of other psychics. This is represented as an Instinctive pull towards a psychic, a passive knowledge of their presence, a headache, or seeing shimmery auras noting psychic abilities. The general range of psychic detection is 20 squares times PL. Characters with Psionic Detection can generally tell how strong of a psychic they are dealing with, with a general idea based off the PL of the target.

Note that zerg swarms function differently, and an entire swarm can be drawn from significant psionic presences that are entire star systems away. In addition, characters with Psionic Detection can generally tell a zerg swarm from a significant distance, often just being able to tell if the Swarm is active in large numbers in the planetary system.

In addition, psionic characters can spend a standard action to make a spotter check against all enemies within their detection range. Unlike regular spotting, this does not require line of sight, but it only functions against living creatures. Therefore, a psychic cannot perform a spotter action against a construct or vehicle, unless there is someone inside of it. If a

psychic character is making a psionic detection action a character that is cloaked via psionics, at their Psi Level is 2 or more higher than the target cloaked character, then they count as a detector for that target as well. The spotter or detector actions do not function if the target is thought blocking.

Instinctive Telepathic Link

Characters and creatures with Instinctive telepathic links instantly transmit information back and forth between one another. This allows them to know of each other's presence, mood, state of being, and more. When a single member of a telepathic link detects an enemy, all of them are aware of it. This includes detection or sight of cloaked, hidden, or burrowed enemies. As long as one member sees or detects them, all members do. For example, if one protoss zealot finds a partially burrowed lurker and has only partial concealment penalties against the lurker, all other linked protoss have only partial concealment penalties. Most, but not all, zerg and protoss have Instinctive telepathic links.

Psionic Powers

Below is the list and description of psionic powers, organized by discipline and Strength. To gain a new psychic power, the character must select a talent that gives psionic powers, and then select a power from a discipline allowed by his psionic potency. The psychic must meet all the requirements for the psychic powers.

Psionic Powers are broken into disciplines. A psychic entity's race, background, and character build determine what psionic disciplines they have access to. They cannot chose psionic powers from a discipline they cannot use. The most common psychic disciplines are Telepathy, Telekinesis, Cloaking, and Augmentation. Other psychic disciplines exist but are much rarer, including Pyrokinesis, Technopathy, Temporal, and Energy. These will be covered in future supplements.

Powers Quick List

Power	Discipline	Requirements	Effect
Reading	Telepathy	PL 1	Can read target's thoughts and feelings
Psychic Block	Telepathy	PL 1	Empowers thought block; protects against telepathy while channeled
Messaging	Telepathy	PL 2	Sends a mental message into a target's mind, allows mental communication
Compulsion	Telepathy	PL 3; Messaging	Places an instant suggestion onto a target, encouraging them to take a certain course of action
Hidden Sight	Telepathy	PL 3; Messaging	Interferes with an individual's sights so they cannot see certain objects or individuals
Hallucination	Telepathy	PL 4; Messaging	Creates a mirage; projects image of a fictional being that looks and seems real
Stop Organ	Telepathy	PL 4; Messaging	Causes a large amount of psionic damage that does not reduce hit points, wounds to random locations.
Feedback	Telepathy	PL 4; Messaging	Deals damage and energy fatigue to target psychic
Mind Blast	Telepathy	PL 5; Messaging	Deal psionic damage to a target
Command	Telepathy	PL 5; Compulsion	Brainwashes a target and forces the them to obey your commands for a duration
Mind Ripple	Telepathy	PL 6; Mind Blast	Deals psionic damage in a large shockwave centered on the caster
Mind Overload	Telepathy	PL 7; Mind Blast	Charged power that deals more psionic damage the longer it is charged
Psionic Maelstrom	Telepathy	PL 7; Mind Blast	Power stuns all targets within a massive area
Dominate	Telepathy	PL 8; Compulsion	Power takes permanent control over target's mind, usable once per day
Manipulate	Telekinesis	PL 2	Manipulates a small object with mental effort, such as pressing a button or opening a door

Power	Discipline	Requirements	Effect
Move Object	Telekinesis	PL 3	Lifts one or more objects, then moves or throws them
Telekinetic Push	Telekinesis	PL 4; Move Object	Damages a target and pushes them backwards
Levitation	Telekinesis	PL 4; Move Object	Caster floats over the ground, ignoring hindering terrain
Telekinetic Impact	Telekinesis	PL 5; Move Object	Deals severe damage to a nearby target
Telekinetic Shockwave	Telekinesis	PL 6; Telekinetic Push	Releases a shockwave centered on caster, dealing substantial dealing and pushing targets backwards
Telekinetic Grasp	Telekinesis	PL 6; Telekinetic Impact	Grasps a target and holding them in place while crushing them
Telekinetic Dome	Telekinesis	PL 6; Levitation	Projects a spherical energy shield that absorbs ranged attacks
Imbue Form	Telekinesis	PL 6; Levitation	Caster empowers their defenses, speed, and melee attacks with telekinetic power
Telekinetic Combat	Telekinesis	PL 7; Manipulate, Move Object	Can cause weapons to float in the air, and then make attacks with them
Crush	Telekinesis	PL 9; Telekinetic Grasp	Lifts a target and then crushes them, dealing considerable damage
Cloaking	Cloaking	PL 1	Caster becomes invisible
Acute Senses	Augmentation	PL 1	Caster gains bonus to senses, perception, and can spot hidden enemies
Rush	Augmentation	PL 1	Caster moves faster
Muscular Enhancement	Augmentation	PL 2	Caster enhances their physical attributes, such as athletics, acrobatics, endurance, and stealth
Toughness	Augmentation	PL 3	Caster gains bonus damage resistance
Enhanced Attributes	Augmentation	PL 4; Muscular Enhancement	Caster increases one of their ability scores temporarily; either Strength, Agility, or Instinct
Sheer Climb	Augmentation	PL 4; Muscular Enhancement	Caster can walk on walls
Regeneration	Augmentation	PL 5; Toughness	Caster gains regeneration
Psionic Adaptation	Augmentation	PL 5	Caster no longer needs to breath and gains other survival abilities
Eternal Form	Augmentation	PL 6; Toughness	Becomes temporarily invulnerable and immune to all conditions

Telepathy Discipline

Telepathy powers are powers that read, effect, compel, damage, or control the mind. They are invisible powers, all happening in the minds of the caster and his targets. All psychics are capable of some degree of telepathy. Basic telepathy allows a caster to send or receive mental messages, while more advanced telepathy skills allows a character to control a mind or cause a brain to melt or explode.

Many telepathy powers require a typical psychic attack roll against the target's resolve. **Also, any character whether Psychic or not, can try to block their thoughts, known as Thought Blocking.** This allows characters that are afraid of mental influence to protect themselves from being attacked or controlled. See the Encounter Rules chapter for the details on Thought Blocking.

Reading

Telepathy, PL 1, Instant Power

Action Type: Free Action

Manifestation DC: 12

Range: Short

Energy Fatigue: None

Default Benefit: The *Reading* power allows the psychic to read the thoughts and feelings of a target. It gives the ability to give the target's general reaction towards something or someone and can warn of potential danger. The psychic must see the target to use this ability on them. This power does not require an attack roll against resolve unless the target is Thought Blocking.

Note: Any character with the Natural Mind Reading ability gains the power for free.

Psi Level	Benefit
1	Default Effect
3	Power can be used at medium range; power can read surface thoughts in addition to feelings
4	Power can affect a number of targets equal to ½ PL
5	Power can be used at long range, and no longer requires line of sight.
6	Power can probe the target's mind for specific information.
7	Power can be used at distant range

Psychic Block

Telepathy, PL 1, Sustained Power

Action Type: Minor Action

Manifestation DC: 12

Range: Self

Energy Fatigue: 0, +1 per minute sustained

Default Benefit: The *Psychic Block* power enhances the psionic characters ability to do Thought Blocking. While Thought Blocking is active, they add double their Psi Level to resolve to prevent telepathy attacks. This lasts as long as the user sustains the minor action to Thought Block. This also gives the user +2 Psionic resistance while sustained.

Psi Level	Benefit
1	Default Effect
3	+5 Psionic Resistance
4	Add triple Psi Level to Resolve
5	+10 Psionic Resistance
7	+20 Psionic Resistance
8	Add quadruple Psi Level to Resolve
9	+40 Psionic Resistance

Messaging

Telepathy, PL 2, Instant Power

Action Type: Free Action

Manifestation DC: 14

Range: Short

Energy Fatigue: None

Default Benefit: The *Messaging* power allows the psychic to send a brief, one sentence message to a target. The communication is mental, and the target hears it clearly inside their mind while others around them do not. The psychic must see the target to use this ability on them. This power does not require an attack versus resolve unless the target is Thought Blocking.

Note: Any character with the Natural Mind Reading ability gains the power for free.

Psi Level	Benefit
2	Default Effect
3	Power can be used at medium range; power does not require visual sight of the target
4	The psychic can send longer messages, equal to the speed of human speech. The power can effect a number of targets equal to ½ PL
5	Power can be used at long range
7	Power can be used at distant range
8	Power can send much longer messages, equal to twice the speed of regular speech.

Compulsion

Telepathy, PL 3, Instant Power, Messaging

Action Type: Move Action

Manifestation DC: 16

Range: Medium

Energy Fatigue: 4

Default Benefit: The *Compulsion* power allows the psychic to place a hypnotic suggestion in the target without their knowledge. This power can persuade a target to perform an action or make a decision that is not against its nature, is one they are undecided on performing or not, and does not put the target at odds with his allies or places him in reckless danger. Performing this ability requires a psychic attack versus resolve. Examples of use of *Compulsion* is forcing someone to agree with you in an argument, attack one enemy rather than another, or stop fighting an enemy to help an ally who might fall off a cliff. Even if this attack fails, the target is not aware the power was used against them.

Compulsion is not a command effect; it does not allow you to control others. Instead, it is a hypnotic suggestion that gives the target an idea or disposition towards an action. Actually, controlling others is the purview of the *Command* psionic power. Even a successful *compulsion* is not guaranteed to do anything, especially in the heat of combat, but instead function as a gentle push towards an action or idea. In combat, *compulsion* is most often used to ‘soften’ targets to make them more susceptible to combat influence. The GM is encouraged to give bonus on influence tests against targets of *compulsion* in the case that it makes senses.

Psi Level	Benefit
3	Default Effect
4	This power can be used at long range
5	The psychic can force the target to make a decision that is against their nature, utterly irrational, or places them in reckless disregard to their own safety. The target makes a DC 15 + caster’s PL Willpower test at the end of each of their rounds to ‘shake off’ the effect and behave like their normal selves. Alternately, the effect can be ended by one of the character’s allies making a DC 20 + caster’s PL influence test to convince the character something is wrong with what they are doing. After either one of these checks are succeeded, the target and his allies are more than likely to realize something is wrong and psionic <i>compulsion</i> is at play.
6	This power can be used at distant range; power affects a number of additional targets with the same <i>compulsion</i> equal to 1/3 PL
7	When the psychic uses <i>compulsion</i> on multiple different targets, they can effect each target with a different <i>compulsion</i>

Hidden Sight

Telepathy, PL 3, Sustained Power, Messaging

Action Type: Standard Action

Manifestation DC: 16

Range: Self or Medium

Energy Fatigue: 2, +1 per round sustained

Default Benefit: The *Hidden Sight* power causes the psychic to confuse the senses of the target, causing them to not see something. The caster can hide from sight a number of medium sized or smaller creatures or objects equal to the ½ their PL from a single target. The objects count as cloaked as long as they do not move or attack on their turns. This ability is sustained as a standard action.

Psi Level	Benefit
3	Default Effect
4	Power can affect targets up to large size
5	Power can affect targets up to huge size
6	Power can affect targets up to gargantuan size; hidden targets can move on their turn
8	Power can affect targets up to colossal size
9	Hidden targets can move and attack on their turn
10	Power can affect targets up to massive size

Hallucination

Telepathy, PL 4, Channeled Power, Messaging

Action Type: Standard Action Manifestation DC: 18

Range: Medium Energy Fatigue: 7

Default Benefit: The *Hallucination* power allows the psychic to project a fictional entity of medium size or smaller. This entity can be one that the caster is personally familiar with, or has learned about through mentally probing another target. The hallucination appears real to all senses, except touch. The caster controls the hallucination during their turn. The hallucination can distract or manipulate a target, but cannot physically harm them. The hallucination lasts 3 rounds per PL of the user, although the caster can keep the hallucination going by recasting the power. If the hallucination is attacked, it takes damage and can be destroyed as typical of a normal representative of the thing it is replicating. The hallucination can be revealed by an enemy making the detector action.

Psi Level	Benefit
4	Default Effect
5	Hallucination can be created at long range; hallucinations are up to large size; can create up to 2 hallucinations
6	Hallucinations can be created at distant range; hallucinations are up to huge size
7	Hallucinations are up to gargantuan size, can create up to 3 hallucinations
8	Hallucinations are up to colossal size
9	Hallucinations are up to massive size, can create up to 4 hallucinations
11	Can create up to 5 hallucinations



Stop Organ

Telepathy, PL 4, Sustained Power, Messaging

Action Type: Standard Action Manifestation DC: 18

Range: Medium Energy Fatigue: 5

Default Benefit: A psychic can use the *Stop Organ* power to telepathically manipulate the target's mind in a way that damages their bodily functions. This functions as a special telepathic attack vs resolve which is considered to deal 10x psi level psionic damage to the target. If this damage would cause crippling wounds, each wound is applied to a random location. After crippling wounds, if any are delivered, this power deals no actual hit point damage. The target's psionic resistance applies to the "damage" as normal.

Psi Level	Benefit
4	Default Effect
5	The psychic may choose to have all wounds be mobility wounds.
6	The psychic may choose to have all wounds be action wounds.
7	The psychic may choose to have all wounds be core wounds.
8	The psychic may choose to have all wounds be vitality wounds.
9	The psychic may choose to have all wounds be critical wounds.

Feedback

Telepathy, PL 4, Instant Power, Messaging

Action Type: Standard Action

Manifestation DC: 18

Range: Medium

Energy Fatigue: 6

Default Benefit: The *Feedback* power causes a massive psionic spike in another psychic's mind. This power requires a psionic attack versus resolve, and can only be used against another psychic. If the attack hits, then the target suffers energy fatigue equal to the caster's PL. They cannot be drained beyond +0 manifestation bonus. They then suffer a hit of psionic damage equal to 20+ 5x the energy fatigue gained.

Psi Level	Benefit
4	Default effect
6	The power causes energy fatigue equal to PL+2
7	Power can be used at long range
8	The Power causes energy fatigue equal to PL+4
10	The power causes psionic damage equal to 10x the energy fatigue gained; power can be used at distant range



Mind Blast

Telepathy, PL 5, Instant Power, Messaging

Action Type: Standard Action **Manifestation DC:** 20

Range: Medium **Energy Fatigue:** 6

Default Benefit: The *Mind Blast* power is the terrible weapon of the telepath, allowing them to use mental energies to melt a target's brain or cause their skull to explode. If the caster succeeds a psionic attack, the target takes psionic damage equal to 40+ 4x PL. As typical with psionic damage, crippling injuries caused by this damage are always critical wounds.

Psi Level	Benefit
5	Default Effect
6	Power gains Rending equal to ½ PL
7	Power gains a Burst 1 area
9	Power gains a Burst 2 area
11	Power gains a Burst 3 area
13	Power gains a Burst 4 area

Command

Telepathy, PL 5, Persistent Power, Compulsion

Action Type: Standard Action **Manifestation DC:** 20

Range: Medium **Energy Fatigue:** 10

Default Benefit: The *Command* power allows the psychic to take control of an enemy for a number of rounds equal to ½ PL. The power requires a psychic attack. If the attack hits, the target is brainwashed and spellbound, obviously oblivious to their surroundings. For the duration of the power, the target must follow a simple command each round such as 'Attack them!', 'Defend Me!', or 'Run Away!' The commanded targets cannot perform any Intelligence or Willpower based skill tests, benefit from combat augmentations, or manifest psionic powers. They simply follow the basic instructions to the best of their ability, with a lack of any self-preservation. At the end of each of the target's turns, they can make a DC 15 +caster's PL Willpower test to snap out of the effect.

Psi Level	Benefit
5	Default Effect
6	Power can be used at long range
7	Power can be used at distant range
8	Checks to break out of the power's effect suffer disadvantage
10	The power can cause the target to follow much more elaborate commands, and the target is able to use all of its skills, combat augmentations, and psionic powers to fulfill the instructions

Mind Ripple

Telepathy, PL 6, Instant Power, Mind Blast

Action Type: Full-round action **Manifestation DC:** 22

Range: Burst centered on Self **Energy Fatigue:** 12

Default Benefit: The *Mind Ripple* is a wave of mind-melting psionic energy radiating from the caster. This power affects all targets with a burst equal to PL centered on the caster. The caster makes a normal psychic attack versus resolve to all targets, dealing 40+ 4xPL psionic damage all targets within the area.

Psi Level	Benefit
6	Default Effect
8	Power gains rending equal to ½ PL
9	Any targets that take a crippling wound from this power are Slowed a number of rounds equal to the wounds taken.
10	Power affects a burst area equal to double PL

Mind Overload

Telepathy, PL 7, Instant or Channeled Power, *Mind Blast*

Action Type: One or more Full-Round Actions **Manifestation DC:** 24

Range: Medium **Energy Fatigue:** 7

Default Benefit: The *Mind Overload* is a deadly psionic power that can brutally cripple even the most dangerous of enemies. *Mind Overload* is cast over 1 or more Full-round actions. Each Full-Round action increases the Psi Level the power is manifested at by 1, up to double the caster's normal PL. This stacks with the benefits from boosting. The power is manifested at whatever turn the caster chooses to quit charging and releases the power. It functions as a psychic attack, dealing 40+8x PL psionic damage to a single target.

Psi Level	Benefit
7	Default Effect
8	The target takes ½ of the psionic damage initially dealt at the start of the caster's next turn.
9	For every crippling wound point to the target suffers from this power, they are Staggered for 1 round
10	The target takes ¼ the psionic damage initially dealt the start of the caster's second turn after casting.

Psionic Maelstrom

Telepathy, PL 7, Persistent Power, *Mind Blast*

Action Type: Standard Action **Manifestation DC:** 24

Range: Long **Energy Fatigue:** 16

Default Benefit: The *Psionic Maelstrom* power creates a whirlwind of telepathic energy that overloads the mind into no longer functioning. This power affects a burst area with an area equal to PL. The caster makes a psychic attack against the resolve of everyone in the area, gaining a +4 accuracy bonus. Everyone that is hit is Stunned. At the end of each stunned characters turn, and every time they are damaged by an attack, they must make an Endurance check against a DC of 15+ caster's PL. They gain a +2 bonus on the check for every check after the first, adding up over multiple rounds. If they succeed the stun ends; if they fail, they are still stunned but can try again next round.

Psi Level	Benefit
7	Default Effect
8	Power can be used at distant range
10	When making Endurance checks, the targets roll twice and take the lowest dice result
12	Power's burst area increases to PLx2

Dominate

Telepathy, PL 8, Persistent Power, *Compulsion*

Action Type: 5 full rounds **Manifestation DC:** 26

Range: Medium **Energy Fatigue:** 18

Default Benefit: The *Dominate* power is one of the most feared of all psychic abilities, allowing the caster to fully enslave the target. This requires a psychic attack against the target. The target gains +3 to their resolve for every threat level they are above medium, and an additional +5 if they are heroic characters. Once affected, the target is fully controlled by the psychic, who commands them with verbal or mental instructions. The target has full usage of all of their abilities, all of their thoughts and memories, and personality, although everything is warped to have unflinching, uncompromising loyalty towards the caster and the caster alone. Another psychic can try to break the enslavement by making an opposed psionic skill check against the caster. If the caster of *Dominate* succeeds, then the enslavement remains in place and the opposing psychic cannot try to break the *Dominate* again for 1 hour. If the opposing psychic wins, the *Dominate* ends. In addition, the dominate effect ends if either the psychic or the dominated entity is reduced to 0 hit points. The caster can only have a number of dominated targets at once equal to their Willpower.

This power can only be successfully manifested once per day. Its usage is used up even if it misses. You regain use of this power on a long rest.

Psi Level	Benefit
8	Default Effect

Telekinesis Discipline

Telekinesis powers are where the psychics use their minds to manipulate matter, move objects or creatures, or strike with projections of force. The ability to manipulate objects with the mind requires a strong mind, and Telekinetic psychics, also known as 'teeks' in terran society, are much rarer. Telekinesis is a very flexible psychic discipline, used for offense, defense, or utility.

Psychic attacks made with telekinesis usually target defense, but sometimes attack both defense and toughness.

Manipulate

Telekinesis, Instant Power, PL 2

Action Type: Move Action

Manifestation DC: 16

Range: Medium

Energy Fatigue: None

Default Benefit: The *Manipulate* power allows the caster to use a move action to interact with an object, only with the mind and at range. Basically, any function such as turning a doorknob, hitting a switch, closing a book, opening a box, can be performed from a distance. This cannot be used on moving objects, or objects that are on the person of another character. Manipulate cannot lift objects, and if Strength is an obstacle to whether something can be move (such as a rusty lever than has been oiled in years), the Strength test is used with twice the caster's PL.

Psi Level	Benefit
2	Default Effect
3	Power can be used at long range
4	Power does not require line of sight, only knowledge of the targets existence
5	Power can be used at distant range; power can be used on moving objects or objects on someone's person but manifesting in this way generates 5 energy fatigue. This requires a psionic attack against the target's defense +5.
6	Caster can make a DC 12 Intelligence check to try to jam an enemy weapon. This can jam weapons that are normally not susceptible to jams. Manifesting the power this way generates 5 energy fatigue. This requires a psionic attack against the target's defense +5.
8	Caster can jam a number of enemy objects equal to ¼ PL

Move Object

Telekinesis, Instant or Sustained Power, PL 3

Action Type: Standard Action

Manifestation DC: 18

Range: Medium

Energy Fatigue: 2, +1 each round sustained

Default Benefit: The *Move Object* power allows the psychic to lift and move objects with the power of their mind. The caster can target any object up to medium in size. The object cannot be carried by another character, vehicle, or creature. They can move the object a number of squares equal to Psi Level. This power can be sustained over multiple rounds by using a standard action, each round moving the grabbed object more squares. It is possible to move an object that has a willing creature on it.

Psi Level	Benefit
3	Default Effect
4	Power can move a number of objects equal to ½ PL; power can be used on large objects; power can be used at long range
5	Power can be used at distant range
6	Power can be used on huge objects; caster can throw one or more of the objects. This instantly releases his hold on them, but they are thrown 3x PL squares in a single direction. The caster makes a psionic attack roll with a -5 accuracy penalty, dealing damage to the object and whatever it hits based on the object type (see Objects Dealing Damage in Game Universe Rules).
8	Power can be used on gargantuan objects
9	Power can be used at remote range
10	Power can be used on colossal objects
12	Power can be used on massive objects

Telekinetic Push

Telekinesis, PL 4, Instant Power, *Move Object*

Action Type: Standard Action

Manifestation DC: 20

Range: Short

Energy Fatigue: 5

Default Benefit: A caster can use the *Telekinetic Push* ability to throw enemies around. The caster makes a psychic attack versus the target's toughness. If the attack succeeds, the target is pushed 1 square backwards, +1 square for every 5 points that surpassed the targets toughness. The target takes a hit of 4xPL damage on hit.

Psi Level	Benefit
4	Default Effect
5	Power can be used at medium range
6	Power affects a number of targets equal to 1/3 PL
7	Power can be used at distant range
8	Successful manifestations of the power also knock the targets prone
10	Power gains an accuracy bonus equal to 2xPL

Levitation

Telekinesis, PL 4, Sustained Power, *Move Object*

Action Type: Move Action

Manifestation DC: 20

Range: Self

Energy Fatigue: 3, +3 per minute sustained

Default Benefit: A caster can cast *Levitation* to float above the ground. After being cast, the power allows the user to float a number of inches equal to 2xPL above solid ground. This allows the user to ignore some difficult terrain, mines, and trip hazards. The character continues to move at his normal speed. This power is sustained as a minor action.

Psi Level	Benefit
4	Default effect
5	Power allows the caster to float over the surface of liquids, rather than just solid ground
6	Power affects a number of additional targets equal to 1/3 PL. Additional targets must remain within medium range of the caster to maintain effect
8	Power allows actual flight at a speed equal to ½ PL.

Telekinetic Impact

Telekinesis, PL 5, Instant Power, *Move Object*

Action Type: Standard Action

Manifestation DC: 22

Range: Short

Energy Fatigue: 6

Default Benefit: A caster has taken the first step to mastering telekinetic energies to make a focused attack. This functions as a standard telekinetic attack, dealing 20 +5xPL damage to a single target with the Close Quarters weapon trait.

Psi Level	Benefit
5	Default Effect
6	Power can be used at medium range
7	Power can be used at long range
8	Power knocks the target prone if the attack also surpasses toughness.

Telekinetic Shockwave

Telekinesis, PL 6, Instant Power, *Telekinetic Push*

Action Type: Full-Round Action **Manifestation DC:** 24

Range: Burst Centered on Self **Energy Fatigue:** 10

Default Benefit: The *Telekinetic Shockwave* is a visible burst of telekinetic energy blasting outwards from the caster. This power affects all targets within a burst centered on the caster equal to PL in size. The caster is not affected by this power. The caster makes a psychic attack against all targets in the area. If the attack succeeds against toughness, the target is pushed 1 square backwards, +1 square for every 5 points they surpassed the targets toughness. If the attack succeeds against defense, the target takes 20 +5xPL damage.

Psi Level	Benefit
6	Default Effect
8	Power knocks the target prone if the attack also surpasses toughness.
10	Power has a burst area equal to 2xPL
12	Power has a burst area equal to 3xPL
15	Power has a burst area equal to 5xPL

Telekinetic Grasp

Telekinesis, PL 6, Sustained Power, *Telekinetic Impact*

Action Type: Standard Action **Manifestation DC:** 24

Range: Medium **Energy Fatigue:** 8, +5 per round sustained

Default Benefit: A caster can use the *Telekinetic Grasp* ability to hold and squeeze enemies of large size or smaller. The caster makes a telekinetic attack against the target's toughness. If the attack succeeds, the target is held in place and slowly crushed by the energies. The target gains the Crushed, Tormented, Staggered, and Immobilized conditions. The damage from the Crushed trait gains bonus damage equal to twice PL. The target can try to end the effect at the end of their turn, prompting a Strength test versus a DC of 15+ caster's PL. This ability is sustained as a standard action.

Psi Level	Benefit
6	Default Effect
7	Power can be used at long range; power can grasp targets up to huge size
8	Power can be used at distant range and no longer requires line of sight; power can grasp targets up to gargantuan size
9	This power now affects all targets within a burst 1
10	Power gains an accuracy bonus equal to 2xPL
11	This power now affects all targets within a burst 2

Telekinetic Dome

Telekinesis, PL 6, Sustained Power, *Levitation*

Action Type: Standard Action **Manifestation DC:** 24

PP Intervals: Self **Energy Fatigue:** 4, +4 per round sustained

Default Benefit: A caster of this potent spell can weave a protective barrier around himself that deflects ranged attacks. This barrier functions as an energy shield with a Shield Pool equal to the caster's PLx10 and Shield Armor equal to 2xPL. This barrier only counters ranged attacks without the Acid Damage or Energy Damage traits. This power takes a move action to sustain.

Psi Level	Benefit
6	Default Effect
7	Power also protects against ranged attacks deal damage with the Energy Damage or Acid Damage trait
8	Power also protects against melee attacks
10	Shield pool increases to PLx20

Imbue Form

Telekinesis, PL 6, Sustained Power, Levitation

Action Type: Move Action

Manifestation DC: 24

Range: Self

Energy Fatigue: 6, +6 per round sustained

Default Benefit: *Imbue Form* enhances all of the character's movements and actions with telekinetic energies, boosting their effectiveness. While this power is in effect, the caster adds the Mighty Boost (PL) and Swiftess Boost (PL) conditions. This power is sustained as a minor action.

Psi Level	Benefit
6	Default Effect
7	Character also gains Health Boost (2)
8	Power grants Might Boost (PL +2)
9	Power gains Swiftess Boost (PL +2)

Telekinetic Combat

Telekinesis, PL 7, Sustained Power, Manipulate, Move Object

Action Type: Move Action

Manifestation DC: 26

Range: Short

Energy Fatigue: 4 per weapon, +3 per weapon per round sustained

Default Benefit: The character can telekinetically grasp weapons and make attacks with them without physically carrying them. This can affect weapons that are in the caster's hand, equipment belts, or are loose on the ground within short range, but not in the hands or containers of other characters. The psychic can control a number of weapons equal to 1/3 PL. They follow the rules below:

- Despite not physically carrying them, these weapons are considered held by character in their own square.
- These weapons can be disarmed via disarm actions.
- The caster can spend a standard action to attack with all weapons held with this power.
 - They use their normal attack bonus and damage profile with those weapons with a -3 accuracy penalty, increasing the accuracy penalty by 3 for every weapon beyond the first they attack with.
 - They gain no attack overages with the weapons used.
 - All weapons must attack the same target
- They cannot make opportunity attacks with these weapons
- They cannot make dual-wielding attacks with these weapons, in the case of a double weapon
- They cannot reload telekinetically held weapons through this power (they would have to grab the weapon manually)
- They cannot attack with weapons they have in hand with the same action they attack with their telekinetic weapons
- This power is sustained as a free action.
- When this power is no longer sustained, the weapons fall at the character's feet.

Psi Level	Benefit
7	Default Effect
8	When holding melee weapons with this power, those melee weapons gain the Reach (X) trait, where X is equal to ½ PL the power is manifested at
10	The accuracy penalty is reduced to -2, with an additional -2 per weapon beyond the first

Crush

Telekinesis, PL 9, Persistent Power, Telekinetic Grasp

Action Type: Standard Action

Manifestation DC: 30

Range: Remote

Energy Fatigue: 24

Default Benefit: When casting *Crush*, the target is lifted off the ground, and then suddenly crushed by tremendous telekinetic energies. This functions as an opposed psionic attack roll against the target's athletics or acrobatics check, and only affects gargantuan or larger targets. If the target is a vehicle, they oppose with a pilot skill check instead. If the attacker wins the check, the target is immobilized, staggered, and lifted a number of squares upwards equal to ½ PL. When the target's next turn arrives, they may take no other actions except for manifesting psionic powers or taking a full-round action to try to end the effect, prompting a strength check with a DC of 30 + PL. If the target is a vehicle, no strength check may be attempted, but any crew or passengers may spend a full-round action attempting to escape the craft. For a massive or larger ship this may not be sufficient time to escape. If the target does not escape the prison, at the start of the caster's next turn, the target suffers 50 x PL damage. If there was anyone inside of the target and it was destroyed by this damage, they take the same damage suffered by the vehicle.

This power can only be successfully manifested once per day. Its usage is used up even if it misses. You regain use of this power on a long rest.

Psi Level	Benefit
9	Default Effect
10	Power gains an accuracy bonus equal to 2xPL
12	Power gains an accuracy bonus equal to 4xPL

Cloaking Discipline

The cloaking discipline is unique in that it only contains one very important power of the same name. Cloaking allows the user to go invisible and still act normally, it is the trademark ability of ghosts and dark templar. The ability to cloak is very dependent on the caster's Psi Level. Terrans and Infested Terrans must have a Hostile Environment Suit to cloak, unless they are at a sufficient PL.

Only Terrans and Dark Templar have mastered the power to hide oneself from the world, although the Khalai Protoss has invented cloaking technology.

Cloaking

Cloaking, PL 1, Sustained Power

Action Type: Standard Action

Manifestation DC: 14

Range: Self

Energy Fatigue: 5, +5 per round sustained

Default Benefit: The caster completely fades from sight of everyone around them and is essentially invisible. The character counts as benefitting from the Cloaking special trait as described in the Encounter Rules chapter. Cloaking is sustained as a move action.

Psi Level	Benefit
1	Default Effect
3	Cloaking as activated as a move action and is sustained as a minor action
4	Cloaking costs 4 energy fatigue, +4 per round sustained
5	Cloaking is activated as a minor action and is sustained as a free action
6	Cloaking costs 3 energy fatigue, +3 per round sustained
7	Cloaking is activated as a free action
8	Cloaking can be cast by a terran or infested terran who is not wearing a Hostile Environment Suit; Cloaking costs 2 energy fatigue, +2 per round sustained
10	Cloaking costs 1 energy fatigue, +1 per round sustained

Augmentation Discipline

The augmentation discipline enhances the caster's physical body or abilities in some way. Augmentation powers represents the mind's ability to enhance and control the body, and most trained psychics are able to use Augmentation. These powers aid in close combat, survivability, and skill checks. As a rule, these powers only affect the caster.

Augmentation powers generally have a duration and do not need to be sustained. No action must be spent to keep an augmentation active. However, as most augmentation powers are channeled effects, augmentation powers are deactivated when a character spends an action to recover energy fatigue.

Acute Senses

Augmentation, PL 1, Channeled Power

Action Type: Minor Action

Manifestation DC: 10

Range: Self

Energy Fatigue: 4

Default Benefit: By activating *Acute Senses*, the caster sharpens their eyesight and senses to be several times more potent. They gain a bonus to visual perception tests equal to 5xPL. This bonus does not stack with equipment bonuses to perception. This ability lasts for 3xPL rounds.

Psi Level	Benefit
1	Default Effect
2	Power affects all of the senses, not merely sight
3	Power's duration increases to PL minutes; power allows the caster to make spotter actions
5	While active, caster can make spotter actions as a minor action
6	Power allows caster to make detector actions
8	Power allows caster to make detector actions as a minor action

Rush

Augmentation, PL 1, Channeled Power

Action Type: Free Action

Manifestation DC: 10

Range: Self

Energy Fatigue: 5

Default Benefit: When using *Rush*, the caster enhances their own leg musculature by a tremendous amount. Their movement speed increases by their PL, and their shift speed increases by 1. This power lasts a number of rounds equal to their PL.

Psi Level	Benefit
1	Default Effect
3	Power allows character to sprint at 5x normal speed
4	Power increases shift speed by 2 squares rather than 1
6	Caster also gains Swiftiness Boost (2)
8	Power increases shift speed by 3 squares rather than 1

Muscular Enhancement

Augmentation, PL 2, Channeled Power

Action Type: Minor Action

Manifestation DC: 12

Range: Self

Energy Fatigue: 4

Default Benefit: When using *Muscular Enhancement*, the caster enhances their own physical prowess significantly, gaining a bonus to all athletics, acrobatics, endurance, and stealth checks equal to PL. This power lasts a number of minutes equal to their PL.

Psi Level	Benefit
2	Default Effect
4	Caster gains Mighty Boost (1/2 PL)
5	Power's duration increases to 10 minutes per PL

Toughness

Augmentation, PL 3, Channeled Power

Action Type: Minor Action

Manifestation DC: 14

Range: Self

Energy Fatigue: 8

Default Benefit: When using *Toughness*, the caster's skin hardens and deflects matter of all kinds, almost forming an additional layer of armor. The caster gains the Health Boost (PL). This lasts a number of rounds equal to ½ their PL +1.

Psi Level	Benefit
3	Default Effect
5	Power gives psionic resistance equal to damage resistance from Health Boost
6	Power's duration increases to PL+2

Enhanced Attributes

Augmentation, PL 4, Channeled Power, Muscular Enhancement

Action Type: Minor Action

Manifestation DC: 16

Range: Self

Energy Fatigue: 6

Default Benefit: By focusing their psionic might into a certain part of their body, the caster improves the caliber of their own abilities. The caster chooses Strength, Agility, or Instinct, and increases that ability score by ½ their PL for all statistical purposes. This bonus does not stack other ability score modifiers, such as equipment. This power lasts 1 minute per PL.

Psi Level	Benefit
4	Default Effect
6	Power gives its benefit to two ability scores rather than one
8	Power gives its benefit to all three possible ability scores

Sheer Climb

Augmentation, PL 4, Channeled Power, Muscular Enhancement

Action Type: Minor Action

Manifestation DC: 16

Range: Self

Energy Fatigue: 4

Default Benefit: The character alters their body to have a unique gravitational pull, allowing them to climb sheer surfaces. The caster automatically succeeds all climb checks, not matter how difficult. This power lasts 2xPL rounds.

Psi Level	Benefit
4	Default Effect
6	Character climbs at their full speed
7	Character can simply walk across floors and ceilings without interruption of their normal movement or needing to climb. They can also charge and sprint over such surfaces unhindered.
8	Power lasts 1 minute per PL
10	Power lasts 1 hour per PL

Regeneration

Augmentation, PL 5, Channeled Power, Toughness

Action Type: Minor Action

Manifestation DC: 18

Range: Self

Energy Fatigue: 8

Default Benefit: The character uses their mind to knit their own wounds, stopping bleeding wounds and recovering from grievous injuries. The character gains the regeneration trait, healing an amount of damage each round equal to their PL. If the character also has regeneration, then their healing increases by this amount. This ability lasts for a number of minutes equal to ½ PL. Successfully manifesting this power expends one of the caster's healing thresholds.

Psi Level	Benefit
5	Default Effect
7	Regeneration increases to 2xPL
8	Duration increases to a number of minutes equal to PL
9	Regeneration increases to 3xPL

Psionic Adaptation

Augmentation, PL 5, Channeled Power

Action Type: Minor Action

Manifestation DC: 18

Range: Self

Energy Fatigue: 10

Default Benefit: The character uses psionic energy to regulate their body against harm from the environment. While this power is active, the character has no need to breathe, and suffers no ill effects for being in such an environment without an air supply. The character also gains the benefit of the elemental protection item trait for the duration of the power. This power lasts for 10 minutes per PL.

Psi Level	Benefit
5	Default Effect
6	The character also gains +5 damage resistance against attacks with acid or energy damage
7	The character also gains the benefits of the Radiation Shielding item trait
8	Power's duration increases to 1 hour per PL.
9	The character takes half damage from Temperature or Electricity Hazards. The character does not suffer movement penalties from high gravity environments.
10	The character takes half damage from the burning or melting conditions.

Eternal Form

Augmentation, PL 6, Channeled Power, Toughness

Action Type: Minor Action

Manifestation DC: 20

Range: Self

Energy Fatigue: 15

Default Benefit: The character's form becomes perfect and eternal, and nothing can touch them. Until the end of the character's next turn, they are stunned and completely immune to all damage, injuries, abilities, effects, attacks, and powers. Nothing may prevent the character from being stunned by this power. The character cannot be pushed, pulled, grabbed, or knocked down and cannot gain or lose any conditions. Any ongoing effects, such as negative conditions or crippling wounds, do not take effect until after the power ends. The character cannot gain or lose hit points, protection, crippling wounds, or points from their shield pool while under this effect. Durations of effects on the character, such as other psionic powers or combat augmentations, continue to tick down, but the effects of those abilities are ignored. If the character is in a vehicle, they remain moving along with the vehicle. If the character is falling, they fall as normal. If the character is standing still on solid ground they may not be moved by any means except for the ground they are standing on moving.

This power can only be successfully manifested once per day. You regain use of this power on a long rest.

Psi Level	Benefit
6	Default Effect
8	After the effect ends, the character gains Health Boost (PL) for the next two rounds.
10	The energy fatigue cost of this power decreases to 10

Chapter 8: Constructs

What Are Constructs?

Constructs are artificially created machines meant to provide certain functions for their creators. In this way, they are much like equipment, although they are much more sophisticated than that. Specifically, a construct is a vehicle or robot.

A **Vehicle** is a construct that a pilot sits inside and controls its functions. Vehicles are typically used for fast movement or heavy combat, and range from dune buggies to siege tanks to wraith tactical fighters. The statistics of vehicles are determined both from the actual vehicle chassis and the abilities of the pilot.

A **Robot** is a construct that behaves on its own to perform the functions it was created for. Robots range from the basic, such as a maintenance robot that moves around and cleans messes, to an adjutant, a synthetic humanoid construct that possess a heuristic processor and advanced capabilities. Statistically, robots function very similarly to creatures.

Many of the basics detailed in this chapter apply to both vehicles and robots. However, a great deal of the rules regarding robots, including how to create robots, is described in-depth in the Adventures and Adversaries chapter, under creature creation.

Vehicle Rules

Most vehicles move differently than characters. They tend to be significantly faster and less limited by terrain but have less control over how fast they move and are considerably less maneuverable. This is known in game mechanics as vehicle locomotion.

Note that these rules do not affect all constructs. Walkers and many robots function very similarly to characters in their movement and use character movement rules instead of their default. In addition, many constructs are completely immobile.

Many difficult movement maneuvers require Pilot skill checks. Several possible uses for pilot checks are listed in this section, although certain situations may call for a pilot check (GMs discretion).

It is usually not necessary to keep track of a vehicle's fuel supply, although some situations may call for it (such as traveling very long distances or being on an alien planet for a long time with no fuel reserves).

Vehicle Actions

When a character is inside a vehicle during a combat situation, he follows most of the basic rules performed in combat. He makes an initiative check as normal, and still has a standard, move, and minor action every round. There are some minor differences for what those actions can be used for.

Vehicle Order of Operations

When piloting a vehicle, there are many different details to keep in mind. Before going into them, it is important to understand the order of operations for piloting a vehicle. We will cover all of these action types in this chapter, but for now remember this order.

- 1): Attempt a special pilot maneuver (this is optional)
- 2): Change your speed (this is optional)
- 3): Move your vehicle at your current speed. If performing an action move, then perform your attack as normal during this move. You cannot action move if you did a pilot maneuver.
- 4): You can perform all remaining actions at this point.

This order of operations must be followed to control any vehicle with an acceleration rating and max speed.

Standard Actions

Standard actions can be used to attack as normal. However, the pilot or robot can only attack with vehicle mounted weapons. If a character tries to attack with multiple vehicle weapons; they receive a penalty to the attack as normal for dual-wielding. In addition, if a vehicle has multiple passengers, or has a built-in AI, the pilot can make attacks with one weapon while the companion attacks with others on their turn.

In addition, vehicles can take an action move; making their attack at a different point along their movement, although vehicles take a penalty to attacks based on how fast they are moving and normal penalties for action moving. Action moves are a full-round action, but this full-round action includes the move action required to pilot the vehicle. **You cannot perform a pilot maneuver in a turn that you action move.** In addition, you do not gain +2 speed when you action move in a vehicle.

Move Actions

Move actions are not required to move the vehicle. Rather, **a move action is required every round to pilot the vehicle while it is moving.** The vehicle moves based on its current speed. The speed a vehicle moves is determined by the pilot or at the beginning of the round. **The pilot can increase or decrease the vehicle's speed is based on their vessel's Acceleration Rating every round.** The pilot needs to keep track of the vehicle's current speed. In addition to the Acceleration Rating, a vehicle also has a maximum speed it can move. The second step of order of operations is deciding what speed you are moving at, which is followed by moving the vehicle based on the selected speed.

For example, if a character decides they are going to start up and drive a hovercar with an Acceleration Rating of 20 and a Max Speed of 160, each round they can increase or decrease their speed by up to 20, up to a maximum of the vehicle's movement's speed. The vehicle can choose to maintain its present speed. The character's move action is spent controlling the vehicle, regardless of whether they increase or decrease their speed.

Most ground-based vehicles are capable of going in reverse. To go into reverse, their current speed has to be brought to below 0. The maximum speed of moving in reverse is half that of the maximum speed forward and moving in reverse costs 2 squares of movement for each square backwards.

For example, a hovercar currently moving at a slow pace of 8 squares per round decides to go into full reverse. Reducing the vehicles speed by 12, the vehicle drops to 0 (-8 from the vehicles movement speed) and moves 2 squares backwards (-2 for each square backwards, 4 squares of movement spent). The next round the vehicle decides to move 12 squares backwards again, moving in reverse a total of 8 squares. As the vehicles maximum forward speed is 160, its maximum reverse speed is 80.

Vehicles that are brought down to 0 speed are stationary, unmoving objects. They do not add the driver's agility or defense training to their defense. They do not require a move action to operate. Walkers and robots with active locomotion are not considered stationary objects.

Vehicles cannot shift, evade, or sprint. Again, walkers are an exception to this, as noted below.

The time it takes to enter into a vehicle depends on the vehicle and circumstance and is ultimately GM's discretion. For example, getting into a diamondback tank or a wraith fighter could 2 full-round actions, as they require climbing up the side and crawling down a closed hatch, while hopping on to a vulture bike requires a move action. It requires a move action to activate or deactivate a vehicle. A vehicle must be moving at a speed of 0 to be deactivated, or it loses control.

If the vehicle's pilot is incapacitated, stops driving, or exits the vehicles, the vehicle counts as Losing Control (see below). No one can make pilot checks to regain control of the vehicle, as there is no one piloting the vehicle, unless there is a co-pilot.

Minor Actions

Most minor actions, such as falling prone, evading, or using the influence skill, cannot be done while in vehicles. However, the aiming combat behavior can still be performed with either a handheld weapon or vehicle weapon. Walkers can use heavy strikes or bob and weave. Minor actions can also be used to activate some of the vehicles special functions or use skill combat augmentations such as tactics.

Attacking Vehicles and Drivers

Vehicles can be attacked as normal. The pilot can only be targeted if the vehicle has an open-topped cockpit. Characters seated in open-topped vehicles use their standard defense. Being seated inside a vehicle might provide cover or improved cover, depending on the amount of framing around the seats.

For determining the defense of a piloted vehicle, use the vehicle's base defense and add the character's agility and defensive training as normal. A vehicle's toughness, damage threshold, and hit points is determined by the vehicle itself.

Attacks against a non-moving vehicle are quite easy as they cannot dodge or deflect attacks; they are simply stationary objects. The defense of a non-moving vehicle is the vehicle's base defense with range increments modifying as normal. Most vehicle statistical entries will list the base defense of vehicles. Attacking non-moving vehicle in melee is an automatic hit.

When moving, however, a vehicle is significantly harder to hit. In addition to the defense of the vehicle being modified by the character piloting it, the vehicle gains a bonus to defense and a penalty to attacks based on how much fast it is moving. This represents on how much harder a fast-moving object is to hit, and how difficult it is for a pilot moving at extreme speeds to hit targets. **A vehicle gains a bonus to defense, and a penalty to attack, based on the speed they are moving that round divided by 25.** Therefore, a vehicle moving 150 squares gains a +6 bonus to defense and a -6 penalty to attacks against them. A vehicle moving 500 squares gains +20 defense and a -20 penalty to attack the target. Round down to the nearest number.

For example, if a character on foot is attempting to fire at a Wraith fighter traveling at 170 squares per round, they would have extreme difficulty hitting such a fast-moving target, and the Wraith would receive at +6 bonus to defense. In addition, the Wraith would have a hard time hitting a small target they were flying by so quickly and would take a -6 penalty to attacking that target.

Maneuverability: Combat and Cruising Speeds

A moving vehicle may be thought of as having two speed levels: Combat Speed and Cruising Speed. A vehicle moving up to three times its acceleration rating is moving at Combat Speed. Vehicles moving at combat speed can make up to four 90 degree turns during their movement. They must move 25% of their current speed before turning and between each turn. Thus, if they are moving at a speed of 200, they must move 50 squares before they can turn, and at least another 50 squares between each other turn.

Once a vehicle exceeds triple its acceleration rating in speed, then it is moving at cruising speed. At cruising speed, the vehicle does not gain any turns: it can only turn via pilot maneuvers.

Facing direction also affects the firing range of mounted weapons, or character shooting handheld weapons from the vehicle.

Ramming and Collision

Ramming occurs when a vehicle runs at high speed into another target. As usual when a heavy object impacts another at high speeds, this is a very destructive process. However, it can be very useful way for tough vehicles to charge through smaller enemies or at least do substantial damage.

When a vehicle would be entering another target's square, first determine the higher of the speeds in squares per round of the ramming vehicle and its target, then divide that by 10 (rounding down as always). The ramming vehicle deals damage to the target equal to its strength score times the divided speed determined above. The target deals damage to the ramming vehicle equal to its strength times the divided speed determined above. If the target does not have a strength score, such as when colliding into a piece of terrain, then just use the twice the strength score of the ramming vehicle for the damage it takes (see below). This is reduced by damage resistance, as normal.

Therefore, if a vulture bike (strength 10) rams another vulture bike at 100 squares per round, both bikes would take 100 damage (10 strength x 1/10 speed, so 10x10). Imagine a hellion makes a suicidal charge into a thor at 120 squares per round. The thor has the higher strength, 28, so that is used for the collision damage. The collision would cause 336 damage (28 strength x 1/10 speed, so 28x12) to the hellion, and probably an epic explosion! Since the Hellion only has strength 10 it would only cause 120 (12 * 10) damage to the thor.

There are three other rules to remember when ramming.

After the damage to the vehicle is applied, all passengers suffer $\frac{1}{2}$ the damage their vehicle was dealt, applied after the vehicle's damage resistance. The passengers gain their normal damage resistance onto of that.

If a vehicle crashes into immovable terrain, such as the ground or a cliff, just use the strength value of the ramming object. However, double the damage dealt based on vehicle strength and speed. Therefore, if a vulture bike going at 100 squares per round collides into a cliff, it would suffer 200 damage instead of 100.

Finally, if a vehicle rams a target that is two size categories smaller than them, then it keeps going. The smaller vehicle is pushed out of the vehicles' way if it is not simply destroyed. The rammed vehicle choses which way it is moved. If a creature is rammed by a vehicle, it can try to evade by making an acrobatics test (DC equal to the ramming vehicle's strength +5). On a success, the target gets to make shift action. If, after shifting, they still are within the facing of the vehicle, they take half damage. If they clear the vehicle's space, they take no damage. If you are being rammed by a hover vehicle and you successfully evade, you can choose to take no damage and simply go prone within your square, essentially diving under the vessel.

Flying Vehicles

Flying vehicles function slightly differently than land-based vehicles. Since they function in three dimensions, when a flying vehicle rotates they can turn upwards or downwards, in addition or instead of to the left or right. Moreover, while at combat speed, a flyer can sacrifice horizontal movement for vertical movement as a limited movement method. For example, if a flyer is moving at 80 squares in a round, they can choose to move 60 squares forward and fly 10 squares higher up as part of that movement.

Pilot Checks

Pilot checks can be made to perform a wide variety of stunts and effects. These include actions like using a Vulture bike to jump a gap caused by a broken-down bridge, prevent a wheeled car from losing traction on ice, or fly a Wraith fighter at high speeds through a maze of skyscrapers or an asteroid canyon. The difficulty of these checks should be determined by the GM.. They should also include stipulations on excessive failure, including chances of collisions, crashing, or falling over a cliff.

Pilot checks are more difficult at high speeds. All pilot checks a character makes have a higher DC based on their current speed. Use this chart as a guideline.

Speed Difference	Pilot Check Modifier
21-40 squares	+1
41-60 squares	+2
61-100 squares	+4
101- 150 squares	+6
151-250 squares	+8
251-500 squares	+10
501-750 squares	+12
751-1,000 or more squares	+15

Losing Control

If the character ever loses control of their vehicle, such as from suffering a staggering blow to the vessel or critically failing a Pilot check, they lose control of the vehicle. When the vehicle begins to lose control, the construct continues to moves forward on its own. For one round it moves at the speed it was set at before the character loses control, and then it drops a number of squares each round equal to the Acceleration Rating. Flying vehicles also drop elevation a number of squares equal to one-half their acceleration. The vehicle continues until it runs out of speed and stops moving, or crashes into something (see Collisions above). Flying vehicles that run out of movement simply fall from the sky and crash into the ground.

The GM may decide that when a vehicle loses control, they spin to face a different direction on that turn or continue to face different directions every turn. If a vehicle loses control, the pilot can attempt a DC 20 pilot check as a full-round action every round to regain control of the vehicle. The pilot check modifier based on speed applies to the check.

Piloting Maneuvers

More skilled pilots have greater control of their vehicles and can perform elaborate maneuvers at the helm of their vehicle. These piloting maneuvers can always be performed as part of the move action the pilot spends controlling their vehicle every turn. To use a piloting maneuver, the pilot must have a certain number of skill ranks (not total bonus, just ranks) in the pilot skill. Furthermore, if they have the ranks and wish to use a maneuver, they must succeed a piloting check to pull off the maneuver. This maneuver is more difficult when moving at higher speeds. If they succeed, they get the benefit. If they fail, they suffer the failure result, listed next to each piloting skill.

This table lists the most common piloting maneuvers that can be made at the helm of a vehicle.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Extreme Turn	1	10	Maneuver allows the vehicle to turn up to 180 degrees before moving. The vehicle loses its agility bonus until the start of the pilot's next turn.	No movement; pilot loses control if they fail by 10 or more. The vehicle loses its agility bonus to defense until the start of the pilot's next turn.
Max Thrusters	3	12	Instead of adjusting the speed as normal, the vehicle increases speed by twice its normal acceleration rating.	The vehicle increases speed by its acceleration rating and can only move directly forwards, even at combat speed.
Max Brakes	3	12	Instead of adjusting the speed as normal, the vehicle decreases speed by twice its normal acceleration rating.	The pilot loses control of the vehicle.
Powered Reverse	4	15	Reduce speed by twice the acceleration rating, travel directly forward at speed, and end movement facing the opposite direction.	Reduce speed by the acceleration rating, move directly forwards, end still facing forwards.
Controlled Acceleration	4	15	Travel without changing your speed but moving extra or fewer squares up to your acceleration rating. Your tracked speed does not change, and this does not take you into or out of combat speed relative to your tracked speed.	Travel as normal without changing your speed and suffering a -2 penalty to defense.
Power Turn	5	18	Reduce speed by the vehicle's acceleration rating and make a free turn of up to 90 degrees at the start of movement (this can be in addition).	Reduce speed by the vehicle's acceleration rating and travel as normal.
Boom and Zoom	5	18	Increase speed by up to the acceleration rating and make an attack at any point up to half of the movement distance. This attack ignores penalties for moving faster than the opponent and ignores facing. Then resume movement as normal. Must spend standard action as part of maneuver.	As with success, except suffer speed difference penalties as normal and an addition -5 accuracy penalty on this attack.
Focused Attack	5	18	Move as normal, and then choose one target within weapon's range ahead of you. You gain +3 to accuracy and defense against that target for 1 round but suffer a -2 defense penalty against all other targets for 1 round.	Move as normal and suffer a -2 penalty to defense for 1 round.
Careful Aim	6	21	When expending a target lock this turn, the attack gains +2 accuracy, regardless of whether you fire one or two rockets/missiles.	The attack suffers -2 accuracy, regardless of whether you fire one or two rockets/missiles.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Evasive Break	6	21	Reduce speed by between one or two times the acceleration rating and immediately make a turn of up to 90 degrees. If any targets have your vehicle target locked, they must make an immediately pilot check against your check result or lose their target lock. Any loose homing rockets or missiles lose their lock and detonate harmlessly. You and all other gunners on your vehicle suffer a -5 penalty to accuracy for 1 round.	Reduce speed by the vehicle's acceleration rating and move as normal. You and all other gunners on your ship suffer a -5 penalty to accuracy for 1 round.
High Speed Intercept	7	*	This maneuver acts as a specialized readied action. If a foe launches an attack with a missile or rocket weapon at a friendly target that lies within a range equal to your current speed, you may immediately increase your speed by up to twice your acceleration rating and turn to any point on a straight line between the attacker and defender. You may make a pilot check with a DC of the attack roll. If you succeed you may make a DC 20 attack roll with a weapon to destroy the incoming projectile. If the incoming attack has hailfire, then the attack loses 1 hailfire every hailfire of the attack you are intercepting with. If brought below 0 hailfire, the attack is fully negated	If no qualifying attacks occur within your range by the end of the turn, you instead just move forward at your speed.
Exotic Maneuver	8	27	You may change speed by up to twice your acceleration rating, and you gain a +2 bonus on attacks and defense for 1 round. You may forgo any speed changes to make a single turn of up to 90 degrees at any point along your movement.	You move as normal but suffer a -2 penalty on attacks and defense for 1 round.
Targeting Assist	9	30	Move as normal and gain a target lock as a free action.	Move as normal.

Active Locomotion Constructs

All the rules listed thus far apply to vehicles and robots that use a fast but less maneuverable vehicle type locomotion. Not all constructs follow those rules. The ones that do not are called Active Locomotion Constructs, most commonly known as walkers. These include terran vehicles such as Goliaths and Vikings, protoss cyborgs such as Dragoons, and many type of robots, including probes, colossus, adjutants, and maintenance bots.

Active Locomotion constructs follow the same rules of movement as characters, all detailed in the Combat Rules chapter. The following are the differences between normal character movement and active locomotion constructs.

-When inside a walker type vehicle, the character's base movement speed changes to match the base speed of the vehicle, modified by the character's Agility.

-Active Locomotion constructs can sprint, but rather than gaining penalties for sprinting past the limit, it takes an amount of damage equal to 5x the number of rounds sprinted past maximum, ignoring damage resistance. Crippling injuries are always dealt to the Mobility.

-Many active locomotion vehicles have melee attacks. Use the vehicle's strength score, rather than the character's, for the attacks.

-Like characters, Active Locomotion constructs are capable of moving evasively, dodging, and fighting back. As always, such entities receive their Agility bonus to defense, even when having not moved in a turn.

-Walkers can bob and weave and evade.

-A walker can turn freely and face any direction. It is assumed to be rapidly turning, in fact, to face all its foes. It is not important to determine what direction a walker is facing.

Hover

Hover vehicles float over the ground rather than roll along it and are quite common in the high technology StarCraft universe. They add a great number of advantages. As they float, they are utterly unaffected by difficult terrain, or terrain factors of any kind. In addition, they ignore hazards such as spider mines that detect motion, or attacks that pass alongside the ground, such as the subterranean spines of lurkers. A hover craft can go over land or water with ease. In addition, they take half as much falling damage when falling.

However, ramming a target with a hovercraft is quite difficult. Tiny and small creatures are cannot be rammed by hovercrafts, and medium sized characters can attempt an evade attempt to avoid being rammed by a hovercraft, even if they do not possess the Dodge talent. The DC of the evade acrobatics test is 20. Characters can emergency evade as normal.

Constructs and Crippling Injuries

Constructs have damage thresholds and take crippling injuries just like biological characters. Because constructs generally have high fortitude, larger sizes, and increased armor, they are, unsurprisingly, much more difficult to deal crippling injuries to. In addition, most vehicle hulls give Reinforcement, which reduces the number of crippling wounds they suffer.

Rending affects constructs as normal.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Lose control of vehicle, or walkers are knocked prone	-10% acceleration and max speed or walkers suffer -1 speed
Action	5-8	Cannot attack on next turn	-1 to attacks
Core	9-12	+10 damage	-2 damage resistance
Vital	13-16	Disadvantage on all checks next round	-2 to pilot checks
Critical	17-20	+30 damage	-1 to defense, attacks, and pilot checks

Destroying Constructs

Constructs are destroyed very similarly to characters; through dealing crippling wounds or reducing their hit points to 0. Unlike characters, there is no dying and disfigurement issue when a vehicle reaches 0 hit points; the construct is simply destroyed. The only issue to determine whether the vehicle is wrecked or explodes.

If the vehicle is wrecked, it becomes a torn apart wreckage. It is no longer a functioning construct; the only function it has on a battlefield is as terrain or a source of cover.

If the vehicle explodes, it creates a large blast that damages everything in the area. An explosion strikes at 1d20+10 to hit nearby targets, and can be evaded. Double the blast damage is dealt to the occupants, who cannot evade and are struck automatically with no attack against defense required. It also creates an area of difficult terrain. The size of the explosion, the damage it deals, and the area of difficult terrain is determined by the vehicle's size.

Size	Damage	Blast Area	Difficult Terrain Area
Tiny	10	Occupied square	None
Small	20	Burst 1	Occupied Square
Medium	40	Burst 1	Burst 1
Large	60	Burst 2	Burst 2
Huge	80	Burst 4	Burst 3
Gargantuan	120	Burst 6	Burst 4
Colossal	200	Burst 10-30	Burst 8

To determine whether the construct is wrecked or explodes, roll a d20. On an 11 or higher, it explodes. On a 10 or less, it is a wreck. If it is a military vehicle, rather than a civilian craft, it gains +3 on this roll.

Vehicle Basics

Every vehicle has its own statistics, with a number of familiar statistical values that determine what it is capable of. Unlike characters and NPCs, vehicles combine their own attributes with that of their pilot to determine their statistics. They also have a number of statistics that are different from characters. We will talk about those here.

Structure Rating

Most of a vehicle's statistics are determined as normal. Every vehicle has an equal Strength and Fortitude score. In addition, all vehicles have a structure rating, that determines their hardiness and stability. The vehicle's structure rating counts as its Defense Training and Durability skills for determining its toughness, damage threshold, and hit points.

In addition, when determining the level of the vehicle and the pilot for planning encounters and rewarding experience, the vehicle's level the average of the pilot's and the structure rating times 2.5, whichever is higher. Therefore, a siege tanks with a structure rating of 10 counts as having 10 points of durability and defensive training for determining toughness, damage threshold, and hit points, and counts as a level 25 creature.

Pilot Requirements

Different vehicles take varying amount of skill to be able to use. Characters with the requisite amount of skill can utilize a vehicle without penalties. Characters lacking skill will struggle to use advanced vehicles.

If the character has fewer relevant pilot skill points than the Pilot Requirements of the vehicle, then the character does not get to apply their defensive training, melee, or ranged skills to the vehicle's statistics, and cannot use pilot maneuvers while piloting the vehicle.

Mounted Weapons

Most combat vehicles have a weapon mounted on it somewhere. There are three types of vehicle mounts: Turret, Facing, and Arm.

Turret Mounted Weapons are usually placed on the top or bottom of a vehicle. These weapons can turn to face in any direction and attack.

Facing Mounted Weapons are attached to a certain side of the vehicle and can attack anything in a 90 degree arc of that facing of the vehicle.

Arm Mounted Weapons are found on walkers and are mounted at the end of their arms. These weapons are flexible and can generally be used as if the character was holding them, firing with them normally with a standard action, or potentially using multiple weapons simultaneously. The **character is considered to having the Dual Weapon Talent for the purpose of using the arms together**, whether they are making ranged attacks or melee attacks.

Equipment Tiers of Vehicles

Like all equipment, vehicles have equipment tiers, representing better designed and more functional vehicle craftsmanship. As normal, the maximum tier a vehicle can reach is 3. Tier 2 vehicles cost 4x the normal amount of credits, while Tier 3 vehicles cost 12x the normal amount.

Vehicles gain the following benefits when they increase in tier.

The following are adjusted for higher tiered constructs:

- The vehicle's structure rating increases by 2
- Increase the vehicle's Strength and Fortitude by 2, even if the vehicle is already at max Strength for its size
- All of the vehicle's weapons, armor, and mounted gear increase 1 equipment tier
- Increases the vehicle's hit points, toughness, damage resistance, and damage threshold appropriately based on the vehicles increase in Fortitude, Strength, and structure rating

Many vehicles already have tier 2 or 3 weapons built into them. So, what happens when you increase the tier of such a vehicle, as Tier 3 is the maximum tier of equipment? When a vehicle increases in Tier, and the weapon moves 1 step beyond Tier 3, it becomes an **Ultra** Weapon. Ultra weapons gain +5 penetration, with no other benefits. If a weapon moves 2 steps beyond Tier 3, they become **Omega** weapons with +10 penetration instead. The same rule applies to vehicle armor, except Ultra armor gains +5 damage resistance, and Omega Armor gains +10 damage resistance. Therefore, a Tier 3 Banshee would have Tier 3 Ultra weapons and armor, while a Tier 3 Siege Tanks would have Tier 3 Omega weapons and armor, because of their base equipment tiers of 2 and 3 respectively.

Terran Vehicles Description

AH/G-24 Banshee Tactical Strike Aircraft

Gargantuan Terran Aerial Vehicle, Extreme Threat

Base Cost: 120,000 credits

Hit Point: 470

Strength/ Fortitude: 16

Pilot Requirements: 7

Acceleration Rating: 60

Crew: Pilot, Co-Pilot

Damage Threshold: 55

Structure Rating: 7

Space: 5 by 5 squares

Max Speed: 800

Toughness: 49

Damage Resistance: 29

Reach: NA

Defense: 4 +Defensive Training +Agility

Base Gear: Afterburners, Advanced Thrusters, Tier 2 Front-Mounted Twin-linked Backlash Rocket Batteries, Navigation System, Target Guidance System, Cloaking Device, Communication System, Ejection System, Tier 2 Reinforced Hull

Optional Gear: Improved Cloaking, Rocket Boosters, Jamming System

Special Trait (Co-Pilot): The banshee supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, apply a target lock, apply a second tactics combat augmentation, aim the weapon, or make assisted pilot checks that the primary pilot makes.

Special Trait (Atmospheric Craft): The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

Special Trait (Highly Maneuverable): The banshee can move any direction, not just forward. For example, a banshee can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a banshee flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

The Banshee aircraft is designed as an urban combat aircraft and tactical strike fighter. The Banshee, invented by the Terran Dominion, is used to bombard unsuspecting opposition, striking from seemingly nowhere, fully taking advantage of the personal stealth field. The Banshee is highly maneuverable, and its skilled pilots take full advantage of all the vessels features to avoid enemy fire while being punishing with heavy barrages.

Backlash Rocket Battery

Base Cost: 15,000 credits

Damage: 60

RoF: Fast

Shots: 240 rockets

Accuracy: +10

Range: Remote

Power Rating: +10

Special Traits: Penetration (20), Burst (3), High Explosive, High Velocity, Downward Barrage

Description: Backlash Rocket Battery is the weapon of choice of the Banshee. Ideal for the banshee's urban fighter profile, the backlash allows the user to bombard an area with explosives, quickly vanquishing enemy resistance. This uses the same ammunition as a rocket launcher.



Bike

Large Terran Land Vehicle, Medium Threat

Base Cost: 2,000 credits

Hit Point: 90

Strength/ Fortitude: 8

Pilot Requirements: 1

Acceleration Rating: 40

Crew: Pilot

Base Gear: Headlights, Light Hull

Optional Gear: Hover OR Treaded Tires, Front-Mounted Gun (Rifle Only), Navigation System OR Jamming System, Improved Handling, Improved Capacity (up to 1), Communication System

Damage Threshold: 30

Structure Rating: 2

Space: 2 by 2

Max Speed: 200

Toughness: 24

Damage Resistance: 16

Reach: NA

Defense: 8 +Defensive Training +Agility

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

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

The motor bike is a single person, two-wheeled civilian bike, utilized for speed, maneuverability, and the enjoyment found in driving it. They are common in both fringe world and crowded core planets. Bikes have a wide range of customization options, and many prefer the newer hover bike to the more antiquated models. Bikes can also be converted to military use, although in general the vulture bike is preferred when it is an option.

Car

Huge Terran Land Vehicle, Medium Threat

Base Cost: 4,000 credits

Hit Point: 120

Strength/ Fortitude: 10

Pilot Requirements: 1

Acceleration Rating: 20

Crew: Pilot, 1 Passenger

Base Gear: Headlights, Light Hull

Optional Gear: Hover OR Treaded Tires, Encasement, Front or Side-Mounted Gun (Rifle or Heavy Weapon), Navigation System, Jamming System, Improved Handling, Improved Capacity (up to 2)

Damage Threshold: 36

Structure Rating: 2

Space: 3 by 3 squares

Max Speed: 160

Toughness: 30

Damage Resistance: 17

Reach: NA

Defense: 8 +Defensive Training +Agility

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

The 'car' is a generic term to cover any large land base civilian vehicle, ranging from off-road buggies, ground cars, flat-bed trucks, common hover craft, cargo vans, and so on. They are some of the most common sights around the Koprulu sector, serving a wide variety of purposes and functions.

Note: While the example vehicle is huge, this vehicle can be anywhere between huge and gargantuan in size. For a size increase, reduce its max speed by 20, and double the maximum amount of passengers for Improved Capacity.

Dropship

Colossal Terran Aerial Vehicle, Extreme Threat

Base Cost: 90,000

Hit Point: 914

Strength/ Fortitude: 24

Pilot Requirements: 4

Acceleration Rating: 40

Damage Threshold: 80

Structure Rating: 8

Space: 20 by 20 squares

Max Speed: 600

Toughness: 74

Damage Resistance: 40

Reach: NA

Defense: 1 +Defensive Training +Agility

Crew: Pilot, Co-Pilot, Room for 20 heavily armored passengers or up to a single huge vehicle or comparable cargo

Base Gear: Advanced Thrusters, Navigation System, Communication System, Tier 2 Heavy Plated Hull

Optional Gear: Afterburners, Ejection System, Medical Support, Gravity Tube, Improved Capacity (up to 10), Warp Drives

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can controlling the vehicle even if the pilot has lost control, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

The Dropship is the ubiquitous flying transport of the Terran military. Capable of dropping off large squads of troops, light vehicles, or even tanks, the dropship is a necessary part of the Terran fighting force and no self-respecting military commander goes without them. Recent additions to the Dominion Military has been the implementation of Medivac Dropships, which have increased built in healing capacity and large quantities of medical tools.



Goliath

Huge Terran Walker, Extreme Threat

Base Cost: 75,000 credits

Hit Point: 305

Strength/ Fortitude: 15

Pilot Requirements: 4

Base Speed: 8

Crew: Pilot

Damage Threshold: 45

Structure Rating: 6

Space: 3 by 3 squares

Defense: 6 +Defensive Training +Agility

Toughness: 39

Damage Resistance: 28

Reach: 2 squares

Base Gear: Tier 2 Arm-Mounted Twin-linked Autocannon with Greater Capacity, Tier 2 Front-Mounted Combat Missile Battery, Enhanced Locomotion (2), Navigation System, Target Guidance System, Communication System, Tier 2 Reinforced Hull, Tier 2 Huge-sized Bash

Optional Gear: Enhanced Locomotion (up to 6), Multi-Targeting, Rocket Boosters, Mounted Gun (chaingun, gauss cannon, flamethrower, or autocannon), Alternate Missile Battery (destroyer missile battery, cluster missile battery), Forward Thrusters

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

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

Special Trait (Concentrated Suppressing Fire): While the goliath is using their autocannons, they can perform a concentrated suppressing fire attack. This is a suppressing fire attack that costs 100 rounds, except the attack covers a Cone (24) area, +10 accuracy, and gain Hailfire (1) on the initial attack.

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

The Goliath walker mech is one of the oldest and most reliable walker designs. It serves as a super infantry unit, possessing heavy armaments and thick armor, allowing it too nimbly strut into combat eliminating enemy personnel with prejudice. The effectiveness of its missile battery has garnered it a bit of a reputation as an anti-air mobile platform.



Hellion

Huge Terran Land Vehicle, High Threat

Base Cost: 25,000 credits

Hit Point: 230

Strength/ Fortitude: 10

Pilot Requirements: 2

Acceleration Rating: 40

Crew: Pilot

Base Gear: Treaded Tires, Communication System, Headlights, Tier 2 Turret-Mounted Weapon (infernal flamethrower), Tier 2 Reinforced Hull

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

Damage Threshold: 43

Structure Rating: 5

Space: 3 by 3 squares

Max Speed: 160

Toughness: 37

Damage Resistance: 26

Reach: NA

Defense: 6 +Defensive Training +Agility

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

Special Trait (Napalm Canisters): If the hellion suffers 3 action crippling wounds, the fuel reserves explode. The entire vehicle is reduced to 0 hit points, and suffers an explode result.

Hellions are a vehicle designed as a fast hit-and-run strike strategic vessel, taking advantage of fast acceleration and a flamethrower to combat Zerg hosts or terrorize colonists. One of the key features of the Hellion is not its flamethrower, but its fast acceleration and treaded tires which allow it to quickly escape, and quick go across terrain that would slow other vehicles.

Infernal Flamethrower

Base Cost: 6,000 credits

Damage: 26

RoF: Fast

Shots: 60 fuel

Special Traits: Penetration (2), Line (20), Hailfire (1), Flames, High Explosive, Energy Damage

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

Accuracy: +0

Range: Special

Power Rating: +4



Hellion, Helbat

Huge Terran Walker, High Threat

Base Cost: NA

Hit Point: 230

Strength/ Fortitude: 10

Pilot Requirements: 2

Base Speed: 5

Crew: Pilot

Base Gear: Tier 2 Turret-Mounted Wide-Mouthed Infernal Flamethrower, Tier 2 Ballistic Combat Shieldx2, Headlights, Communication System, Tier 2 Huge-sized Bash x2, Hellion Transformation, Tier 2 Reinforced Hull

Optional Gear: As Hellion

Damage Threshold: 43

Structure Rating: 5

Space: 3 by 3 squares

Defense: 12 +Defensive Training +Agility

Toughness: 37

Damage Resistance: 26

Reach: 2 squares

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

Special Trait (Arm Shields): Each arm has a large shield mounted on it. This protects the user from enemy attacks in the exact same fashion as a character-sized ballistic combat shield, except that the hellbat has two shields, and the bonuses stack between them (giving a total +6 defense bonus for the default Tier 2). The shield's defense bonus scales with each increased tier.

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

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

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

Hellion/Helbat Transformation

Hull Upgrade

Base Cost: 20,000

Description: This upgrade the Hellion to be able to transform into a hellbat combat walker or back into a hellion. The transformation process takes 1 full-round action.



Siege Tank, Arclite

Gargantuan Terran Land Vehicle, Formidable Threat

Base Cost: 110,000 credits

Hit Point: 660

Strength/ Fortitude: 20

Pilot Requirements: 5

Acceleration Rating: 10

Crew: Pilot

Base Gear: Treads, Headlights, Tier 3 Turret-Mounted Arclite Siege Cannon, Navigation System, Communication System, Tier 3 Heavy Plated Hull

Optional Gear: Shaped Hull

Damage Threshold: 62

Structure Rating: 10

Space: 4 by 4 squares

Max Speed: 150

Toughness: 56

Damage Resistance: 42

Reach: NA

Defense: 4 +Defensive Training +Agility

Special Trait (Siege Mode): The Arclite Siege Tank can take 1 full-round actions to enter into Siege Mode. The vehicle must have come to a complete stop to enter siege mode. During that time the tank cannot take any actions. Once the tank enters into Siege Mode, it loses all ability to turn or move, but cannon transforms into the siege cannon, using the alternate weapons profile listed under the weapons entry. It takes 1 full-rounds to exit siege mode.

Special Trait (Brace): The pilot can spend a full-round action to ‘brace’ the tank against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

The Siege Tank is the classic war machine of the Terran armada and has become feared across the galaxy. By base it is a tough yet highly mobile artillery platform, pushing back an enemies lines while advancing on their foes. In addition to this, the tank has the ability to enter into ‘Siege Mode’ where it blasts enemies and fortifications alike into crumbling pieces with a high powered siege cannon, one of the most powerful weapons in the Terran armada.

Special Note (Crucio Siege Tank): The Arclite Siege Tank described here is the original model invented by the Terran Confederacy, used from the Guild War until the end of the Brood War. The Crucio Siege was invented by the Terran Dominion before the Second Great War. It is identical to the Arclite Siege Tank except for the following: it uses the Crucio Siege Cannon and it gains +10 damage resistance when it braces. The Crucio Siege Tank costs 150,000 credits.



Arclite Siege Cannon

Base Cost: 50,000 credits

Damage: 60/150

RoF: Slow

Shots: 60 cannon shells

Special Traits: Burst (2), Ground Fire, Heavy Shell, High Explosive, Arclite Siege Mode

Description: This powerful heavy gun is the weapon of choice of the Confederate Arclite Siege Tank. Capable of devastating targets on the move or laying down thunderous heavy gun bombardment in siege mode, the power of this weapon has become the symbol of military power for the Terran powers. Rounds for this weapon cost 100 credits for each shell.

Accuracy: +10

Range: Distant/ Strategic

Power Rating: +10/+15

Arclite Siege Mode*

Description: When the vehicle the siege cannon is built onto switches into siege mode, then this weapon's profile changes, using the alternate values listed in the statistics section of this weapon. It increases the Burst trait to a Burst (4), and gains 25 penetration and the High Velocity trait. When in siege mode, the cannon gains a minimum range, and cannot be used at targets within 15 squares.

Crucio Siege Cannon

Base Cost: 75,000 credits

Damage: 70/140

RoF: Slow

Shots: 60 cannon shells

Special Traits: Penetration (10), Burst (2), Ground Fire, Heavy Shell, High Explosive, Crucio Siege Mode

Description: This powerful heavy gun is the weapon of choice of the newer model Crucio Siege Tank, pride and joy of the dominion military. The Crucio was designed to be more mobile, and function better while in tank mode. Rounds for this weapon cost 100 credits for each shell.

Accuracy: +10

Range: Distant/ Strategic

Power Rating: +10/+15

Crucio Siege Mode*

Description: When the vehicle the siege cannon is built onto switches into siege mode, then this weapon's profile changes, using the alternate values listed in the statistics section of this weapon. It increases the Burst trait to a Burst (6), and the penetration value increases to 50 and the High Velocity trait. When in siege mode, the cannon gains a minimum range, and cannot be used at targets within 6 squares.



Space Construction Vehicle

Huge Terran Walker, High Threat

Base Cost: 20,000

Hit Point: 170

Strength/ Fortitude: 10

Pilot Requirements: 2

Base Speed: 5

Base Gear: Right Arm-Mounted Fusion Drill and Plasma Welder, Left Arm-Mounted Grasping Claw, Forward Thruster, Communication System, Light Hull, Huge-sized Bash

Damage Threshold: 37

Structure Rating: 3

Space: 3 by 3 squares

Defense: 6 +Defensive Training +Agility

Toughness: 31

Damage Resistance: 18

Reach: 3 squares

Special Trait (Repairs): An SCV that still has its plasma welder, fusion drill, and grasping claw can make rapid repairs on an adjacent construct or building as long as it has access to scrap materials to make necessary repairs, and the construct is not moving. Making repairs is a full-round action. Every round the pilot maintains making repairs, the pilot makes a DC 10 Science skill check. If he is successful, the target recovers a number of hit points equal to 10 +2 for each point the pilot surpassed the DC. In addition, the targeted construct is healed one movement, action, or core wound if the SCV pilot succeeded the test by 20 or more.

Special Trait (Construction Cycle): An SCV that still has its plasma welder, fusion drill, and grasping claw can enter into a building cycle to rapidly form a building designed under a standard template. This process can only be performed if the SCV has all requisite materials required. The time taken is based on the design of the particular building.

Special Trait (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

The Space Construction Vehicle, or SCV as it is more commonly known, is the classic construction vehicle of the Terran government. Used to assemble buildings and fortifications, gather crucial resources, and repair damaged facilities, nearly every Terran settlement has several of these vessels handy.

Fusion Drill

Base Cost: 2,000

Damage: 22

RoF: Slow

Shots: NA

Special Traits: Piercing

Description: This item combines a massive drill with a fusion cutting beam, allowing it to cut through just about any surface. This is used by SCVs to mine and collect minerals.

Accuracy: -3

Range: Melee

Power Rating: +3

Grasping Claw

Vehicle System

Base Cost: 750 credits

Description: A walker equipped with a grasping claw can make Grab, Knock Down, or Push special combat attacks as part of every Bash attack they make.

Plasma Welder

Description: The Plasma Welder counts as a plasma torch (see gear in the equipment chapter), but also can be used as weapon.

Plasma Welder

One-handed Melee or Ranged Weapon

Damage: 16

RoF: Slow

Shots: 30

Special Trait: Piercing

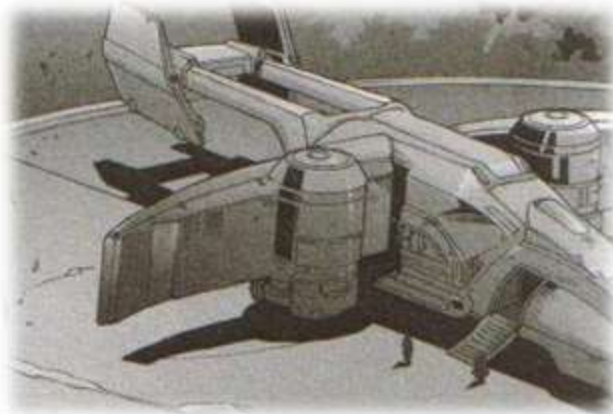
Accuracy: -2

Range: Melee

Power Rating: +3



~Space Construction Vehicle



~One of the many classes of Transports

Transport

Colossal Terran Aerial Vehicle, Extreme Threat

Base Cost: 200,000

Hit Point: 1,088

Strength/ Fortitude: 26

Pilot Requirements: 4

Acceleration Rating: 80

Damage Threshold: 84

Structure Rating: 10

Space: 20 by 20 squares

Max Speed: 1,000

Toughness: 78

Damage Resistance: 45

Reach: NA

Defense: 2 +Defensive Training +Agility

Crew: Pilot, Up to 3 Co-Pilots, Room for 30 passengers or up to a single huge vehicle or comparable cargo

Base Gear: Advanced Thrusters, Navigation System, Communication System, Tier 3 Heavy Plated Hull

Optional Gear: Turret-mounted Weapon Emplacements (up to 4, heavy weapons, autocannons, burst cannons, missile batteries, or rocket batteries), Medical Support, Afterburners, Warp Drives, Cloaking Device, Improved Handling, Target Guidance System, Jamming System, Gravity Tube

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can controlling the vehicle even if the pilot has lost control, fire the main weapon, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

The transport is a medium-sized transport vessel, used to carry personnel or cargo from one place to another. Depending on the type of transport, it could come stock with multiple rooms, including kitchens, dormitories, and restrooms. It is designed so the crew can live aboard the ship. There are countless different designs for transports, and can be designed as civilian shuttles, smuggling vessels, luxurious yachts, mercenary command posts, or cargo freighters. They make an ideal command center for a party of PCs, so they can live aboard the vessel and travel the sector as they see fit, and customize the ship to fit their group's needs.

Thor Heavy Combat Mech

Colossal Terran Walker, Epic Threat

Base Cost: 800,000

Hit Point: 1,030

Strength/ Fortitude: 28

Pilot Requirements: 8

Base Speed: 12

Crew: Pilot

Base Gear: Tier 3 Arm-Mounted Thor's Hammer Cannonx2, Tier 3 Front-Mounted Combat Missile Batteryx2, Tier 3 Front-Mounted Punisher Cannon, Enhanced Locomotion (2), Navigation System, Target Guidance System, Communication System, Tier 3 War Machine Hull, Tier 3 Colossal-sized Bash

Optional Gear: Enhanced Locomotion (up to 4), Multi-Targeting, Alternate Missile Battery (destroyer missile battery, cluster missile battery)

Damage Threshold: 88

Structure Rating: 12

Space: 10 by 10 squares

Defense: 1 +Defensive Training +Agility

Toughness: 82

Damage Resistance: 54

Reach: 10 squares

Special Trait (Aerial Targeting): The Thor's Combat Missile Battery and Punisher Cannon are designed as anti-aircraft weapons, and as such are aimed upwards towards the sky. In order to be targeted by these weapons, the target must be a number of squares above the Thor equal to half the distance it is away plus 2 squares.

Special Trait (Repair Protocols): The Thor's pilot can spend a full-round action activating the repair protocols on the Thor's hull. The Thor counts as inactive and immobile for the next turn. At the start of the Thor's next turn, it recovers a number of hit points equal to its damage threshold (normally 88).

Special Trait (Shockwave): The Thor can spend a standard action stomping on the ground, shaking the earth and letting out a massive shockwave. This shockwave is a Burst 15 centered on the Thor, affecting only the ground. The Thor makes a +20 attack versus the toughness of all targets within the area. All targets hit are knocked down, and moving vehicles hit must make a DC 25 pilot test or lose control.

Special Trait (Alternate Payload): The Thor only has access the Combat Missile Battery or the Punisher Cannon at any one time. The Thor can switch between which payload it is using as a full-round action. The Thor does not require a target lock to fire the Combat Missile Battery but does not gain the benefit of a target lock.

Special Trait (Compact Design): The Thor has the ability to fold itself into a smaller, more compact form. Entering and exiting this form takes 2 full round actions and it can take no actions when like this. However, while in compact form it can be carried as if it was a gargantuan construct, rather than a colossal construct.

Special Trait (Extremely Cumbersome): The cumbersome vehicle gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

The Thor is a Heavy Combat Mech and is one of the most formidable machines ever designed. Able to eliminate military compounds in mere minutes, this vehicle combines frightening durability with overwhelming fire power. The Terran Dominion keeps a tight rein on the Thor, and never willingly allows its enemies access to their most potent ground vehicle.



Thor's Hammer Cannon

Base Cost: 40,000 credits

Damage: 60

RoF: Slow

Shots: 120 cannon shells

Special Traits: Penetration (20), Burst (4), Heavy Shell, High Explosive, Twin-linked

Description: This cannon is the standard armament of the Thor Heavy Combat Mech. Equipped with two of these, the thor can quickly reduce an army or city to rubble in a matter of a few minutes. These rounds costs 100 credits per shell.

Accuracy: +10

Range: Distant

Power Rating: +10

Punisher Cannon

Base Cost: 25,000 credits

Damage: 150

RoF: Single

Shots: 40 cannon shells

Special Traits: Penetration (60), Burst (1), Heavy Shell, High Explosive, High Velocity, Twin-linked

Description: This cannon is a large range bombardment cannon used to destroy aircraft, tanks, and structures from extreme range. They are usually found mounted on cruisers and capital ships, but the Heavy Combat Mech, the Thor, also carries them. These rounds cost 200 credits per shell.

Accuracy: +1

Range: Strategic

Power Rating: +15



Viking, Fighter Mode

Gargantuan Terran Aerial Vehicle, Extreme Threat

Base Cost: 120,000

Hit Point: 480

Strength/ Fortitude: 17

Pilot Requirements: 8

Acceleration Rating: 80

Crew: Pilot

Damage Threshold: 56

Structure Rating: 7

Space: 4 by 4 squares

Max Speed: 800

Defense: 4 +Defensive Training +Agility

Toughness: 50

Damage Resistance: 29

Reach: NA

Base Gear: Tier 2 Front-Mounted Torpedo Battery, Tier 2 Front-Mounted Twin-linked Gatling Cannon with Greater Capacity, Navigation System, Target Guidance System, Communication System, Afterburners, Advanced Thrusters, Ejection System, Tier 2 Reinforced Hull

Optional Gear: Rocket Boosters, Alternate Front-Mounted Missile Battery (ripwave missile battery), Enhanced Locomotion (2) (Assault Form), Forward Thrusters (Assault Form)

Special Traits (Precision Hunter): A character gains access to combat augmentations of the Tactics skill when piloting a Viking. They gain access to these as long as they meet the vehicle's training requirements.

Tactic	DC 15	DC 20	DC 25
Focus Fire (Torpedoes)	All torpedoes do +1 power rating of damage	All torpedoes do +2 power ratings of damage	All torpedoes do +3 power ratings of damage
Master the Skies	The Viking counts as flying at one speed interval higher than normal for determining bonus defense	The Viking counts as flying at two speed intervals higher than normal for determining bonus defense	The Viking counts as flying at three speed intervals higher than normal for determining bonus defense

Special Traits (Transformation Systems): At any time, the Vikings pilot can initiate the transfer into the Viking Assault Mode. This is done as a full-round action. The viking must be moving at a speed of 80 squares or less to initiate the transformation. It still gets to perform its move when transforming. At the end of the turn, it reverts to its assault form and becomes a walker. If it was still in air at the end of its turn, then it falls to the ground.

Special Traits (Easy to Repair): Vikings are quite easy to repair. All checks to restore hit points to a Viking gain a +25 bonus and checks to remove crippling wounds to a Viking only take half as long.

The Viking is an air superiority fighter designed by the Dominion. It has the unique ability to transform into a walker to combat ground forces and fight in terrain environments too tight for a fast aerial vehicle. It sports a torpedo battery, inaccurate but utterly devastating missiles designed for taking down capital ships and their escorts, or mow down other small vessels with twin chainguns.



Viking, Ground Assault Mode

Gargantuan Terran Walker, Extreme Threat

Base Cost: NA

Hit Point: 480

Strength/ Fortitude: 17

Pilot Requirements: 8

Base Speed: 6

Crew: Pilot

Base Gear: Tier 2 Front-Mounted Torpedo Battery, Tier 2 Twin-linked Gatling Cannon with Greater Capacity, Navigation System, Communication System, Tier 2 Reinforced Hull, Tier 2 Huge-sized Bash

Optional Gear: As Viking Fighter Mode

Damage Threshold: 56

Structure Rating: 7

Space: 4 by 4 squares

Defense: 4 +Defensive Training +Agility

Toughness: 50

Damage Resistance: 29

Reach: 3 squares

Special Traits (Pack Hunter): A character gains access to combat augmentations of the Tactics skill when piloting a Viking. They gain access to these as long as they meet the vehicle's training requirements.

Tactic	DC 15	DC 20	DC 25
Focus Fire (Chaingun)	All gatling cannon attacks gain +2 accuracy	All gatling cannon attacks gain +4 accuracy	All gatling cannon attacks gain +6 accuracy
Jump Stride	The Viking gains +2 shift speed	The Viking gains +3 shift speed	The Viking gains +4 shift speed

Special Trait (Transformation Systems): At any time, a Viking in Assault Mode can reenter Fighter Mode as a full-round action, raising 6 squares off the ground before completely entering fighter mode.

Special Trait (Disorganized Systems): The missile batteries are not designed to be used in assault form, and take a -10 accuracy penalty when being fired in that form.

Special Traits (Easy to Repair): Vikings are quite easy to repair. All checks to restore hit points to a Viking gain a +25 bonus, and checks to remove crippling wounds to a Viking only take half as long.

Special Trait (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

The Viking Ground Assault form allows the Viking to provide close quarters combat support, shredding opposition with two arm-mounted chainguns. Dominion Command usually sends the fighter craft in at an unsuspecting point and has them drop down into combat form to shred adversaries with limited protection against ground based foes.



Vulture Bike

Large Terran Land Vehicle, High Threat

Base Cost: 20,000 credits

Hit Point: 140

Strength/ Fortitude: 10

Pilot Requirements: 2

Acceleration Rating: 75

Crew: Pilot

Base Gear: Headlights, Hover, Front-Mounted Grenade Launcher with Greater Capacity, Navigation System, Spider Mine Layer, Reinforced Hull

Optional Gear: Improved Handling, Afterburners, Communication System

Damage Threshold: 34

Structure Rating: 4

Space: 2 by 2 squares

Max Speed: 400

Toughness: 28

Damage Resistance: 23

Reach: NA

Defense: 7 +Defensive Training +Agility

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

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

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

The vulture bike is a fast, maneuverable, military hover bike that is used for reconnaissance, sabotage, and light support. The vultures go far ahead of other forces, laying spider mines to sabotage enemy troop movements while providing critical information gathering. They are commonly used by scouts, mercenaries, fringe colonists, and law enforcement.

Spider Mine Layer

Vehicle Systems

Base Cost: 5,000 credits

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



CF/A-17G Wraith Superiority Fighter

Gargantuan Terran Aerial Vehicle, Extreme Threat

Base Cost: 90,000 credits

Hit Point: 470

Strength/ Fortitude: 16

Pilot Requirements: 7

Acceleration Rating: 80

Crew: Pilot

Damage Threshold: 55

Structure Rating: 7

Space: 4 by 4 squares

Max Speed: 1,000

Toughness: 49

Damage Resistance: 29

Reach: NA

Defense: 4 +Defensive Training +Agility

Base Gear: Tier 2 Front-Mounted Destroyer Missile Battery, Tier 2 Front-Mounted Triple-linked Burst Cannon, Navigation System, Communication System, Cloaking Device, Afterburners, Target Guidance System, Ejection System, Tier 2 Reinforced Hull

Optional Gear: Advanced Thrusters, Rocket Boosters, Alternate Front-Mounted Missile Battery (combat missile battery, torpedo battery), Improved Cloaking

Special Trait (Evasive Flight): The Wraith is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

Special Trait (Barrel Roll): The Wraith can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Wraith performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a wraith performs a barrel roll; missiles suffer a -10 accuracy against them.

The Wraith is the archetypical superiority fighter of the Terrans. It is found in most aerial armadas and is used for almost any purpose. They are commonly docked inside battlecruisers and are most commonly sent out under the cover fire of the cruisers heavy weapons. Their cloaking devices give them a distinct edge in air superiority contests, and also allows them to be used as stealth scouts and reconnaissance vessels.



Vehicle Equipment List

Below are the details on most of the gear options of the vehicles and constructs of this chapter. In the description are the price, benefit, and statistical benefits in all of the upgrades and equipment options found in this chapter.

Since this section contains a wide variety of different item types, the entries use a variety of different entry formats.

Advanced Sensors

Vehicle System

Base Cost: 10,000

Benefit: The construct has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight.

Advanced Thrusters

Vehicle System

Base Cost: 10,000 credits

Description: Advanced Thrusters allows the vehicle to move 1 square up or down or side left and right per 5 squares of movement speed used. This can even be used at cruising speed. The vehicle can also spend 10 squares of movement to turn 90 degrees in their location without having to move. This also allows flying vehicles to tilt the vessel up and down. This allows the vehicle to move up or down without having to move and rotate.

Afterburners

Vehicle System

Base Cost: 15,000 credits

Description: Afterburners allow a vehicle to greatly increase their acceleration for a brief period. Activating afterburners increases the vehicle's acceleration rating by 200% for 5 rounds or until deactivated. While afterburners are active, the vehicle cannot stop or decrease its speed. Turning on or off afterburners is a minor action, and after being used, this function cannot be used for another 100 rounds.

Cloaking Device

Vehicle System

Base Cost: 50,000 credits

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

Communication System

Vehicle System

Base Cost: 3,000

Benefit: The vehicle has built in communication systems that can reach any other communicator with the same star system. This relies on the vehicle being capable of sending and receiving some kind of signal.

Ejection System

Vehicle System

Base Cost: 5,000 Credits

Description: The ejection system is designed for the pilot to escape their craft in the case of critical systems failure, their ship being shot, or the pilot losing control. The ejection system is activated as a standard action. This can be done even if the pilot loses control over their ship. Upon activation, the pilot and their cockpit are launched 10 squares up in the air, away from their ship. Their ship then suffers as if the pilot has lost control. The ejection system is equipped with a parachute, and limited thrusters, that allow the cockpit to fly slowly at a speed of 4 squares per round with not falling damage at the eventual landing. If in space when ejected, the cockpit merely floats in space. However, the cockpit is equipped with emergency thrusters, that allows it to fly at a speed of 10 squares, functioning as a flying creature. However, the cockpit only has 10 rounds worth of fuel to maintain the thrusters, and will not function for more than 10 rounds.

Encasement

Vehicle System

Base Cost: 1,000 credits

Description: Encasement gives the vehicle a completely covered cockpit, and removes the Open-Topped trait from the vehicle. The pilot and any passengers are no longer targetable by attacks.

Enhanced Locomotion

Vehicle System

Base Cost: 1,000 credits per point of increased movement speed.

Description: Enhanced Locomotion increases the speed of a walker, by giving it faster and more maneuverable legs. This increases a walkers base speed by up to the value listed in the vehicles entry.

Forward Thrusters

Vehicle System

Base Cost: 2,000 credits

Description: Forward Thrusters allow a walker to move at double speed. Activating Forward Thrusters requires a DC 15 Pilot check. On a success, the vehicle moves at double speed for 1 round. On a failure, the vehicle moves at normal speed. On a failure of 5 or more, the pilot isn't ready for the speed burst and the vehicle falls prone.

Gravity Tube

Vehicle System

Base Cost: 25,000

Description: Gravity Tubes allow a vessel to quickly drop its passengers into a battlefield without needing to land. Gravity Tubes allow a vessel to drop or pick up large-sized or smaller passengers from up to 100 squares in the air, at a rate of one per turn. The target is quickly dropped to the ground but is protected by a gravity cushion so they suffer no pain or injury. If the gravity tube is used from higher than 100 squares, the target free falls the distance beyond 100.

Headlights

Vehicle System

Base Cost: 1,000

Description: Headlights are sources of illumination that shine out in front of a vehicle, allowing them to avoid and react to hazards. They fill a cone with bright light, that is 12 squares long and 4 squares wide at the end. They cannot rotated or be moved. They can be turned on and off as a minor action.

Hover

Vehicle System

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

Description: This vehicle now counts as a hovercraft and follows all of the rules for a hovercraft (see Construct rules above).

Improved Capacity

Vehicle System

Base Cost: 500 credits per person of extra space

Description: Improved Capacity increases the size and storage area of a craft. Improved Capacity increases the amount the vehicle can hold by 1 person or an amount equivalent cargo and can be increased to a maximum of the amount listed. This upgrade cannot be added on later and must be applied when the vehicle is created.

Improved Cloaking

Vehicle System

Base Cost: 100,000 credits

Description: Vehicles with the improved cloaking upgrade can remain cloaked indefinitely.

Improved Handling

Vehicle System

Base Cost: 1,500 credits

Description: The vehicle is more receptive to the user's commands. The vehicle gains +2 defense when piloted.

Jamming System

Vehicle System

Base Cost: 40,000

Benefit: The vehicle has a jamming system that interrupts and scrambles electronics, such as communicators, targeting systems, digital uplinks, and more. Maintaining a jamming system is a minor action each turn by the pilot or co-pilot. The jamming system stops all communicators and digital uplinks from functioning. It also prevents target guidance systems from functioning, and target locks from being made. It has a range of 120 squares.

Medical Support Pods

Vehicle System

Base Cost: 10,000 credits, +10,000 for each additional patient

Description: This vehicle now has a medical support pod, which can quickly heal a patient. Entering into a Pod, each round the medical support system's AI can start one medicine skill test on the patient. The AI has a +10 medicine skill bonus, or +15 when using first aid. The AI can make First Aid tests or any other usage of the medicine skill, including surgery. The AI always counts as having an infinite supply of medipacks and trauma kits. For an additional cost, additional Medical Support Pods can be added to treat more patients at once. The Medical Support Pod replaces one individuals worth of space on the vehicle.

Multi-Targeting

Vehicle System

Base Cost: 10,000 credits

Description: Multi-targeting allows a user total control over the vehicle's weapon systems. It allows a pilot to simultaneously apply an action to two different weapons against multiple targets with a single action with no penalty. For example, for a Multi-Targeting system on a Goliath, the user can move, take an aim action at one target with the missile battery, take an aim action at another target with an autocannon, and then make a standard action attack against both targets with the respective weapons.

Navigation System

Vehicle System

Base Cost: 3,000

Benefit: The vehicle's onboard navigation system gives up to date analysis of the terrain around the vehicle, as well as the presence of obstacles. The navigation system shows the display of the terrain in up to a 1 kilometer distance. As a minor action, the pilot or co-pilot can send all navigational data to every ally with a digital uplink within 1 kilometer. If the pilot is wearing a digital uplink, they gain a +2 bonus to all pilot skills to avoid dangerous terrain or hazards.

Rocket Boosters

Vehicle System

Base Cost: 3,000

Description: The vehicle has an advanced missile launching system, applying extra rocket boosters on any launched missile or rocket. These increases the range of any rocket battery or missile battery attacks on the vehicle by 1 range increment.

Shaped Hull

Vehicle System

Base Cost: 20,000 credits

Description: The vehicle's hull is crafted from a single massive piece of minerals, giving it fewer cracks and weaknesses, and making it less vulnerable to deadly attacks. The vehicle gains Reinforcement (+1).

Target Guidance System

Vehicle System

Base Cost: 2,500

Benefit: This system will help aim or guide a launched projectile towards a target. Target locks are required to use missile weapons. To use the Target Guidance system, the pilot, co-pilot, or gunner must be able to lock onto the target. This is a standard action against a target within visual range. If the target lock is made, a pilot or gunner aboard the ship can then expend the lock freely with any rocket or missile 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. They gain a +4 accuracy bonus with both missiles if they attack this way.

Treaded Tires

Vehicle System

Base Cost: 500

Description: The vehicle has treaded tires better able to cross rough or challenging landscapes. The vehicle does not suffer from difficult terrain granted by rough or uneven terrain.

Treads

Vehicle System

Base Cost: 3,000

Description: Rather than wheels, the vehicle has a pair of treads that allows it to roll across the ground, grinding over terrain and obstacles. The vehicle suffers no penalty from difficult terrain, and any target that it runs over takes a separate hit of 20 + Strength damage. The vehicle can move in reverse at the same speed and rate that it moves forward and can turn without having to move. Turning without having to move costs 10 squares of their movement speed for every 90 degree turn they make.

Warp Drive

Vehicle System

Base Cost: 25,000 +25,000 for every size category above Huge

Description: The vehicle has the capacity to make long or short ranged warp jumps, passing through long distances of space in a mere fraction of the time, making what would take weeks take mere minutes. Precise rules for travel via activation of a warp drive will be covered in a future supplement.

Greater Capacity: Greater Capacity is a weapon upgrade that can only be applied to a rifle, heavy, or vehicle weapon that is mounted on a vehicle or stationary defensive emplacement. Weapons with Greater Capacity have 10x the normal ammunition capacity. Greater Capacity cannot be applied to ordinance weapons. This upgrade costs 2,000 credits to add to a weapon.

Twin-linked: Twin-linked is a weapon upgrade for vehicle weapons that gives the weapon a second barrel. If the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule and uses up twice as much ammunition. This upgrade costs 10,000 credits or the cost of the weapon, whichever is higher.

Triple Linked: Triple-linked is a weapon upgrade for vehicle weapons that gives the weapon two additional barrels. If the character does not aim on their turn, a twin-linked weapon gains the Hailfire (2) special rule and uses up thrice as much ammunition. This upgrade costs 20,000 credits or twice the cost of the weapon, whichever is higher.

Vehicle Weapon List

Autocannon

Vehicle Ranged Weapon

Base Cost: 18,000 credits

Damage: 22

Accuracy: +8

RoF: Automatic

Range: Remote

Shots: 200 Ultra Slugs

Power Rating: +4

Special Traits: Penetration (10)

Description: The autocannon is heavy vehicle weapon found aboard many Terran crafts. The autocannon rapid fires a storm of explosive shells, dealing considerable damage to anything unfortunate enough to be caught in the radius. High killing power combined with extreme rate of fire makes this a particularly devastating weapon. An ultra-slug costs 10 credits per round.

Bash

Vehicle Natural Melee Weapon

Damage: 16

Accuracy: -1

RoF: Average

Range: Melee

Power Rating: +4

Special Traits: Smashing

Description: The bash attack represents a walker simply smashing a target, either by slamming it with a limb or simply stepping on it. Keep in mind that the damage from bash scales based on what size the vehicle is. If it is large-sized, add +2 power ratings to damage; huge is +4, and gargantuan is +6 power ratings and gives the attack the Cleaving (1) weapon trait.

Burst Cannon

Vehicle Ranged Weapon

Base Cost: 3,000 credits

Damage: 40

Accuracy: +8

RoF: Slow

Range: Distant

Shots: NA

Power Rating: +5

Special Traits: Penetration (15), High Velocity, Energy Damage

Description: Burst lasers are rare Terran weapons designed to fire a powerful, concentrated blast of pure energy. They are commonly found as the armaments on wraith fighters and defensive emplacements.

Cluster Missile Battery

Vehicle Ordinance

Base Cost: 22,500 credits

Damage: 25

Accuracy: +0

RoF: Automatic

Range: Strategic

Shots: 600 Cluster Missiles

Power Rating: +4

Special Traits: Penetration (20), Burst (2), Cluster Blast, High Explosive, Missile

Description: The cluster missile battery is a rarer weapon. It fires clusters of smaller rockets that bury an area in explosions. While these cluster rockets are not nearly as deadly as large missiles, the fire rate gives them a distinct advantage, especially against clumps of zerg fliers. A cluster missile costs 100 credits per missile.

Combat Missile Battery

Vehicle Ordinance

Base Cost: 22,500 credits

Damage: 40

Accuracy: +2

RoF: Slow

Range: Strategic

Shots: 32 Missiles

Power Rating: +5

Special Traits: Penetration (20), Burst (3), Missile, High Explosive, High Velocity, Guided Explosive

Description: The combat missile battery is a typical mounted weapons battery. This all-round missile system combines the benefits of solid damaging power, sizable burst, and a seeking missile system that allows it to strike its targets true. These are known as combat missiles as they are very good in fighter to fighter combat. Hellfire and Javelin Missiles are common types of combat missiles. A combat missile costs 500 credits per missile.

Destroyer Missile Battery

Vehicle Ordinance

Base Cost: 25,000 credits

Damage: 60

Accuracy: +5

RoF: Slow

Range: Strategic

Shots: 24 Missiles

Power Rating: +10

Special Traits: Penetration (40), Burst (2), High Explosive, High Velocity, Missile

Description: The destroyer missile battery falls between the combat missile and the torpedo in effectiveness. It combines burst area with killing power and is a solid choice against most opponents. It also contains the best onboard guidance system, making it the most accurate missile. The destroyer is equally good against small vessels or capital ships. Longbolt and Gemini missiles are the most common type of destroyer missile. A destroyer missile costs 1,000 credits per missile.

Gatling Cannon

Vehicle Ranged Weapon

Base Cost: 30,000 credits

Damage: 21

Accuracy: +8

RoF: Fully Automatic

Range: Distant

Shots: 400 Ultra Slugs

Power Rating: +3

Special Traits: Penetration (10), Hailfire (1)

Description: The Gatling Cannon is like a chaingun, possessing rotating barrels, but is several times larger. It is designed to be mounted on a heavy vehicle, namely a viking. This weapon has even greater rate of fire and much greater penetration, but ultimately serves a similar purpose to the smaller weapon. An ultra-slug costs 10 credits per round.

Ripwave Missile Battery

Vehicle Ordinance

Base Cost: 30,000 credits

Damage: 35

RoF: Slow

Shots: 16 Missiles

Accuracy: +1

Range: Strategic

Power Rating: +5

Special Traits: Penetration (20), Burst (12), Missile, High Explosive, Energy Damage

Description: The prototype ripwave missiles use anti-matter to project sub-automatic particles into a massive blast, tearing and shredding anything within the area. These were designed as a counter to Zerg Flyers, which they are particularly effective against. These weapons are still experimental and are not standard implements on any vehicle or weapon platform. These missiles cost 2,000 credits per missile.

Torpedo Battery

Vehicle Ordinance

Base Cost: 25,000 credits

Damage: 60

RoF: Slow

Shots: 30 Torpedoes

Accuracy: +0

Range: Strategic

Power Rating: +10

Special Traits: Penetration (80), Burst (1), High Velocity, Missile

Description: The torpedo battery is an anti-capital ship missile battery. It fires large, very powerful missiles designed to rip through the toughness surfaces and deal serious injuries to battlecruisers or protoss carriers. The downside of the weapon is the poor accuracy and limited carrying capacity due to the weapon's size. The Lanzer Torpedo is a common type of torpedo battery to be found on smaller crafts. These torpedoes costs 1,000 credits per torpedo.

Vehicle Armor List

Heavy Plated Hull

Vehicle Super Heavy Armor

Damage Resistance: 24

Resistance Rating: +4

Special Traits: Reinforcement (1)

Defense Penalty: -2

Light Hull

Vehicle Heavy Armor

Damage Resistance: 12

Resistance Rating: +3

Special Traits: None

Defense Penalty: 0

Reinforced Hull

Vehicle Heavy Armor

Damage Resistance: 18

Resistance Rating: +3

Special Traits: Reinforcement (1)

Defense Penalty: -1

War Machine Hull

Vehicle Super Heavy Armor

Damage Resistance: 30

Resistance Rating: +5

Special Traits: Reinforcement (2)

Defense Penalty: -3

Chapter 9: Game Universe

Rules

This section details the different aspects of running a StarCraft RPG Campaign. Much of this includes rules of environmental factors, resting and exhaustion, using inanimate objects in game, and other details that allows the Game Master to populate their game world with. The chapter ends with rules on cybernetics, replacing limbs, implants, and resocialization.

Rest and Exhaustion

After long adventures, even the greatest heroes begin to tire and hope for a chance to rest and recover. Unfortunately, chances to relax are scarce during violent times.

Long Rest

After a long day of fighting for survival, a **long** rest may be in order. Resting is the character sleeping in a safe area to recover their lost health and vitality. Resting requires 8 hours of uninterrupted sleep. Resting does the following:

- Restores hit points to maximum
- Restores 10 healing thresholds
- Removes 4 exhaustion and all energy fatigue
- Resets abilities that rely on a gaining a long rest or can only be used once per day

If the character rests while in heavy armor, they must make a DC 20 Endurance check. Failure resorts in an uncomfortable and fitful sleep, where the character does not gain the full benefits of rest. They count the long rest as a short rest. Resting in super heavy armor has the same effect, but requires a DC 30 Endurance check.

Short Rest

A **short rest** requires 2 hours of uninterrupted sleep. A short rest removes 2 exhaustion and restores 2 healing thresholds. Characters who take a short rest also recover lost hit points equal to 5x their fortitude. You can only benefit from one short rests every 8 hours. Thus, you cannot rest for 4 hours and gain the benefit of two short rests; you would need a full rest to gain an additional meaningful recovery.

Heroic Recovery

A **heroic recovery** is a plot device where the characters recover their strength and push forward against incredible odds. A heroic recovery is a short rest that takes no time and does not count towards limit of how many short rests you can have in a day. However, characters cannot take a short rest; they are given by the Game Master for exceptional circumstances. The GM might give their players a heroic recovery half-way through an enemy base that they have been fighting in for a while, with no opportunity to rest, or just before or after an important story fight. It is solely up to the Game Master if they wish to use this mechanic at all.

Exhaustion and Starvation

If there is no chance to safely rest, characters are often forced to push their limits. For each 12 hours a character goes without any sleep or rest, they gain 1 exhaustion (see Encounter Rules: Conditions). A character can also gain exhaustion from excessive walking or swimming. See the Endurance skill for details on this.

A terran character gains 1 exhaustion if they go 8 hours without eating, then an additional 1 exhaustion every 4 additional hours without eating. Meanwhile, they gain 1 exhaustion every 4 hours without fluids, with an additional 1 exhaustion every 2 hours without fluids. This is often not important to track; many campaigns assume players are eating and drinking throughout the day. However, if the party is in a situation where they are having to worry about survival, rationing, and access to food, the GM might decide it is necessary to keep track of.

Environmental Features and Hazards

This is the list of common hazards found in the StarCraft Universe.

Radiation

Entering an area filled with radiation is hazardous. It gives penalties to those inside it, and more dangerous quantities can deal radiation damage. It comes in various forms, such as a liquid toxin, being ambient in the air, or as a toxic object.

Furthermore, ambient radiation has three Strength categories: Mild, Severe, and Lethal. This gauges the severity of the radiation leak. Liquid radiation is always lethal, while contact with a radioactive object, such as the core of a nuke, is always severe or lethal.

Constructs are immune to radiation and its penalties. The radiation shielding armor traits protects the wearer from radiation penalties, but not the damage.

An active Geiger Counter detects areas of radiation within 5 squares or further, and reveals whether it is mild, severe, or lethal.



Mild Radiation

Mild radiation doesn't deal damage but anyone within mild radiation loses 1 healing threshold per 5 rounds. The Radiation Shielding armor trait protects from this effect.

Severe Radiation

Severe radiation causes you to lose 1 healing threshold per 3 rounds of exposure, and also deals 3 poison damage per round of exposure. Radiation shielding also protects from this damage.

Lethal Radiation

Lethal Radiation is usually found in the form of radioactive waste. Moving through radioactive waste is identical to swimming. In addition, characters with lethal radiation suffer from the Melting, Slowed, and Tormented conditions, lose 1 hit threshold per round, and suffer 10 poison damage per round.

More rarely, lethal radiation is ambient, like mild and severe radiation. This is common at the direct sight of a nuclear blast or inside the radioactive core of a starship. The only difference is swimming is not required.

Temperature

Extreme temperatures deal energy damage and other effects to creatures exposed to them.

Some effects, such as freezing cold, deals damage every round of exposure much like radiation. Other effects, such as flames, blazes and steam, deal their damage on each square of movement passing through them, and for each round of exposure. All temperature damage has the Energy Damage type.

Flame

Flames are fires of tiny or smaller size. Touching a small flame deals 15 energy damage.

Blaze

Blazes are large, sustained fires that fill an area. Starting your turn or entering a blaze on your round causes you to suffer a hit of 40 energy damage. In addition, you must make a DC 20 acrobatics check or gain the Burning condition.

Lava

There are many volcanic planets across the galaxy, each having vast lakes of magma. Few things can kill as quickly as exposure to magma. Partial exposure (up to one-quarter of the body) deals 40 piercing damage per round, while full exposure (more than one-quarter of the body) deals 80 piercing damage per round. All sources of damage from lava has the Rending (10) trait. Character moving through magma are Staggered and Tormented. Clothing, gear items, weapons, and containers that

contact the lava are instantly destroyed. Armor suffers a permanent -3 damage resistance each round of exposure. Armor reduced to 0 hit points is destroyed. Damaged armor can be repaired with 100 credits worth of parts per missing damage resistance, and using the science check to repair the item (see the Repair function of the science skill).

Steam

Sometime pressurized steam will spill out of a damaged pipe or vent. Leaked steam usually fills a single square or a small cone. Steam deals 15 energy damage, hailfire 1, per round of exposure. Steam pipes often have systems attached to them to relieve the pressure and remove the obstacle.

Freezing Cold

Some areas are filled with bitter cold. Areas of freezing cold deal 12 energy damage per round of exposure. Anything within the area that takes damage from the cold gain 2 exhaustion as long as they stay within the area. Like radiation, freezing cold tends to occupy an entire area rather than a certain spot, and does not deal damage based of squares traveled through. Any character wearing armor with the Elemental Protection special rule is immune to freezing cold.

Flash Freeze

A few planets, such as the desolate Kaldir, have a natural freezing temperature that is worsened by the occasional flash freeze. In this case, the temperature has suddenly spikes downwards, making motion impossible. When a flash freeze occurs, every creature and character within the area makes a DC 25 Endurance check. Every target that the attack is successful against gains the Frozen condition. Constructs and vehicles make the check as well, using fortitude if they don't have the endurance skill. Vehicles that fail are shut down as their engines and processors are frozen and rendered unresponsive. Moving vehicles are considered to Lose Control.

Electricity

Loose, uncontrolled electricity and electricity passing through objects or water can be extremely dangerous. Electricity deals energy damage.



Electricity deals damage on each square of movement passing through it, and for each round of exposure.

All sources of electricity require an active power source. If the power source is either deactivated or destroyed, the electrical current will (generally) stop.

Electrical Current

When power line, electrical cord, wire, or any other conduit designed to transmit electricity breaks while the power is still running, it might create an ongoing electrical current passing through the air. This current is usually visible. Electrical currents are either constantly active, or are sporadic, striking on and off at regular or erratic intervals.

Electrical currents deal energy damage, with penetration, based on the Strength of the shocking bolts, which usually depends on the size and Strength of the power source.

Current Strength	Energy Damage	Penetration	Example Source
Weak	15	2	Sparking Computer Console
Steady	25	5	Snapped Electrical Wiring
Strong	50	10	Severed Industrial Power Line
Powerful	80	15	Malfunctioning Reactor
Overwhelming	200	20	Direct hit by Bolt of Lightning

Electrified Object

An object that can conduct electricity, namely metals, that is connected to an active electrical source deals 30 damage to a character touching it for each round of exposure. Characters in contact with electrified surfaces are Staggered and Tormented. When a character is trying to climb and electrified object, such as a fence or a ladder, they take damage for each square they move up the surface. Furthermore, they must make a DC 25 endurance check each square of movement or fall as their arms go numb.

Electrified Water

Moving through water that is electrified is very dangerous. Partial exposure (up to one-quarter of the body) deals 50 energy damage per round, while full exposure (more than one-quarter of the body) deals 100 energy damage per round. Character moving through electrified water move at half speed and take a -10 penalty on all checks. Characters in electrified water are Staggered, Slowed, and Tormented.

Water

Water is a common obstacle found in countless different situations included flooded installations, sewers, rivers, canals, and oceans. Water can be a minor deterrence or an impossible obstacle.

Most ranged weapons do not function underwater. In general, any weapon that relies on a fuel source (such as fuel for a flamethrower or a power cell for a Stunner) or any non-Gauss pistol, rifle, or heavy weapon does not work. Explosives can still be used, but not a rocket launcher or grenade launcher. Melee weapons, thrown weapons, propulsion-based weaponry, Gauss weapons, or specifically design firearms do function underwater.

The rules below assume a creature of medium size. For larger or smaller creatures, increase or decrease the effect on movement based how many size categories they are different from medium. For example: a large creature would consider deep water to be shallow water, shallow water to be a puddle, and a puddle to have no effect. A small creature would consider shallow and deep water to be deep water, and a puddle to be shallow water.

Puddle

Water only a few inches deep doesn't slow or inhibit movement of any kind, but it gives a -1 penalty to stealth checks to sneak.

Shallow Water

Shallow water is water shallow enough that a character can tread through it (½ foot to 4 feet deep) and not have to swim. However shallow water is difficult terrain and characters going through shallow water suffer disadvantage on stealth tests.

Deep Water

Water deeper than 4 feet cannot be walked through and characters must make swim checks to travel move through it. See the Athletics skill for details on swimming.

Drowning

An underwater character will eventually drown unless they get air. A character can hold their breath for a number of rounds equal to 3 + Fortitude. If a character takes damage while holding their breath, they lose a round of air. Afterwards, they take 15 poison damage and +1 exhaustion point every round. If a character is brought to 0 hit points, they automatically suffer the Punctured Lung disfigurement result under the Torso tables. When a character falls unconscious in water, they gain the dying condition and must check against dying every minute until they are removed from the water. They cannot be stabilized or automatically stabilize until they are removed from the water.

Aquatic creatures do not drown in water, and instead drown when they are trapped out of water. This follows the same rules as normal drowning, and aquatic creatures catch their breath by being exposed to water. If the creature has immunity to radiation damage, they can also breathe radioactive waste.

Amphibious creatures can breathe either air or water without penalty.

Catching Breath

A character can resurface for air when there is a pocket out of the water available. After one full round of exposure to air, the drowning timer resets.

Acid Pools

In rare locations, corrosive acid can collect into puddles or pools. These large amounts of collected acid can quickly kill and dissolve characters and creatures moving through them. Swimming through acid pools works the same as swimming through water, except for the constant damage. Characters with exposure to acid pools have the Melting and Tormented conditions. The Melting Condition does +20 piecing damage per round if one-half or more of the character is submerged in acid.

Falling

Falling from a great height can result in great injury or death. Characters fall 6 squares per round.

Falling Damage

A falling character or creature takes an amount of melee damage equal to 10 times the number of squares they fell. Therefore, a character that falls 10 squares (fifty feet) takes a 100 damage. The maximum fall damage you can suffer is 500. The hit location of crippling wounds dealt depends on whether it was an uncontrolled or controlled fall.

Types of Falling

There are two types of falling: uncontrolled and controlled.

Uncontrolled falling results from falling unintentionally, usually from failing a check to climb or balance, being pushed off a ledge, or any situation a character fell on accident. A character lands prone from an uncontrolled fall. If they receive a crippling wound from the fall, they injury a random location based on the standard crippling wound table. On very high falls, characters can injury the same limb multiple times or injury several different limbs, as typical for an area effect attack. A core, vital, or critical wound increases the falling damage as normal for that type of crippling wound.



Controlled falling comes from intentionally jumping from a height. The character always lands on their feet, and any crippling injuries are always movement wounds. If a character receives two movement wounds from the result of the fall, however, they land prone.

If a character succeeds a DC 20 acrobatics while making an uncontrolled fall, it becomes a controlled fall.

Airlessness

Some areas, including vacuums and areas with choking gas, are with breathable air and are deadly to organic life. Any character or creature in such an area begins to suffocate (identical to Drowning, see above) until they escape the airless space. An air tank prevents suffocation.

Open Space

Being exposed to open space is dangerous. Its lack of pressure, immense radiation, and dramatic temperatures will quickly kill most life forms. Open space has the combined effects of Airlessness, Freezing Cold, Severe Radiation. These effects can be resisted by the normal countermeasures in dress; respectively the Oxygen Supply, Elemental Protection, and Radiation Shielding traits. However, unless you have a pressurized suit, you are dealt one crippling wound to each wound location for each round of exposure. This bypasses all crippling wound protections, such as the Relentless ability or the Resilience talent. Being inside a pressurized cabin or suit of armor will protect against this. Generally, any armor that has the Oxygen Supply, Elemental Protection, and Radiation Shielding traits is pressurized.

Protoss, zerg, and psionic entities are immune to the penalties of open space, as they have a natural ability to survive in space. Likewise, as non-living entities, constructs are immune to open space.

Gravity

Some unique terrestrial environments have non-standard gravitational pulls, which are either reduced or accelerated gravity, making movement easier or harder.

No Gravity

In regions of no gravity, such as open space or in a star cruiser with damaged life support, there is nothing tying a character down to the ground. Characters in low-gravity environments have a fly speed equal to their base movement speed. As movement is more less organized, sprinting, charging, and using talents such as Leap is impossible. Characters take no falling damage in no gravity environments.

Striking an enemy in a No Gravity environment has a possibility of knocking them backwards. After landing a hit with a target in Zero-Gravity, see if the attack roll has surpassed the target's toughness. If the attack roll surpassed their toughness, they are knocked back one square directly away from the attacker, +1 square for every 5 points they surpassed the toughness. This rule does not apply when the individuals is locked into place, by gravity boots or an attachment cable, or something of the like.

Low Gravity

In regions of low gravity, common on moons or space platforms, movement is easier and takes less effort. Characters in low-gravity environments have their movement and shift speeds increased by 50% (this does not affect anything using vehicle locomotion), Jump DCs are decreased by half, and falling deals half damage (5 per square) and they fall 3 squares slower (3 squares).

High Gravity

In regions of high gravity, merely walking can be a struggle as the very air seems to weigh down on you. Characters in high-gravity environments have their movement and shift speeds halved (affects all entities, including flyers and vehicles), Jump DCs are doubled, and falling does double damage (20 per square), and characters fall twice as fast (12 squares per round).

Poison

Poison is a biological chemical that, upon entering the bloodstream, and cause extreme pain and debilitation. Poison can be in a variety of different forms, from toxic vapors, a poisonous plant, or the sting of a dangerous creature. Sometimes poison can even be slipped into a drink or food supply by a malevolent individual.

When a character is exposed to a type of poison, they must make an Endurance check against the poison's DC. The DC of the poison is based on its level of lethality, as described in the creature's entry. If they pass the endurance check, they suffer no additional ill effects. If they fail, they suffer an amount of damage based on the poison. Poison damage ignores damage resistance, but cannot deal crippling wounds.

The example poisons here are listed with costs, as different poisons are frequently sold on the black market. The cost indicates one single vial of poison.

Poison Lethality	Endurance DC	Poison Damage	Cost	Example
Weak Poison	12	8	75 credits	Plant that causes rashes and itching
Mild Poison	16	16	300 credits	Vespene Gas fumes
Average Poison	20	24	1,500 credits	Mutated Scantid venom
Strong Poison	24	32	4,000 credits	Venom of a deep-sea organism
Deadly Poison	28	40	9,000 credits	Zerg blood
Lethal Poison	32	48	12,000 credits	Infected blood filled with flesh-eating parasites
Killer Poison	36	56	18,750 credits	Synthesized molecular venom
Unnatural Poison	40	64	30,000 credits	Blood of a corrupted void entity



~Art by Mr. Jack

Technological Features

Terrans have adapted their technology significantly over the centuries and have gained a grasp on some formidable technological wonders, most with military functions.

Energy Fields

Energy fields are common in government installations as a defensive tool. By default, energy fields block absolutely anything from passing through them, including items, characters, creatures, constructs, projectiles, and projectile based psionic powers. Non-projectile based psionic powers, such as telepathic powers, are unaffected by energy fields.

Energy fields cannot be directly attacked or damaged, and are immune to all damage, although they are deactivated if they are cut off from their power source. Energy fields are advanced technology and tend to be fixed in place and are built into the structure they are part of. Since energy fields are generally connected to computer and security consoles, successful

computer skill checks can allow a character to deactivate an energy field. However, energy fields are usually placed out of reach by those wishing to deactivate them, such as an invader to a military station.

Certain special abilities and powers can overcharge and destroy energy fields, however. In addition, a creature can attempt to make a DC 40 Strength test to physically overpower an energy shield as a standard action. If they succeed, the energy shield is crushed.

The protoss make wide use of energy fields as well, and utilize energy bridges, which resemble energy fields except they are used as bridges between long gaps.



Medical Stations

Another common sight in government installations, these clearly marked stations can be used to restore hit points. Each station is usable as a standard action and has 10 charges. A support station is found on a 1 square section of the wall.

Each use of a medical station restores 50 hit points. This uses a healing threshold as normal. Characters cannot use their own medicine skill and traits to modify a medical station. These stations are practical replacements for medipacks when a party is rationing their supply. Their charges are replenished by the station manning the station, usually once every few days.

Teleporter

Teleportation technology is uncommon amongst Terrans, but it does exist. Some locations have two-way teleporter platforms that link locations together. Usually the range is quite short, less than a mile. To activate a teleport, everything that is going to be teleported must stand upon the teleporter pad, and then the teleporter must be activated by someone inside or outside the platform. Everything on the pad will be transported to the linked pad.

Teleportation is not an instant process. It usually takes 2 full-rounds to move the contents of a teleporter pad from one location to another.

Weapon Emplacements

Often, military outposts will have fixed mounted weapon emplacements set up in a fixed spot. Anyone walking by can grab use of the weapon and start to fire. Any rifle or heavy weapon can be a mounted weapon, but heavy gauss rifles, chainguns, gauss cannons, rocket launchers, and flamethrowers are the most common.

Mounted weapons cannot be moved from their location. To use a mounted weapon, a character must be standing adjacent to an unattended weapon and use a minor action to take a hold of it. Mounted weapons fixed onto the ground on a tripod or weapons platform can be turned to face any direction. Some mounted weapons are fixed on walls, balconies, or as part of a barricade. These weapons are fixed to face one direction and only have a 180 degree firing arc.

Like normal weapons, mounted weapons can be various equipment tiers, although most are tier 2. By base, all mounted weapons have the Easy Reload and Expanded Capacity weapon upgrades without costing upgrade slots. Mounted Weapons never suffer penalties from recoil.

Flight

Many creatures and life forms have adapted the ability to fly. Whether through wings, gastric projection, or psionic ability, flight generally works the same way as regular movement. Moving 1 square in any straight direction counts as a single square of movement, while moving a diagonal costs 2 squares of movement. The only difference is flight allows three dimensional movement, and the same standard rules above movement across squares apply to flying up and down.

Fly speed is determined much like regular speed, modifying base movement by $\frac{1}{2}$ the Agility score of the creature or character. Flying is slightly faster, so determine base fly speed by the following table.

Size	Fly Speed
Tiny	3
Small	6
Medium	8
Large	10
Huge	12
Gargantuan	14
Colossal	16

Rapid Flight

Many flying creatures have the ability to fly at speeds resembling that of flying vehicles, by flying beyond their normal movement speed. This is known as rapid flight and is activated as a move action at the start of a turn. When performing rapid flight, they follow all the same rules as flying vehicles, including maneuverability, combat speed vs cruising speed, acceleration speed, and max speed. They must spend a move action each turn sustaining their flight. In the case of flight maneuvers, they use the acrobatics skill instead of pilot. Their acceleration rating and maximum speed is dependent on their own traits, and their combat speed up to triple their acceleration rating. While using rapid flight, the creature cannot evade, shift, sprint, double move, or charge. If a creature wishes to fly normally, they can move at the normal flight speed based on the table above. When flying normally, they can make shifts, evades, charges, double moves, and sprints as normal.

In order to use rapid flight, the creature must have flight clearance (see below).

Rapid Flight Clearance

Rapid flight clearance means the creatures must have room to utilize their flying appendages in order to fly at high speeds. This means they have to have an amount of clear space around them that is not occupied by terrain. This space is equal to the space and dimensions of the creature itself. For example, a creature with a 2 by 2 space must have terrain within a 2 spaces horizontally or vertically in order to use rapid flight. Essentially, the creature must have a 4 by 4 free space in order to use rapid flight. In short, double the space of a creature; this much space must be open to use rapid flight. This prevents creatures from using rapid flight in tight environments, such as within strongholds or caverns.

Knocking a Flyer Prone

Certain attacks and abilities have a chance to knock a flyer prone. If this effect occurs against a flyer, they instantly fall 6 squares downwards. If they are using rapid flight or vehicle acceleration, they also must make a DC 15 acrobatics or pilot check. If they fail, they lose all forward momentum and change their speed to 0. Flying vehicles lose control. If they succeed their check, they stabilize and do not lose control.



Objects

Barrels, crates, bricks, stones, scrap metal, glass, windows, doors, walls and countless other untended objects fill the StarCraft universe. These objects may act as obstacles, hazards, terrain, hiding spots, storage, or weapons.

Destroying Objects

Most objects can be destroyed by dealing damage. Reasons to destroy an object vary: smashing a supply crate to retrieve items inside it, shooting out a window to have a clear shot at an enemy, causing an fuel barrel to explode to damage foes, blasting through a thin wall to make a new route, demolishing a barricaded door, destroying a bridge to stop a fleeing opponent, breaking a power generator to stop a dangerous electrical field, and so on.

Attacking Objects

Attacking objects operates much like attacking creatures, by making an attack roll against the defense of the object. Attacks against adjacent object's defense are automatic hits and do not require an attack roll.

If the object is somehow moving, like a cargo crate that is being carried by a crane, increase its defense by 2. If the object is moving quickly, such as falling from a great height, increase its defense by 4.

Objects also have a toughness score as a rating on how hard they are to push (see Combat Rules). Objects that are extremely heavy for their size (such as items made of solid metal, heavy stone, or containers full of heavy items) increase the toughness by 5.

Terrain features such as walls and bridges and objects built firmly into the surface (such as buildings or technological equipment) cannot be moved or pushed and do not have a toughness score. Such features can still be attacked.

An object's defense or toughness is based on its size. Objects also gains a bonus to toughness based off their material type (see below).

Material Type	Tiny	Small	Medium	Large	Huge	Gargantuan
Defense	16	12	10	8	6	4
Toughness	4	6	10	14	18	26

Object Hit Points and Resistance

Destroying objects has similarities and differences to killing NPCs. Every object has hit points, damage resistance, and damage threshold. Their hit points and damage resistance is determined by their size and the material they are constructed from.

The following table determines object damage resistance by material type, and examples of those various material types.

Trait	Delicate	Light	Dense	Hard	Unbreakable
Damage Resistance	5	8	18	25	50
Bonus to Toughness	+0	+5	+10	+20	+30
Examples	Cardboard, Vegetation, Organic Tissue	Glass, Plastic, Wood	Rock, Plasteel	Steel, Plascrete	Neosteel

This table determines object damage threshold based on size and material type.

Size	Delicate	Light	Dense	Hard	Unbreakable
------	----------	-------	-------	------	-------------

Tiny	2 DT, 10 HP	3 DT, 15 HP	5 DT, 25 HP	7 DT, 35 HP	10 DT, 50 HP
Small	5 DT, 25 HP	7 DT, 35 HP	10 DT, 50 HP	15 DT, 75 HP	20 DT, 100 HP
Medium	10 DT, 50 HP	15 DT, 75 HP	20 DT, 100 HP	30 DT, 150 HP	40 DT, 200 HP
Large	15 DT, 75 HP	20 DT, 100 HP	30 DT, 150 HP	40 DT, 200 HP	60 DT, 300 HP
Huge	20 DT, 100 HP	30 DT, 150 HP	40 DT, 200 HP	60 DT, 300 HP	80 DT, 400 HP
Gargantuan	30 DT, 150 HP	40 DT, 200 HP	60 DT, 300 HP	80 DT, 400 HP	100 DT, 500 HP

When an object is dealt an amount of damage that equals or surpasses its damage threshold, it is considered Damaged. Damaged objects are considered wrecked, and generally do not work as intended. Power Generators may begin to surge waves of electricity, fuel barrels may spark and leak fuel, bridges may collapse under strain, and walls begin to crack and expose gaps in their foundations. The exact function of an object becoming wrecked is based on GM's discretion, which could have major ramifications or no effect at all.

When a damaged object has an attack surpass its damage threshold again, or an undamaged object has its damage threshold surpassed twice, it is destroyed. The object effectively no longer exists, and probably has been reduced into a pile of rubble. This could have additional effects, such as causing an object to explode or a container to burst.

In addition, objects have hit points just like any regular creature. Their hit points depends on their material type and size, just like their damage resistance. Hit points lead to the damage and destroyed traits just like dealing crippling wounds does. When an object loses half its remaining hit points, it becomes damaged, as if it received a crippling wound. Conversely, if an object receives a crippling wound, it loses half its maximum hit points. If an object is reduced to 0 hit points, it is destroyed.

Destroying Terrain

Generally, the GM should not bother to make note of the damage surfaces take from area attacks and should never worry about missing weapons attacks dealing damage to random surfaces (except rare situations where it might be relevant). The only times a GM should worry about terrain taking damage are: when a character or creature is specifically targeting the terrain, or if the terrain is likely to be destroyed by a massive attack, such as standing on a pedestrian bridge while being bombarded by a siege tank. In the case of attacks versus terrain, judge their size based on how big of section being attacked. If an entire bridge is being attack, it could count as a gargantuan object. If one square section of wall is under attack, count it as a medium section. Otherwise, this works as normal for attacking objects.

Attacking through Objects

Sometimes an attack against an object or terrain deals enough damage that it passes through an object and strikes someone on the other side. This could be shooting a shotgun through glass to hit a creature on the other side, bashing through a closet with an axe to hit a creature hiding inside, firing a sniper rifle through shutters to hit a mark, and so on.

To successfully shoot through an object, the attack must deal one additional interval of damage threshold higher than normally required to destroy an object (attacking through an undamaged objects would require the damage threshold to be surpassed three times in an attack, or twice for a damaged object). If this is successful, then the attack can pass through as normal. The target on the other side may gain concealment or total concealment against the attack.

Objects dealing Damage

Sometimes objects can deal damage to characters. This usually happens when items fall from great height, or items that are thrown or swung.

When picked up and used as weapons, objects always do melee damage. They are considered Slow Melee weapons when used to make melee attacks, and generally only get one attack, although they can benefit from talents such as Swift Strikes. Thrown objects are treated as single shot consumables, and have a range of Short if the object is two or more squares smaller than the character. Objects that are one size smaller than the character cannot be used to make attacks beyond short range, and objects that are the same size as the character can only make attacks up to 2 squares away. Objects larger than the character cannot be thrown.

As usually, melee attacks base attack overage and bonus damage based on Strength, and thrown attacks gain attack overages based on Instinct. All makeshift object attacks have a base -2 accuracy penalty, and gain benefit from the melee prowess skill.

When impromptu objects are used as weapons, they take as much damage as they deal. This can cause them to break or shatter if swung especially hard. Thrown objects have a range of short.

Base Object Damage

Objects deal damage based on their size and material type. The table below describes the damage of objects of various sizes and material types. The number of parenthesis is the power rating.

Size	Delicate	Light	Dense	Hard	Unbreakable
Tiny	2 (+2)	6 (+2)	10 (+2)	20 (+4)	30 (+5)
Small	4 (+2)	12 (+3)	20 (+4)	30 (+5)	50 (+5)
Medium	8 (+3)	24 (+4)	30 (+5)	50 (+5)	80 (+10)
Large	16 (+3)	40 (+10)	60 (+10)	80 (+10)	120 (+10)
Huge	30 (+5)	60 (+10)	100 (+10)	120 (+10)	160 (+10)
Gargantuan	60 (+10)	80 (+10)	120 (+10)	160 (+10)	200 (+20)

These are the other factors that affect the damage dealt.

Factor	Effect on damage dealt
Object is extremely light for its size (empty container, rope or chain, etc.)	Item is considered one size category smaller (minimum of tiny)
Object is extremely heavy for its size (fully filled container, extremely dense, etc.)	Item is considered one size category larger (gargantuan items increase by their power rating)
Object has edges or ends that make it more dangerous	Item's damage is increased by 1-3 power ratings.

Falling Objects

Objects falling from great heights deal damage to anything they land on. An object must fall at least 2 squares (10 feet) to deal any damage. For every 2 squares an object falls, the damage increases by its power rating. The base attack bonus of a medium size or smaller falling object is equal to the amount of squares it has fallen. Objects larger than medium sized have the same attack bonus, but they are considered area attacks and do half damage even on a miss unless the character has cover against the attack. Characters can use evade to avoid or reduce damage from large falling objects (see Evading in the Combat Rules chapter).

If a falling object deals a crippling wound, the GM can rule that certain crippling results must be rerolled because they are unfeasible (it is unlikely an object falling straight down will hit a standing character's legs, for example).

When a wall or ceiling collapses or when windows are blown out, objects don't fall as one object but as a shower of smaller objects. A shower of object size is determined by the quantity of material falling together rather than the size of the individual objects. Falling spreads take a -2 penalty to attack, but they are considered area attack and do half damage even on a miss unless the character has cover against the attack. Characters can use evade to avoid or reduce the falling damage (see Evading in the Combat Rules chapter). The GM can rule that showers of certain objects, such as leaves or feathers, will obviously not deal any damage.

Explosive Objects

Explosive objects are containers filled with combustible substances such as gasoline, oil, blast powder, or small explosives such as dynamite or grenades. These items are very sensitive to damage and improper handling and can explode.

When the items trigger occurs (taking damage or being destroyed depending on the item) it explodes and deals damage to everything around it. Explosive objects do explosive damage, so the damage can be reduced or avoided by evading (see Evading in the Combat Rules chapter). Exploding objects have no primary targets, and therefore do not gain attack overages.

Explosive Object	Damage	Burst Size	Attack Bonus	Special Traits
Sensitive Combustible	25	Burst 1	1d20+5	Energy Damage, Flame
Sudden Explosive	60	Burst 3	1d20+10	Penetration (5), Hailfire (2)
Gradual Explosive	40	Burst 2	1d20+10	Flames, Hailfire (1)

There are alternate versions of each of these explosives that might have various weapon traits. Mechanically they function identically, just might have the Flames, Corrosion, or Stun weapon traits.

Sensitive Combustible

Sensitive combustibles are generally small portable tanks filled with a flammable liquid such as oil. When a sensitive combustible becomes damaged or destroyed by an attack that does not deal melee damage, it explodes. A combustible is not as damaging as an explosive, but has the Flames and Energy Damage weapon trait, and can therefore set targets on fire if the attack bypasses defense and toughness.

Sudden Explosive

Sudden explosives are most commonly large crates filled with either explosives or explosive components. They are noticeably marked with flame motifs and have EXPLOSIVE written on the side. Sudden explosives don't explode until the container is completely destroyed.

Due to the quantity of material contained in these containers, the burst is large and powerful.

Gradual Explosive

Gradual Explosives often come into the form of metal barrels filled with oil. They are usually noticeably marked, being red or marked with their contents. When a gradual explosive has become damaged, it catches fire. A gradual explosive makes a D20 check at the top of every round. On a 11+, it explodes at that time.

Common Objects

Below is a list of some of the most common objects found in the StarCraft Universe that are used, destroyed, or interacted with.

These are the base traits such as material, size, damage, and defenses.

Object	Material	Size	Damage Threshold	Hit Points	Defense/Toughness	Damage Resistance	Damage/Power Rating
Cardboard Box	Delicate	Small	5	25	12/6	5	4 (+2)
Fuel Canister	Light	Small	7	35	12/11	8	12 (+3)
Supply Crate	Light	Small	7	35	12/11	8	12 (+3)
Explosive Crate	Light	Medium	15	75	10/15	8	24 (+4)
Freight Container	Hard	Huge	60	300	6/38	25	120 (+10)
Wooden Door	Light	Medium	15	75	10/15	8	24 (+4)
Brick	Dense	Tiny	5	25	16/14	18	10 (+2)
Large Rock	Dense	Small	10	50	12/16	18	20 (+4)
Barrel	Hard	Medium	30	150	10/30	25	50 (+5) or 30 (+5) if empty)
Sharp Scrap Metal	Hard	Small	15	75	12/36	25	40 (+5)
Metal Door	Hard	Medium	30	150	10/---	25	50 (+3)
Blast Door	Unbreakable	Large	60	300	8/----	50	120 (+10)
Bunker	Unbreakable	Huge	80	400	6/---	50	---

Regenerative Services and Resocialization

As Terran military technologies have advanced exponentially over the centuries, their understanding of genetics and neurology has excelled with it. They have gained the ability to repair or even rewrite the human body, healing even the most grievous of injuries or rewriting the human mind with new memories. This falls into two categories: Regenerative Services and Resocialization.

Regenerative Services are available to wealthy characters who wish to heal their characters of their serious wounds, usually gained through crippling wounds or disfigurements (see Combat Rules chapter). The cost for these services is expensive, and will unlikely on only be considered by players of higher level characters with sentimental value. Regenerative services usually involve cloning new tissue, growing new bones, limbs and organs in genetic vat, or simply replacing injuries with cybernetic replacements.

Resocialization is a major part of Terran society. It involves mentally altering a subject's memories, personality, and identity, possibly mind wiping a person or turning them into someone else. This is often used by the government, turning criminals into brainwashed soldiers, or adding the minds of captured revolutionaries to use them against their own people. For the players, resocialization allows characters to exchange talent and skill points for different skills, allowing characters to redesign their characters already a long ways into their careers.

Regenerative Services

To utilize regenerative services, the characters must be in a location where they are offered. This usually includes high population core world cities, science vessels, and research laboratories.

Once at the laboratory, the characters must pay the requisite cost for their service they are receiving. Typically, the scientists will need to make several blood samples and perform several tests, all of which takes about 8 hours. Afterwards, they will begin replicating the new limb, which may take some time, varying on how much needs to be restored. If the character is having multiple services done, then it only takes as long as the longest service, as they are all worked on consecutively. The character is free to continue adventuring while this process is ongoing. At the end of the lab work, the body parts will be put in cold storage until the character returns. Afterwards, it takes another 4 hours of surgery to complete the process per operation being performed.

Below is the list of regenerative services allowed, how much they cost, and how long they take to finish.

Service	Time to Complete	Cost in Credits
Removes permanent condition on a limb where it takes more than normal crippling wounds points or has permanent crippling wounds	1 day	25,000 per point of additional crippling wound
Regrow a replacement organ, such as heart, lung, eye, etc	3 days	40,000 per organ
Regrow a lost limb, such as arm or leg	5 days	60,000 per limb
Repair a body that is alive, but hopelessly mangled and wrecked	2 weeks	500,000

Cybernetics

Obviously, cloning new bodily limbs is quite expensive and time consuming. For that reason, most wounded adventurers resort to cybernetics rather than regenerative services. Cybernetics are mechanical limbs that replace an old limb or organ. One of the advantages of cybernetics is they are by base much more affordable than biological replacements. On the downside, they are still mechanical replacements and have downsides for not possessing a biological limb.

Cybernetics work very similar to regenerative services, but have a lower credit cost, and recovery time. As cybernetics are easy to make and install in the StarCraft timeline, even the most basic cybernetic is as good as the living equivalent.



Service	Cost in Credits	Time to Complete
Apply augments to removes permanent debilitated condition on a certain limb, including where it has permanent crippling wounds or takes more than normal crippling wounds	5,000	2 hours
Replace a lost organ, such as a heart, lung, digestion, or eye.	10,000	1 days
Replace an arm or leg	5,000	1 days
Apply a arm, leg, eye, heart, lung, or digestion cybernetic upgrade (see below)	Varies	2 days
Apply a cybernetic augment	Varies	10 days

Cybernetics follow additional restrictions, as the character is part machine, part living organism. First, total up the number of cybernetic points that a character possesses, and multiply it by 5. That is the character's cyborg rating. The cyborg rating is used for the following factors:

-Cybernetic characters can take EMP damage. However, they cannot take damage from a single attack higher than their cyborg rating. Hailfire can still apply to this damage. Therefore, if a character with 2 cybernetics takes a hit of 40 EMP damage, they would take 10 EMP damage.

-Cybernetic characters receive reduced healing from most sources. When the cyborg would restore hit points from spending a healing threshold, they reduce their healing by their cyborg rating. For example, when healed of 36 hit points with three cybernetic implants, they only heal 21 hit points.

-Cybernetic characters can be healed as a standard action by a Science check, by a character using a repair kit. However, they can only be healed a maximum number of hit points equal to their cyborg rating. Therefore, a character with 4 cybernetics can be healed up to 20 hit points with a science check to repair. This uses up the repair kit, but does not cost a healing threshold.

-If a character's cyborg rating increases to 30, they suffer a permanent -2 penalty to their morale bonus but +3 to endurance checks/.

-If a character's cyborg rating increases to 50, they gain the Jaded talent and gain a -5 penalty to psionics checks. However, they gain +5 to endurance checks instead.

-If a character's cyborg rating increases to 75, they gain the Cynic talent and their penalty to psionics checks increase to -10. However, they gain +10 to endurance checks instead.

Cybernetic Upgrades

Many adventurers not only replace limbs with cybernetics but augment those cybernetics with special features. Some even unnecessarily replace parts of their body with cybernetics for more power, at the cost of a loss of their humanity. Every cybernetic organ and limb that a character has replaced can have a single upgrade. In total, that is up to 2 arms, 2 legs, 2 eyes, 1 heart, 1 lung, and 1 digestion. In addition, a character can have any number of augments; full body enhancements that riddle a person with cybernetic parts.

Cybernetic upgrades can make a terran much more powerful, at the cost of being less human. Every upgrade costs at least 1 additional cybernetic point, and that is on top of the cybernetic point for simply having an alternate limb. This will cause the character's cybernetic rating to increase quickly as they get multiple implants.

For cybernetic upgrades that you can multiples of, their effects generally stack, as applicable and within reason.

Weapon Grafts

The weapon graft is one of the most important and common cybernetic upgrades. It means your armor has a weapon, melee or ranged, built into it that can fired right off the arm. This weapon arm can rotate and swamp with a cybernetic hand. A cybernetics facility can turn any weapon until a weapon graft, at a cost of ½ the base cost of the weapon. The weapon becomes attached to the character's arm until replaced. When a grafted weapon is replaced, it is permanently destroyed; it does not become a regular weapon again.

A grafted weapon functions as the base weapon for all purposes, except the character always has access to it. The character can swap between the grafted weapon and a cybernetic hand as a minor action. All grafted weapons have the Concealed Weapon trait. The type of weapon grafted onto an arm has effects on the character and weapon.

-Pistol: Pistols grafted onto an arm gain +1 base accuracy, x5 magazine capacity, and can swap with the hand as a free action once per round

-Rifles/ One-Handed Melee: Rifles have no special modifiers when grafted on an arm. Melee weapons with the versatile trait lose that trait.

-Heavy Weapons: Heavy weapons grafted on an arm suffer a -2 accuracy penalty and gains no attack overages with attacks. In addition, a character with a grafted heavy weapon suffers the Very Cumbersome trait and does not gain the Concealed Weapon trait.

-Two-Handed Melee Weapons: Two-handed melee weapons grafted on an arm suffer a -2 accuracy penalty and gives the character the Very Cumbersome trait.

Cybernetic Upgrades

Cybernetic	Upgrade Type	Cost	Benefit
Enhanced Arm	Arm	+25,000	User gains a +1 gear bonus to strength. +1 cyborg point
Weapon Graft	Arm	+50,000	The arm can support a pistol, rifle, heavy weapon, or melee weapon grafted on the limb. See Weapon Grafts below. +1 cyborg point
Power Fist/ Ripping Claws*	Arm	+30,000	The user's gains either a bash or claw natural weapons with +4 penetration, but suffer -2 ranged accuracy when using that arm. +1 cyborg points
Lifting Claw*	Arm	+25,000	User counts as 1 size category higher for special combat actions and lifting capacity, but suffers -2 accuracy with unarmed attacks. +1 cyborg point.
Enhanced Leg	Leg	+25,000	User gains a +1 gear bonus to agility. +1 cyborg point.
Multi-Jointed Servo Module	Leg	+30,000	User gains +10 bonus to athletics checks to jump and acrobatics checks to balance or avoid fall damage. +1 cyborg point.
Jet Thruster	Leg	+50,000	Can function as if having a Tier 1 jet pack, with 3 charges per minute or encounter. Requires both legs have this upgrade. +1 cyborg point
Entrenched Leg	Leg	+25,000	User gains +10 toughness against being pushed, moved, or grabbed. +1 cyborg point
Enhanced Eye	Eye	+30,000	User gains a +1 gear bonus to instinct. +1 cyborg point.
Tracking Eye*	Eye	+50,000	User can make a spotter action as a move action using the eye. +1 cyborg point
Targeting Eye	Eye	+50,000	User gains +3 maximum attack overages with ranged attacks. +1 cyborg point.
Protective Lenses*	Eye	+25,000	User is immune to the Flash weapon trait. +1 cyborg point.
Blood Regulator	Heart	+100,000	User gains +3 max healing thresholds and +20 maximum hit points. +2 cyborg points.
Adrenal Nanobots	Heart	+75,000	Medicine checks on the user gains +5 and advantage. +2 cyborg points
Oxygen Supply	Lung	+75,000	Can hold breathe for 20 additional rounds. +1 cyborg point
Lung Filter	Lung	+40,000	Immune to the effects of smoke and poison gas.
Detox System	Digestion	+70,000	Immune to poison damage from enemy creatures, but cannot use chemicals or drugs. +1 cyborg point
Nutrient Replenishment	Digestion	+40,000	The user can go 10x as long without eating or drinking before gaining exhaustion. +2 cyborg points.
Cyborg Physiology	Augment	+100,000	+4 cyborg points
Subdermal Plating	Augment	+100,000	User gains a permanent +4 bonus to damage resistance. +2 cyborg points.
Artificial Nervous System	Augment	+200,000	User gains +5 damage threshold and is immune to the Tormented condition. +2 cyborg points
Enhanced Skeleton	Augment	+100,000	User gains +40 maximum hit points, but -1 agility. +2 cyborg points.
Cerebral Computer Interface	Augment	+75,000	User gains +8 to computers skill checks, but -1 instinct. +3 cyborg points.

*Effect does not stack with multiple of the same limbs.

Resocialization

Resocialization is the process of altering a person's memories, skills, or thought process. It is a commonly performed process in Terran society, commonly used to reform hardened criminals and psychopaths into obedient, gleeful, soldiers. It is also used as a training technique for the marines, removing the old memories of an individual and replacing them with memories of weapons expertise or tactical knowledge. Like regenerative services, resocialization is only available in certain areas.

There are two functions of resocialization for game purposes: retraining, rebuilding, and mind wiping.

Retraining

Retraining allows a character to switch old memories with new memories. In game terms, it allows a character to swap out their characteristic point purchases.

The character chooses a number of upgrades of characteristic points they have already purchased, including any combination of skill, and talent purchases. They cannot refund ability score points. They lose all benefit to the lost skills and talents, but are instantly refunded an equal number of characteristic points which they instantly spend.

Resocialization has a base cost of 10,000 credits, plus 5,000 for every characteristic point redone.

For example, a character decides to take away three of their skill purchases, and two of their talents. They instantly gain 7 characteristic points, but lose both talents, and a number of skill ranks equal to twice the number of skill ranks they get whenever they purchase skills. In addition, since this involves 7 characteristic points, this costs the player 45,000 credits to have this service done.

Rebuilding

Rebuilding is mind-wiping an individual and rebuilding them from scratch. Rebuilding an entity reduces them down to level 1 characters. They have no memories except for whatever the rebuilding process granted them. This is essentially a 'reset' key on a character.

Once a character has received severe brain damage on account of a disfigurement, this is often the only way to bring them back into play, by giving them a host of new memories.

One additional part of rebuilding is not just the ability to reset the character, but build them up to whole new levels by filling them with false experiences. This allows characters to be remade at higher levels, essentially turning a freshly resocialized character to a higher level, potentially even higher than they had ever achieved normally in life. This can even change a character's background, specialization, or advanced specialization. Characters can be built up to level 10 in this way. Any higher requires personal experience that cannot be replicated in a computer or placed into a subject.

When rebuilding a character, the individuals ordering the process have the ability to order the 'Submissive Protocol' into the character. With this aspect engaged, the character has been mentally subdued and has been rewritten to be extremely cheerful and amiable, and utterly fearless and unquestioning of orders. It is possible to make a character a submissive without fully rebuilding them, allowing them to keep all their current skills and levels while only adding in the submissive protocol. This is the most common procedure enacted by the Confederate and Dominion government.

While the rebuilding option might be tempting for characters, especially lower level ones, being rebuilt is not without its costs. It essentially creates a programmed character, that is incapable of reacting and thinking like a true entity. This comes with a host of effects and disadvantages, making it a not ideal option for a player character. Rebuilding and the submissive protocol are largely used to create super-obedient trained soldiers, not free willed adventurers. Such characters wanting to change things about themselves are better off using retraining. It is possible to rebuild a character without any of these traits, but it is very expensive. It is known as the Independence protocol.



Submissive Protocol

The following are the rules for Submissive characters.

- Character gains the Cynic and Jaded talents for free
- Character gains a +8 to resolve.
- Character cannot gain experience.
- Character is brain damaged and lacks the capacity to understand and react to their environment. They cannot perform combat behaviors, combat augmentations, or use combat influence actions. They can be affected by another character's leadership combat augmentations. This cannot be undone through regenerative services, as the effect is through their brain programming, and the resocialization must be undone for this penalty to be removed.
- Character with the submissive protocol has a robotic and unquestioning obedience to authority; they will serve orders from their programmed command structure without question or doubt. If a character succeeds in a DC 30 influence test against a submissive, they can convince them they are part of the authority.
- If the character gains the Tormented condition, they roll a d20 each round they have the condition. On a 1-3, the resocialization breaks and the submissive protocol and rebuilt personality shatter. They are instantly at negative 5 morale, however.

Rebuilding has a cost based on how many memories, how much information and training, and what protocols are added to reform and individual. Like all resocialization, rebuilding has a base cost of 10,000 credits.

Rebuilding	Cost
Rebuilding as level 1 character	10,000
Rebuilding as level 2 character	15,000
Rebuilding as level 3 character	25,000
Rebuilding as level 4 character	40,000
Rebuilding as level 5 character	70,000
Rebuilding as level 6 character	110,000
Rebuilding as level 7 character	170,000
Rebuilding as level 8 character	275,000
Rebuilding as level 9 character	450,000
Rebuilding as level 10 character	720,000
Adding in the 'Submissive' protocol	+5,000

Mind Wipe

Mind Wipe is one of the most common resocialization procedures, that simply involve erasing memories from a subject. It is typically used on ghosts and other military personnel who know things they shouldn't, or underwent a classified mission, but are too valuable and necessary to simply kill. Also, some individuals suffering from past experiences have their memory wiped to erase painful traumas.

It is possible undergoing a memory wipe will erase experience points or levels gained in the process. If an experience, such as a adventure or mission a character undergoes, is erased, all experience and level loss is also gone. There is ways around that, however, and scientist have learned to imprint learned knowledge into the subconscious so nothing is lost. Standard mind wiping costs 10,000 credits, while mind wiping while retaining experience costs 30,000 credits.

Neural Inhibitors

Neural Inhibitors are implants placed into the minds of Ghosts to control their actions, thoughts, and use of psychic powers. They are quite powerful, and necessary to make Ghosts the loyal assassins of the government they were intended to be.

All ghosts, except those in special circumstances, have a neural inhibitor that helps control them. These inhibitors have special traits that are dependent on the type of inhibitor.

Vessel-Pattern Neural Inhibitor

Description: This implant is used on unproven or unexceptional ghosts who the government wish to maintain tight control over. With the Vessel-Pattern inhibitor, the character gains many of the effects of resocialization, while maintaining tight control over psychic powers.

- Gains the Emotionless talent
- +4 resolve
- Cannot boost their psionic powers
- Never overloads
- Cannot manifest psionic powers requiring a PL of higher than 4
- Characters with this inhibitor cannot perform any Intelligence or Willpower based skills other than Tactics and Psionics.
- A character with this inhibitor cannot manifest telekinetic or energy powers.
- In addition, the Vessel-Pattern implant has remote neurological controls, where an entity can monitor the subject remotely, or control them through remote memory wipes or hypnotic suggestion. A character with this implant is utterly loyal cannot comprehend defying orders.

Operative-Pattern Neural Inhibitor

Description: This implant is used on Ghosts who proved their worth to the government, and are allowed a little more independent thinking, complex problem solving, and usage of their powers. The Operative-Pattern implant maintains tight control while allowing a small amount of independence.

- Gains the Cynic and Jaded talents
- +3 resolve
- Cannot boost their psionic powers
- Never overloads
- Cannot manifest psionic powers requiring a PL of higher than 6
- A character with this inhibitor cannot manifest energy powers.
- the Operative-Pattern implant has trackers where the subject's location can be monitored remotely. The character has independent thought for executing their commands, although defying orders is exceptionally difficult for them, and requires a DC 25 Willpower test to act against protocol or orders.

Agent-Pattern Neural Inhibitor

Description: This implant is used on Ghosts who proved their value to the government time and time again, and are now military leaders more than mindless assassins. The Agent-Pattern implant, granted to these proven patriots, gives them free range of action and thought while still keeping them on an invisible leash.

- Gains the Jaded talent
- +2 resolve
- Character has no restrictions on boosting and Psi Level
- Character can overload powers
- A character with this inhibitor cannot manifest energy powers.
- In addition, the Agent-Pattern implant has trackers where the subject's location can be monitored remotely. The character has independent thought for executing their commands or leading others, although antagonizing, arguing, and defying higher authority figures is incredibly exhausting for them, and requires a DC 20 Willpower test to act with defiance.

Chapter 10: Adventures and Adversaries

This chapter includes the rules for enemies the party might go against in the StarCraft Universe, as well as how to build encounters, and award experience points.

Awarding Experience for Combat Encounters

Defeating enemies, surviving hazards, completing mission, and overcoming challenges are worth experience. Every time a character reaches 500 experiences, they increase a level. Enemies reward experience points based on what threat level they are to the player. Divide the experience for kills for every ally that was fighting the enemy (rounded down). For example, a medium threat enemy is worth 100 experience points. Therefore, if a medium threat enemy is defeated by group of 4 players, they would receive 25 experience for each medium threat enemy they defeated in the encounter.

Enemy Threat Level	Description	Encounter Points	Experience Reward
Trivial	Trivial threat enemies are little to no danger to enemies. They are generally not worth experience except in large numbers	0.25	5
Low	Low threat opponents are less powerful than a single character of the same level, and are often fought in great numbers	0.5	50
Medium	Medium threat opponents are the equivalent of a single character of the same level	1	100
High	High threat opponents are quite dangerous	2	200
Extreme	Extreme threat opponents are a match for an entire adventuring party	4	500
Formidable	Formidable threat opponents are a match for a large adventuring party, or a party with vehicles	8	1,000
Epic	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

No matter how great the threat is, a player can never receive more than 500 experience from a single encounter.

Enemy Threat Levels

Every creature, character, and NPC has a threat level that tells difficult of a foe they are. Using the level and degree of threat can determine what enemies are appropriate for characters to face at different levels. For example, a level 2 Gun-for-Hire is a low threat enemy that the party can probably take on several of at that level, while a level 8 Goliath walker is an extreme threat that will be an incredible challenge for an entire party of level 8 characters.

Determining an enemy's threat level is important for determining how much experience they are worth and how frequently they should be used in combat. The enemy threat level chart above discusses how many players each threat level of an enemy is worth. For example, two low threat enemy's is equal to a single player character, while an extreme threat enemy is equivalent to 4 characters. In general, an average difficulty encounter is where the threat levels of enemies is equal to the number of players.

Similarly, to do harder encounters, have different total encounter points be higher than the total number of players. Similarly, easier encounters have total encounter points less than the total number of players.

Special Circumstances

Often times, the average party level will have some deviation with the level of foes the party is facing. For example, level 2 enemies are significantly less dangerous when the party is level 8. Because of this, always determine the party's average level. If enemies are more than 5 levels below the average party level, reduce their threat level to the party by one step. If an enemy is more than 10 levels below the average party level, reduce their threat by two steps. The same rule applies if enemies are higher level than the average party level, except threat levels increase steps.

In addition, players will often utilize vehicles in combat, especially at higher levels. When you have players utilizing vehicles in combat, the character counts as the threat level of the vehicle or their own threat level, whichever is higher. Similarly, a vehicle's level is equal to 2.5 times the vehicle's structure rating. Because vehicle's and their pilots are often different levels, a piloted vehicle counts as the average between their pilot and the vehicles level. Therefore, a vehicle with a Structure Rating of 7 counts as a level 17 creature. When piloted by a level 12 character, the average between level 17 and level 12 is determined. In this instance, the piloted vehicle would count as a level 14 enemy of the vehicle's threat level.

Whenever the players have a higher threat level asset on their size, that character counts as a number of characters of that level equal to the encounter points of the higher threat. For example, if a character is piloting a Banshee aircraft, an extreme threat asset, that character counts as four characters for determining experience and encounter difficulty. Determine the average between the character's level and the vehicle's level for determining party average, as normal.

For example, if you have four players, and one of them is in a high threat vulture bike, that character counts as two characters for the total number of players. Therefore, the party counts as having 5 players for determining experience. If the party has access to one formidable threat siege tanks, they would count as 8 characters rather than 4. This results in the players able to take on much larger groups of enemies, and much more dangerous foes.

Awarding Experience for Skill Encounters

Another type of encounters is skill encounters, where the players will have to make a series of skill tests to accomplish a goal. This could be anything from climbing into the escape pods of a crashing transport, to scaling a gorge that is filling up quick with lava, to negotiating a cease fire between multiple combatants of a battle.

Skill encounter should usually award 50-75 experience on a perfect completion. However, the encounter should be designed that the players receive a partial amount for an imperfect completion. Generally, skill encounter's experience reward should be broken up into degrees of success. The amount of degrees of success should determine how much experience is rewarded.

For example, the party is trying to negotiate a treaty between five different leaders. The Game Master could decided that for every leader they persuade to join the treaty, the party gains 10 experience points, while every leader who will consider the treaty is worth 5 experience points. Every leader who flat out refuses awards the player no experience. Use this example as a blue print for designing skill encounters.

The Mission

Most of the actions a party will undergo will be at the behest of a benefactor assigning them a goal to complete for their own benefit. The player's will have to have some motivation to undertake the objective, such as monetary reward, survival, aiding their faction, or relating to one of their character's passions.

The mission should be broken into several different encounters. An encounter is a challenging situation where the group of players will have to make checks to overcome the obstacle. A combat is a classic example of this, although social challenges and obstacle courses also qualify for encounters. A single mission usually involves at least 2-3 encounters of some kind.

In addition, there are also Meta Quests, which, rather than being broken down into encounters, are broken down into quests. This means to complete a Meta Quest, the player will have to complete several lesser quests, each of those broken down into individual encounters. This makes a Meta Quest a particularly involved quest that will take many sessions to complete. In particularly elaborate campaigns, a Meta Quest might have Meta Quests inside of it.

Rewarding Missions

The player's will be awarded experience for each encounter they overcome in the mission. The rewards for encounters is described above. The experience should be tailored to how hard of an encounter it was for players of their level. Most encounters that make up a mission should be Low, Average, or High threat encounters.

For every mission the players succeeded, they should be awarded an amount of experience. For a standard missions that involved only a small handful of encounters and was not of world changing need, award each character participating in the quest 75 experience per character. This standard mission consists of the vast majority of the missions that players will go upon. If players complete a mission that has widespread impact, dire consequences for failure, or was a particular epic victory, award them 200 experience per character instead. This is usually the result of finishing a meta quest that many adventures led into.

In addition, the players should usually be awarded some tangible reward for their services by the benefactor who gave them the mission. This allows the characters to be enticed to go on missions in addition the players. The StarCraft RPG has no shortage of items that can be rewarded to players upon a completion, and credits are always welcome by players.



Creating Non-Player Characters and Creatures

Non-player Characters, or NPCs, are the characters in the game world that are controlled by the Game Master. They can be your player's allies, their foes, their commanders, or their rivals. They can be civilians or soldiers, heroes or villains, man, beast, or machine. They might be sentient and able to speak, or they may be a basic lifeform. Regardless, like the player characters, they have rules in how they function in the game, as determined by their skills, ability scores, and attributes, with character sheets much like the players themselves. Many common NPCs are provided in the UNSC and Covenant Handbooks, and even more will be added over time. This section is dedicated to creating non-player characters to use in your game, in case none of those fill the role you need them for.

Non-player characters are not created using characteristic points, unlike player characters. Instead, they use the free-form NPC creation rules. With this process, you simply give your NPC whatever skills and ability scores you want based on their level and size, and make a few additional choices for them, such as threat and classification. Afterwards, you give them any special abilities or passive bonuses they need to fill their tactical role and danger level.

NPC Classifications

There are ultimately three common types of NPCs, with many variations of each.

Characters are NPCs that are humanoid beings much like the players. They are largely biological humanoids such as terrans, psionic terrans, infested terrans, and protoss. Character NPCs follow most of the normal rules for player characters, with access to all skills, having the abilities of their race and background, using morale, combat augmentations, worn and carried gear, ability to pilot vehicles, and so on. Unlike player characters, NPCs do not have specializations or talents, but this is covered under their classification and special abilities instead.

Creatures are NPCs that are non-humanoid and, sometimes, not intelligent. They include zerg, primal zerg, alien fauna, psionic entities such as hybrids or archons, as well as anything else that is alive and generally non-humanoid in form, ability, and mindset. Creatures are similar to characters, except can generally not carry or use weapons or armor. Instead, they typically have their own natural weapons and armor that cannot be stolen or removed. Creatures with an intelligence of 1 cannot use the computers, influence, leadership, lore, or science skills, cannot use combat augmentations, cannot speak, and do not use morale. Creatures with an intelligence higher than 1 often do not have these limitations of abilities, but it is on a case-by-case basis. Creatures are not based on any playable species, and thus do not gain any of the benefits of a playable species. However, they frequently belong to a creature type, that may influence their abilities.

Constructs are creatures that are artificial and non-organic, rather than living beings. This includes robots created by terrans and protoss, but could also include psionic constructs and automated structures and buildings. Constructs follow all the rules for creatures but have a few special restrictions. As non-living beings, constructs are immune to poison damage, but suffer damage from EMP attacks. Acid damage attacks gain Hailfire (1) against constructs. Most constructs do not use morale and are immune to any attacks that target resolve, as they are unthinking, unfeeling machines. Unlike creatures, they can usually use any skill regardless of their intelligence, as even non-autonomous intelligence 1 machines can be programmed with science training. Many constructs have heavy natural armor, mounted versions of handheld character weapons or vehicle weapons, and some form of fast transportation, such as rapid flight.

NPCs and Characteristic Points

No matter what type of being the NPC is, they follow the same characteristic point mechanic that players use to create their characters. To start, you must choose between two separate categories: characters and creatures. While they both use characteristic points, both types of beings are constructed in different ways.

Character NPCs

Characters are the humanoid and sentient denizens of the sector. Characters are probably the simplest to design, because they function identically to designing characters.

The first thing to decide for a character NPC is their player power level, which was first discussed in the character creation chapter. The power level of an NPC determines their starting characteristic points and how many they get per level, as well as their hit points and base threat level. Follow the normal character creation steps for creating an NPC character. Choose a race as normal, and follow the steps of character creation, bit by bit. You spend characteristic points as normal, at the same rate as you do for other purchases. For the character's gear, you can either spend their credits on gear as normal, or simply choose the gear you want the NPC to have.

Character Power Level	Starting CPs	CPs per level	Base Hit Points	Threat Level
Non-Heroic	15	3	Non-heroic level based on size	Low*
Heroic	25	4	Heroic level based on size	Medium
Advanced Heroic	32	5	Heroic level based on size	Medium
Epic Heroic	40	6	Heroic level based on size	High

*Upgrade non-heroic NPCs to Medium threat if they are psionic terrans or are wearing super heavy armor

Non-Heroic characters are the common ranks of humanity, who have few heroic attributes or exceptional qualities. That does not mean those individuals cannot reach great levels of accomplishment and greatness; it's just much rarer.

Heroic characters are noteworthy individuals that usually have some remarkable backgrounds or history. These characters are often bound to excel and achieve great things. Heroic characters are people of skill and potential, and this level encompasses the majority of all player characters.

Extreme and epic heroic characters are the best and/or brightest, those individuals that are for some reason destined for greatness. These individuals often make a difference on the lives of those around them, and are destined to become notable movers and shakers in the Koprulu Sector.

Creature NPCs

Creatures are any non-humanoid or non-intelligent race that occupies the game world. This includes alien fauna, animals, robots, void entities, and the zerg. Like characters, creatures are designed through an expenditure of characteristic points. Unlike characters, however, creatures do not have a character power level, or determine their characteristic points on a level-by-level basis.

Instead, for creatures, you chose what threat level you want them to be. Threat level is mentioned in the previous chapter and determines how much experience a creature is worth and how many encounter point it makes up for an encounter. Determine what threat level you want the creature to be, then refer to the following table for how many characteristic points you get to spend to design the creature. Unlike characters, creatures get all of their characteristic points to spend at once, rather than slowly progressing. Determine the threat of the creature you are designing based on how many characters of equivalent level you want it to be worth. Look above in the chapter for a breakdown of the different threat levels.

In addition, there are heroic creatures. Heroic creatures resemble special and unique variations of creatures of a certain threat level. A classic example would be a Hunter Killer, a rare special breed of hydralisk that performs only the most vital tasks on behalf of the swarm. For a heroic creature, they count as normal for a creature of their threat level, except they gain extra characteristic points and their base hit points based on size is based on the heroic standard, instead of the non-heroic that most creatures use.

Creature Threat Level	Starting CPs	CPs per level	Base Hit Points
Trivial Threat	10	2	Non-heroic level based on size
Low Threat	10	3	Non-heroic level based on size
Medium Threat	15	4	Non-heroic level based on size
High Threat	25	5	Non-heroic level based on size
Extreme Threat	30	6	Non-heroic level based on size
Formidable Threat	75	6	Non-heroic level based on size
Epic Threat	120	7	Non-heroic level based on size
*Heroic	+10	+1	Heroic level based on size

Creatures can spend their characteristic points on ability scores, skill, and talents as normal for any other creature. All creatures use the following base ability score array.

Strength: 2 Instinct: 2 Agility: 2 Fortitude: 2 Intelligence: 1 Willpower: 2

Creatures must observe the same maximum values for ability scores and skill as determined by their level as normal. The creature's size might modify some of these values (see below).

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

In addition, creatures have several special options they can and must spend characteristic points on. These are creature types, creature abilities, and size.

Creature Types

A mandatory characteristic point purchase for all creatures is their creature type. The creature type describes what type of being the creature, and how it fights and reacts in a dangerous situation. Creature types work much like race packages, giving ability scores, talents, and a special ability. They also unlock any associated purchasable creature abilities that are available to creatures of that type (see Creature Abilities below).

A creature can purchase multiple creature types, but the number of types they have is limited by their level. See the following table to see how many creature types a character can have based on level.

Level	Maximum Creature Types
1-6	1
7-12	2
13-18	3
19-24	4
25-30	5

The following are the common creature types.

Assailant

Characteristic Points: 3, requires natural ranged attack

Instinct: +1 **Fortitude:** +1

Skill Focuses: Ranged, Perception

Talents: Awesome Ability (Instinct I)

Special Ability (Powerful Projectiles): An assailant creature is skilled at using their natural ranged weaponry, and assailing foes from afar. Their natural ranged weapons gain +2 power ratings in damage.

Special Ability (Advanced Assailant): Every 6 levels the assailant has, it gains one of the following benefits: a free Assailant creature ability, +1 instinct, +1 fortitude, or a higher level of skill focus in either Ranged or Perception.

Description: Assailants are creatures that rely on natural ranged weapons, such as an acidic spit, firing quills, or a breath of fire. These creatures use their ranged arsenal to solve the majority of their woes, and prefer to stay out of direct combat. Assailant creatures tend to have good senses, Instinct, and are precision hunters.

Bruiser

Characteristic Points: 3

Fortitude: +1 **Willpower:** +1

Skill Focuses: Durability, Endurance

Talents: Awesome Ability (Fortitude I)

Special Ability (Living Tank): A bruiser creature is very hardy, and is able to take incredible punishment without being taken down. A bruiser adds its Willpower to its damage threshold, and $\frac{1}{2}$ its Willpower its damage resistances.

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.

Description: Bruisers are aggressive lifeforms that prefer to charge into battle, battering and pushing their enemies aside with their great Strength. They tend to have little regard for pain or personal injury, and are difficult to scare or intimidate. These creatures rely on extreme Fortitude and mass to take down their prey.

Fury

Characteristic Points: 3

Strength: +1 **Agility:** +1

Skill Focuses: Defensive Training, Acrobatics

Talents: Awesome Ability (Agility I)

Special Ability (Nimble Flight): A fury creature has the natural ability to fly and is quite adept at dodging attacks and incoming projectiles. The creature has a flight speed based on their size and gains a permanent +2 bonus to defense.

Special Ability (Advanced Fury): Every 6 levels the fury has, it gains one of the following benefits: a free Fury creature ability, +1 strength, +1 agility, or a higher level of skill focus in either Defensive Training or Acrobatics.

Description: The fury is the hunter of the skies, a deadly raptor that flies nimbly through the air slashing and clawing at its prey. Furies are fast and maneuverable, and many can fly fast enough that they can keep up with aircraft. These creatures hunt on the move, tearing at their foes while traveling passed them and getting ready for another pass.

Hunter

Characteristic Points: 3

Strength: +1 **Instinct:** +1

Skill Focuses: Melee, Athletics

Talents: Awesome Ability (Strength I)

Special Ability (Killer Instincts): A hunter acts with skill and precision granted from its killer Instincts. It adds $\frac{1}{2}$ its Instinct instead of $\frac{1}{2}$ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

Special Ability (Advanced Hunter): Every 6 levels the hunter has, it gains one of the following benefits: a free Hunter creature ability, +1 strength, +1 instinct, or a higher level of skill focus in either Melee or Athletics.

Description: Hunters are predators that prefer to go after game that are at least their own size, preferably larger. Therefore, hunters are creatures that know how to fight. Amongst the beats of the universe, no creature fights with more skill and precision than a hunter. Many hunters are so aggressive that they hunt for sport, going after prey just to show their alpha status.

Opressor

Characteristic Points: 3

Strength: +1 **Willpower:** +1

Skill Focuses: Mental Training, Athletics

Talents: Awesome Ability (Willpower I)

Special Ability (Cunning): An oppressor has an inborn, natural cunning, that fuels its actions. It adds $\frac{1}{2}$ its Willpower instead of $\frac{1}{2}$ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

Special Ability (Advanced Oppressor): Every 6 levels the oppressor has, it gains one of the following benefits: a free Oppressor creature ability, +1 strength, +1 willpower, or a higher level of skill focus in either Mental Training or Athletics.

Description: An oppressor is a creature that shows both great Strength and great cunning. These beasts tend to project their alpha status by bullying and subjugating other life forms, and typically push, bully, or terrorize others into submission around them. These creatures are proud and unyielding, and are threatened by rival acts of dominance.

Prowler

Characteristic Points: 3

Agility: +1 **Instinct:** +1

Skill Focuses: Melee, Stealth

Talents: Awesome Ability (Agility I)

Special Ability (Swift Step): A prowler is a fast and nimble creature, able to get up to its prey and unleash its fury on them. A prowler adds its full Agility to its movement speed, instead of just $\frac{1}{2}$ Agility.

Special Ability (Advanced Prowler): Every 6 levels the prowler has, it gains one of the following benefits: a free Prowler creature ability, +1 instinct, +1 agility, or a higher level of skill focus in either Melee or Stealth.

Description: A prowler is a creature that relies on maneuverability and stealth to sneak about, either to avoid predators or to ambush potential prey. They creatures are fast and nimble, and know how to take advantage of cover and concealment to strike at the best opportune moment.

Robot

Characteristic Points: 4, requires being a manufactured construct

Strength: +1 **Instinct:** +1 **Fortitude:** +1 **Agility:** -1

Skill Focuses: Ranged, Durability

Talents: Awesome Ability (intelligence I)

Special Ability (Robot): A robot is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not gain or decrease in levels. It may or may not move via vehicle locomotion, depending on the design of the robot. It does not have a Willpower score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Processor Upgrade): Every 6 levels the robot has, it gains a skill focus in any skill of its choice.

Description: Robots are constructs that are built with an inherent programming or artificial intelligence. Robots are typically designed to perform certain tasks.

The following chart reflects the size categories that can be applied to a creature.

Size Category	CP Cost	Attribute Modifier
Tiny	-5	-2 Strength, +2 Agility
Small	-3	-1 Strength, +1 Agility
Medium	+0	No modifier
Large	+6	+2 Strength, +1 Fortitude, -1 Agility
Huge	+12	+5 Strength, +2 Fortitude, -2 Agility
Gargantuan	+20	+10 Strength, +5 Fortitude, -3 Agility
Colossal	+40	+20 Strength, +10 Fortitude, -4 Agility
Massive	+60	+30 Strength, +15 Fortitude, -5 Agility

The following chart shows the effect size has on the creature's statistics.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
Tiny	+6	-8	2	3	-4
Small	+2	-4	3	6	-2
Medium	+0	+0	4	8	+0
Large	-2	+4	5	10	+5
Huge	-4	+8	6	12	+10
Gargantuan	-6	+16	8	14	+20
Colossal	-8	+32	10	16	+40
Massive	-10	+64	Varies	Varies	Infinite

This chart demonstrates how size affects a creature's hit points.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
Tiny	20	10	1+ Fortitude
Small	30	15	3+ Fortitude
Medium	40	20	5+ Fortitude
Large	60	30	10+ Fortitude
Huge	100	50	20+ Fortitude
Gargantuan	200	100	30+ Fortitude
Colossal	500	250	50+ Fortitude
Massive	1,000	500	100+ Fortitude

Creature Abilities

To make creatures more dynamic and engaging foes, most creatures have an array of abilities to affect the battlefield. These creature abilities are available to purchase for creatures, each ability costing 3 characteristic points. Otherwise, every 6 levels a creature possesses they can choose one ability for free. The abilities are structured that each one requires one of the creature types. Therefore, to take a bruiser creature power, you must have the bruiser creature type.

In addition to these common abilities, you can choose to give a creature any additional special trait that you desire. This can be anything unique to the creature, that makes it stand out or be special. You should generally charge the creature 3 characteristic points for every unique ability it has as well, as long as that ability is beneficial and makes a meaningful difference. Otherwise, it should cost nothing.

The following is the list of common creature abilities, organized by creature type.

Assailant Creature Abilities

Assailant: Barrage

Effect: The creature can injure itself to make a second ranged attack. The creature takes an amount of damage equal to twice its damage threshold, reduced by damage resistance as normal. Any crippling injuries are core wounds. However, the creature can make two standard action attacks with one of its ranged weapons, as long as the primary target for the secondary attack is 10 or more squares away from the first target.

Assailant: Concentrated Onslaught

Effect: The creature's natural ranged attacks are much more lethal the closer the creature is to the target. If the target is at long range from the creature, their natural ranged attacks gains +5 penetration. If the target is at medium range, the attack gains +10 penetration. If the attack is at short range, the attack gains +20 penetration.

Assailant: Energy Resistance

Effect: The creature's familiarity with expelling pure energy has made it resistant to outside sources of energy. The creature gains +10 damage resistance against any attack with either the Energy Damage or Acid Damage weapon trait (chosen when this is taken) and is immune to the effect of those chosen trait.

Assailant: Lob

Effect: The creature has evolved to be able to transform its natural ranged attack into a ranged bombardment. If they chose to, they can make their attack gain the Delay, Grenade, and Burst (+1) weapon traits and lose the Line or Cone weapon traits. If the attack used to be a line or cone, then the attack has a range of medium.

Assailant: Organic Artillery

Effect: The creature is experienced at assailing its foes from afar. All of the creature's ranged attacks, including natural weapon attacks, special abilities, evolution powers, and psionic powers, gain +2 accuracy.

Assailant: Powerful Shot

Effect: The creature can use a standard action on their turn to 'charge' one of their natural ranged weapons. As they are using their standard action to empower the attack, they cannot also attack that turn. If they used the charged ranged attack on their next turn, the attack gains Hailfire (+2).

Assailant: Suppression

Effect: The creature's natural ranged attacks with an area effect now automatically cause suppression, following the same rules as the effect granted by an automatic weapon. The effective area is the area covered by the ranged attack. This effect only deals one opportunity attack against targets entering or remaining in the area, but it is with the normal ranged attack.

Assailant: Tactical Strike

Effect: The creature can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

Bruiser Creature Abilities

Bruiser: Adapting to Pain

Effect: The creature adapts and handles pain well. Whenever it suffers a crippling wound, it gains protection points equal to ½ its damage threshold. This stacks with every crippling wound point the creature is dealt.

Bruiser: Behemoth

Effect: The creature is very hardy for its size, and gains +5 maximum hit points per rank of durability.

Bruiser: Brutal Slam

Effect: The creature has very powerful blows that disorient and stagger their foes. If the creature ever deals a crippling wound with a melee attack, the target is staggered for a number of rounds equal to the crippling wound points.

Bruiser: Fast Healing

Effect: The creature heals very quickly and gains the regeneration trait. Its regeneration is based on its size as normal. If it has regeneration from another source, its regeneration instead increases by 5.

Bruiser: Quake

Effect: The creature stomps the ground, sending out shockwaves in the area around it. Releasing a quake shockwave is a full-round action. The creature makes an attack versus the toughness of every target along the ground within the area, with an accuracy equal to strength score. Any struck targets take 2x the creature's Strength in damage and are knocked prone. The area of this attack is a burst centered on the creature, with an area dependent on the size of the creature.

Size	Blast Area
Medium or Smaller	Burst 1
Large	Burst 2
Huge	Burst 3
Gargantuan	Burst 5
Colossal	Burst 8
Massive	Burst 20

Bruiser: Smash

Effect: The creature has a Bash natural weapon attack, if it doesn't already have one already. In addition, the creature can make its bash attack as a minor action, in addition to any other attacks it makes in a turn. This attack has no dual-wielding penalties, but can only be made once per turn.

Bruiser: Trample

Effect: The creature is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that are two sizes or more smaller than them while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use their reaction to shift to try to move out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 5x the creature's Strength in damage. Creatures that shifted out of the creature's way take no damage.

Bruiser: Unyielding

Effect: The creature is very stable, and is difficult to harm while it is holding its ground. In any turn where the creature does not move or shift, it gains +5 toughness, damage resistance, and damage threshold. These benefits last until the creature moves, shifts, evades, or is moved by something else.

Fury Creature Abilities

Fury: Aerial Combatant

Effect: This creature is used to targeting and fighting rival flying targets. When attacking another airborne target, the creature's natural ranged attacks gain +1 range increment and gain +5 penetration.

Fury: Airborne Native

Effect: The creature's fly speed increases by the creature's full Agility, instead of ½ their Agility, if it does not have rapid flight. If the creature has rapid flight, it gains +20 acceleration rating and +150 maximum speed. Finally, the creature's Nimble Flight bonus to defense increases to +4.

Fury: Nimble Slip

Effect: The creature is skilled at avoiding attacks while in air. If the creature is attacked while flying, before the attack is made it can spend its reaction to shift 5 squares in any direction and reduce the current attack against by -10 accuracy. This action can only be performed once per round.

Fury: Bloodlust

Effect: When this creature is attacking an enemy biological target, its attack gains +3 damage for every crippling wound point the target has.

Fury: Raking Strike

Effect: This creature can make particularly lethal attacks against ground-based targets it is flying around. While flying and attacking a target on the ground with a natural melee weapon, it's attacks gain 8 rending, and knocks their targets prone when the attack roll surpasses toughness.

Fury: Rapid Flight

Effect: The fury has evolved the ability to fly fast enough to rival manufactured spacecraft. The creature is able to perform rapid flight, as described in the Game Universe Rules chapter. When gaining rapid flight, refer to the table below and pick one of the three options. The creature gains the acceleration rating and maximum speed of the option chosen, along with all beneficial, or negative, special traits related to that speed.

Flyer Type	Acceleration Rating	Maximum Speed	Special Traits
Swift Flyer	90	900	Suffers -4 damage threshold
Soaring Flyer	60	600	Reduces crippling wounds suffered to the mobility by 1; when losing control, can make a DC 20 acrobatics test to regain control immediately
Steady Flyer	30	300	Immune to mobility crippling wounds; never loses control while flying

Fury: Savage

Effect: The creature leaves nasty wounds with its attacks. All of the creature's natural weapon attacks deal 3 bleed damage, or 5 bleed damage on a crippling wound.

Fury: Swooping Strike

Effect: The creature can make a raking claw attack while flying by a target. If the creature performs an action move that involves a melee attack against a target, the attack gains +5 accuracy and Hailfire (1). In addition, if the creature is using rapid flight and makes a melee attack during their action, they attack gains Hailfire (+1) for every speed interval the creature is moving faster than the target (see the Speed Difference chart under Attacking Vehicles and Drivers in the Constructs chapter).

Hunter Creature Abilities

Hunter: Bestial Challenge

Effect: This creature thrives challenges against their enemies, and often threatens particular foes into attacking them. The creature can perform the Taunt combat influence action, using their melee skill + Instinct ability to determine their total bonus, rather than the influence skill.

Hunter: Counter Attack

Effect: Whenever this creature is missed by an incoming melee attack, it can instantly make an opportunity attack at that target as long as they are within reach.

Hunter: Furious Strikes

Effect: When making multiple strikes with a natural weapon, the creature can split those strikes between two different, adjacent, targets. The creature must choose how many of each type of strikes they are going to make against each target before rolling attacks. They roll the attacks against each target separately.

Hunter: Guarded Strike

Effect: Whenever this creature is making multiple melee strikes, it can choose to remove a number of attacks (and therefore accuracy bonus) from the melee attack they are about to make. For every strike that they choose not to perform, the creature gains +3 defense until the start of its next turn.

Hunter: Predator's Eye

Effect: Creature is a true born killer, and knows how to wound their foes. The creature gains +2 rending with all attacks.

Hunter: Rage

Effect: The creature becomes increasingly aggressive for every wound it takes. The creature gains +2 accuracy and damage for every crippling wound point it possesses.

Hunter: Thrill of the Hunt

Effect: Whenever this creature kills an enemy target of their level or higher, they can spend a healing threshold to regain a number of hit points equal to their damage threshold.

Hunter: Vengeance

Effect: Whenever this creature is making an attack roll, it gains advantage against a target that damaged it since its last turn.

Oppressor Creature Abilities

Oppressor: Alien Mind

Effect: The creature's mind is alien, disturbing, and utterly anathema to the thought processes of natural creatures. The creature gains +15 psionic resistance, and any character that uses a telepathic power on the creature, or is struck by the creature's telepathic psionic powers, loses 1 morale.

Oppressor: Antagonistic Presence

Effect: The creature is constantly moving, flailing, or otherwise project an area of hazardous movement around it. All of the squares within the creature's reach count as difficult terrain

Oppressor: Bully

Effect: This creature is adept at pushing and manipulating its foes. All of its special combat attacks, special abilities, evolution powers, creature powers, or psionic powers that target an enemy's toughness gain a +5 accuracy bonus. This includes attacks that target multiple defenses, as long as one of them is toughness, but it only affects the attack roll in regard to toughness. In addition, as a minor action, the creature can make a free push or knock down special attack action every turn.

Oppressor: Hobbling Strike

Effect: If any of the creature's natural attacks also bypass the toughness of the target, the target is knocked prone in addition to the normal effects of the attack.

Oppressor: Instill Fear

Effect: The creature knows how to use its ferocity to inspire fear. The creature can spend a move action to terrorize its enemies, giving all enemies within medium range and line of sight -1 morale level. Alternately, it can spend a standard action to give -2 morale levels, or a full-round action to give -3 morale levels. The creature may also may make terrify actions using its mental training + Willpower in place of the usual influence test.

Oppressor: Shove

Effect: This creature can move into and through the squares of any target one or more sizes smaller than it. All creatures whose squares it moves through are automatically pushed out of the way, in a direction of the creature's choosing, so that they are no longer in its path. This ability can only move a creature once per turn, after which the creature cannot move into their space.

Oppressor: Snatch and Drag

Effect: The creature can drag and pull enemies towards it. If any of its melee attacks against targets within its reach bypass both the target's defense and toughness, it can choose to pull the target to a square adjacent to the creature itself.

Oppressor: Staggering Strikes

Effect: The creature has powerful blows that knock their target's off balance. If any of the creature's attack bypass both the target's defense and toughness, the target is staggered for 1 round.

Prowler Creature Abilities

Prowler: Fast Step

Effect: The creature is able to shift as a minor action, instead of a move action. It can still, however, only shift once per turn.

Prowler: Feeding Frenzy

Effect: The creature fights in terrifying and vicious packs whenever its group smells blood. The creature gains a +1 bonus to melee damage and rending for every allied creature within medium range that also has this trait.

Prowler: Invisibility

Effect: The creature can become virtually invisible when it needs to. If the creature is in the sneaking state and does not move in its turn, it instead counts as being Cloaked instead of Sneaking until it moves again.

Prowler: Pounce

Effect: The creature can lunge at or leap upon its enemies with great speed. This ability functions identically to the Leap talent, except the distance it can leap is either $\frac{1}{2}$ its Strength or its full Agility, whichever is higher. The creature can still only leap every other round.

Prowler: Prowl

Effect: The creature is skilled at hiding and can make stealth tests to Sneak even while being watched or observed. In addition, the creature can make a DC 25 stealth test to avoid being detected by a motion detector or by a character using a spotter action.

Prowler: Rapid Swipe

Effect: Whenever this creature hits and damages a creature with a natural melee attack, it can follow up with another single melee strike with that same weapon against the same target.

Prowler: Vampire Leeching

Effect: The creature gains Strength from tearing at its foes. Whenever this creature deals damage to a biological target with a melee attack, it heals a number of hit points equal to 5+ its Willpower.

Prowler: Vulnerable Strike

Effect: This creature knows to take its time and strike at its prey's weak point. The creature gains +2 penetration with all attacks.

Robot Creature Abilities

Robot: Automated Repair

Benefit: The robot can, as a minor action, activate self-repair procedures. The AI regains hit points equal to 4 times its Intelligence but suffers a -2 penalty on all attacks and checks that turn.

Robot: Calculation Parameters

Effect: The robot also can attempt to override and take control of networked constructs or systems as a standard action. This allows the construct, if connected to a mechanical network, to make a computer's check to take control of automated functions attached to that network, such as doors, security cameras, and base defenses. Taking control of non-AI powered devices requires a standard computer skill check to hack, only the robot gains advantage. Taking control of a networked machine requires a computer skill check, with the DC equal to 20+ the targeted construct's Intelligence +the construct's Instinct. Finally, if there is a rival artificial Intelligence on the network, it can make opposed computer checks to actively fight you gaining control of a system. Once a robot steals control of a system, it has control until a rival hacker or robot succeeds a computer check to wrest control of it.

A robot with this trait can wrest control of a number of individual systems with a standard action equal to its Intelligence.

Robot: Concentration

Benefit: The robot focuses on enhancing its calculation and skills. This can be done as a minor action and counts as a combat behavior. While concentrating, they gain advantage on all skill checks, and count their intelligence and instinct as double their normal value for all purposes.

Robot: Focus Fire

Benefit: The robot can focus all its processing power into aiming. When aiming, the robot forgoes normal aiming rules to instead gain bonus accuracy equal to 2+ its Intelligence and counts its Instinct as twice as high for determining attack overages. Unlike aiming, this does not provoke opportunity attacks.

Robot: Frenzy

Benefit: The robot pushes itself to fire all its weapons rapidly as a move action. When using frenzy fire, all the robot's weapons count as having the twin-linked trait on all of its weapons, or triple-linked if they were already twin-linked.

Robot: Impact Brace

Benefit: The robot steels its frame to resist external impact. This is done as a move action, and the robot cannot move at all during their turn. The robot gains a number of protection points equal to 5x its Intelligence.

Robot: Surge

Benefit: The robot supercharges its engines or motivators. The vehicle's movement speed or acceleration rating are double their normal values for that turn. At the end of the turn, the robot suffers damage equal to its level. This damage ignores damage resistance but does not cause crippling wounds.

Creature Natural Weapons and Armor

Creatures have a wide variety of natural weapons that they fight with. A natural weapon is very different from the manufactured arms of humans, as their weapons are part of their bodies; they cannot discard them and pick up another, obviously.

Natural weapons function very similarly to regular weapons. Each weapon has a profile that determines normal factors such as accuracy, penetration, damage, power rating, and so on. Both melee and ranged natural weapons exist. Ranged natural weapons do not have limited ammunition, as the creature regenerates any lost projectiles.

Like other weapons, natural weapons scale in tier. Rather than representing finer manufacture and superior materials, natural weapons represent how evolved and genetically perfected a weapon's form. The bonuses for increasing in tier are the same as the in terran weapons, increasing accuracy, damage by power rating, and burst area.

Natural weapons function differently in how they are present on the creature's body. Having one claw weapon does not mean the creature only has one claw; it means the creature has enough claws to make all the attacks it needs with that weapon. As such, a creature cannot have more than one of a natural weapon. creatures can make attacks with multiple natural weapons as normal as long as they have multiple different natural weapons. For instance, a hydralisk can attack with both scything claws and ripping fangs; however it suffers all normal penalties for dual wielding, and gains normal benefits from dual-wielding talents.

Finally, many natural weapons deal additional damage and gain extra accuracy based on the size of the creature. Particularly large limbs hit very hard and are difficult to avoid! Because of this, the natural attacks scale based on how large or small the creature is. To do this, simply **increase or decrease the base damage of the weapon by the power rating based on what size the creature is and what weapon category it is**, as accordingly to the table below. This stacks with the increased power rating from skills. This only applies to natural weapons that are listed in the NPCs entry as being of a certain size.

This chart demonstrates how size affects a creature's natural weapons and their common threat level. Note that size changes to a natural weapon only affects natural weapons that have a size attached to them. This will be marked with a weapon have a disclaimer of Large-sized/ Small-sized and so on listed by a weapon. If a creature does not have a size determination next to its natural weapon, it is assumed to be medium sized and does not vary.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits	Common Threat Level
Tiny	-2 Power Ratings	+0	As Base Weapon	Trivial or Low
Small	-1	+0	As Base Weapon	Trivial, Low, or Medium
Medium	+0	+0	As Base Weapon	Trivial, Low, Medium, or High
Giant	+0	+0	As Base Weapon	Medium, High, or Extreme
Large	+2	+4	As Base Weapon	High or Extreme
Huge	+4	+8	As Base Weapon	Extreme or Formidable
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1)	Extreme or Formidable
Colossal	+8	+32	As Base Weapon plus Cleaving (2)	Formidable or Epic
Massive*	Special	Special	Special	Epic

**Massive creatures usually have special weapons that automatically calculate their excessive size and power, rather than upscaling smaller weapons.*

Creature Natural Weapons

The following are a list of common bestial natural weapons.

Bash

Creature Natural Melee Weapon

Damage: 16

RoF: Average

Power Rating: +4

Special Traits: Smashing

Accuracy: -1

Range: Melee

Bite

Creature Natural Melee Weapon

Damage: 17 **Accuracy:** +1
RoF: Slow **Range:** Melee
Power Rating: +4
Special Traits: Penetration (1), Rending (2)

Claw

Creature Natural Melee Weapon

Damage: 10 **Accuracy:** +0
RoF: Fast **Range:** Melee
Power Rating: +3
Special Traits: Rending (1)

Gore

Creature Natural Melee Weapon

Damage: 21 **Accuracy:** -1
RoF: Slow **Range:** Melee
Power Rating: +4
Special Traits: Smashing

Creature Ranged Weapons

The following are a list of common bestial natural weapons. Note no ranged weapons are listed here, as bestial creature's rarely possess natural ranged attacks. If they possess such ranged attacks, they will be listed in the beast's entry.

Elemental Breath (Fire, Freeze, Lightning, or Acid)

Creature Natural Ranged Weapon

Damage: 19 **Accuracy:** -1
RoF: Varies **Range:** Varies
Power Rating: +3
Special Traits: Hailfire (1), Energy Damage OR Acid Damage, Breath Weapon*, Close Quarters

Breath Weapon: This natural weapon can be chosen in two different ways, depending on the creature, one of the following attack methods is chosen: average speed ranged attack at medium range, Cone (6), Line (10). In addition, every creature that uses this attack chooses on four elemental types: fire, frost, acid, or lightning. If it is fire, it gains the Energy Damage and Flames conditions. If it is frost, it gains the Energy Damage and deals the Frozen condition if it hits defense and toughness. If it is acid, it gains the Acid Damage and Corrosion traits. If it is used as lightning, it gains the Energy Damage and Flash traits.

Quills

Creature Natural Ranged Weapon

Damage: 14 **Accuracy:** +0
RoF: Average **Range:** Melee
Power Rating: +3
Special Traits: None

Poison Spit

Creature Natural Ranged Weapon

Damage: 16 **Accuracy:** -1
RoF: Slow **Range:** Short
Power Rating: +3
Special Traits: Acid Damage, Venom Coating*

Venom Coating

Description: This attack is poisonous. When damaged by a weapon with this trait, injured targets to make a DC 8+ creature's level Endurance check or instantly take 2 times level in poison damage. Damage resistance does not protect against poison damage.

Creature Natural Armors

The following is a list of common bestial natural armors. As they do not fall under the armor categories, they have the defense rating listed in the statistic blocks.

Creature Hide

Damage Resistance: 2 **Defense Penalty:** -0
Defense Rating: +2 **Armor Type:** Light
Special Traits: None

Heavy Creature Hide

Damage Resistance: 4 **Defense Penalty:** -0
Defense Rating: +2 **Armor Type:** Light
Special Traits: Elemental Protection

Carapace

Damage Resistance: 6 **Defense Penalty:** -0
Defense Rating: +3 **Armor Type:** Heavy
Special Traits: Radiation Shielding

Rugged Creature Hide

Damage Resistance: 8 **Defense Penalty:** -1
Defense Rating: +3 **Armor Type:** Heavy
Special Traits: Elemental Protection, Radiation Shielding

Construct Plating

The following is a list of common construct armor levels.

Heavy Plated Hull

Damage Resistance: 24 **Defense Penalty:** -2
Defense Rating: +4 **Armor Type:** Powered
Special Traits: Reinforcement (1)

Light Hull

Damage Resistance: 12 **Defense Penalty:** 0
Defense Rating: +3 **Armor Type:** Heavy
Special Traits: None

Reinforced Hull

Damage Resistance: 18 **Defense Penalty:** -1
Defense Rating: +3 **Armor Type:** Heavy
Special Traits: Reinforcement (1)

War Machine Hull

Damage Resistance: 30 **Defense Penalty:** -3
Defense Rating: +5 **Armor Type:** Super Heavy
Special Traits: Reinforcement (2)

Swarm Template

As characters become veterans of the battlefield, lesser foes may cease to challenge them. Your enemies will need to unleash even greater numbers of foes to combat more skilled characters. This is known as a swarm; a massive bulk of numerous warriors or creatures fighting together as a concentrated unit in combat, greater than the sum of its parts.

Any NPC that is large-sized or smaller can be made into a swarm. The swarm modifies a single base creature based on how many entities are making up the swarm. Swarms come in 3 tiers: Tier 1 swarms are Groups, which are made up of roughly a 6-12 individuals; Tier 2 swarms are Hordes, which are made up of 13-24 individuals; and Tier 3 swarms are Legions, which are made of 25-50 individuals. The greater the size of the swarm, the more deadly it is.

Making a swarm is a relatively simple affair and involves adding these rules. These rules vary based on the size of the swarm you are making. Swarms can be applied to any NPC

Swarm Size

Swarms are several size categories larger than the base creature, marking the sure number of creatures involved. This changes their space, which is determined by the table below. It also changes their defense and toughness modifies based on their new size.

Swarm Size	Space
Medium	1 square
Large	2 by 2 squares
Huge	4 by 4 squares
Gargantuan	8 by 8 squares
Colossal	20 by 20 squares
Massive	50 by 50 squares

Swarm Type	Size Categories Increased
Group	+1 size category
Horde	+2 size categories
Legion	+3 size categories

A few special rules apply for sizes:

-A tier 1 swarm (Group) is always at least large-sized. A tier 2 swarm (Horde) is always at least huge-sized. A tier 3 swarm (legion) is always at least gargantuan-sized. Thus, swarms can never be smaller than large sized.

For example, if a medium sized creature, such as a zergling or terran, was made into a horde, it would increase 2 size categories. Thus, it would increase from medium to huge. It's defense and toughness would change based on the comparison between its old and new size (in this case suffering -4 defense and +8 toughness). It would also gain a space of 4 by 4.

Swarm Hit Points

To determine a swarm's hit points, you multiply the hit points of the base creature by a value determined by the swarm size. If the base creature had an energy shield, increase the target's base hit points by the energy shield pool, then apply the size multiplier. Then ignore the energy shield for game purposes; swarms do not use the energy shield mechanic.

In addition, as a downside, area of effect attacks gains additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum hailfire from area attacks, based on the swarm size, and this hailfire stacks with other sources of hailfire. In addition, swarms gain Hailfire (2) when attacking another swarm.

Swarm Type	Health Multiplier	Max Bonus Hailfire from Area Attacks
Group	Base Health times 10	+2 max hailfire
Horde	Base Health times 20	+4 max hailfire
Legion	Base Health times 30	+6 max hailfire

When turning a medium size creature into a group, you would multiply their health by 10. Thus, if they had 50 hit points, they would now have 500 as a group. In addition, area of effect attacks can gain a maximum +2 hailfire when used against a group.

Swarm Traits

Regardless the size of the swarm, swarms have several traits in common. Swarms are immune to crippling wounds, combat influence, do not use morale levels or have a morale bonus, damage threshold, or healing threshold. They gain an additional +20 bonus to toughness on top of the toughness bonus for their size increase. Swarms are susceptible to the Burning or Melting conditions but can only suffer them from area of effect attacks. Those conditions gain Hailfire (2) against the swarm. When utilizing an effect that activates based on killing enemies, such as morale, the entire swarm must be killed for it to count as a kill.

Swarm Attacks

The size of a swarm greatly affects how effective their attacks are. All their melee, ranged, and natural attacks are affected by the swarm's size modifiers.

Swarm Size	Bonus Accuracy	Reach	Attack Damage	Bonus Hailfire	Added Burst (ranged only)
Group	+10	+0	Base Damage +10	None	None
Horde	+20	+1	Base Damage +10	Hailfire (+1)	Burst (+1)
Legion	+30	+2	Double Base Damage	Hailfire (+1)	Burst (+2)

When a swarm makes a melee attack, they attack every enemy within their reach. Larger swarms have slightly larger reaches, representing the nebulous shape of the swarm and the movement of the members of said swarm. Swarms never suffer a penalty to accuracy from making a ranged attack while in melee. In addition, when they make a ranged attack, they also make a melee attack against every target within their reach for free, representing some attackers fighting in melee with others are shooting. Also note, that all a swarm's ranged attacks gain a free bonus burst area based on the swarm's size, even if they did not already have a burst. This does not affect attacks that had another type of area, such as a line or cone.

When creating a horde of medium-sized enemies, all their attacks would gain +20 accuracy, +10 damage, and +1 hailfire. Those attacks would have infinite attack overages and their ranged attacks would gain Burst (1) while their melee attacks would go against everyone within the swarm's 1 square reach.

Swarms gain infinite attack overages with all their attacks. That means they gain as much bonus damage on the attack as they surpassed the target's defense. As normal, if a swarm rolls a 20, it counts as a 30 plus their accuracy bonus for determining attack overages, making a natural 20 immensely powerful. They also gain their attack overages on all enemies they attack, instead of just primary targets.

Swarm Threat and Effective Level

The swarm level and effective level is what effective difficulty the swarm is. This will help determine where it fits in encounters and for rewarding experience. The swarm size affects both the creature's effective level and its threat. None of this information changes the swarm or creature's capabilities; this is the effective level it has after all the swarm modifications. Thus, the swarm does not gain the statistics modifiers for the new threat level.

Swarm Size	Bonus Levels	Threat Level
Group	6 levels higher	1 threat level higher
Horde	12 levels higher	2 threat levels higher
Legion	18 levels higher	2 threat levels higher

For example, if you are transforming a level 1, medium sized, low threat grunt minor into a horde, after the change it would be a level 13 high threat enemy for determining difficulty and experience.

Additional Swarm Rules

These rules touch on additional perks and restrictions that apply to swarms.

Combat Augmentations, Combat Behaviors, and Zerg Command

Swarms can benefit from tactics combat augmentations, but rarely do. They cannot benefit from leadership combat augmentations, but can be targeted by lore combat augmentations. Similar, a swarm counts as 10/20/30 creatures for the command limit of a zerg. Once commanded, they can be given a single command as normal.

Energy Shields

Protoss swarms are incredibly rare, but possible. Energy shields are priceless tools for personal defense, and swarms with individual energy shields are much more survivable. For a swarm with an energy shield, do not keep track of shield pool. Instead, simply add the shield pool to the creature's hit points before multiplying it from swarm tier. Therefore, when attacking a swarm of protoss with a shield pool of 40, add 40 to their maximum hit points before multiplying.

Flyers and Rapid Flight

Swarms of flying creatures are common and are very dangerous threats due to the fact they are difficult to escape. Rule wise, flying swarms do not work much differently than regular flying creatures. When a flying swarm uses rapid flight, it is still important to note what direction the swarm is facing, as normal for cruising speed. All members of the swarm are facing in that direction, and the flying swarm follows all normal rules for rapid flight.

Kamikaze Swarms

Particularly amongst the Zerg, some swarms are made up exclusively of suicide units. Particularly common examples include baneling and scourge swarms. For these kamikaze swarms, they rush forward to become adjacent to their targets. Once they reach them, they can spend a standard action to detonate against any adjacent opponents. When exploding, they can sacrifice hit points in intervals equal to the base creature's hit points. For example, a suicide creature with 50 base hit points before being made a swarm can sacrifice hit points in intervals of 50. For every interval of hit points sacrificed beyond the first, the attack gains +2 accuracy and Hailfire (+1). Therefore, when a creature with 50 base hit points sacrifices 250 hit points, it gains +10 accuracy and Hailfire (5). Tier 1 swarms can only sacrifice up to 5 creatures, tier 2 swarms can sacrifice 10, tier 3 swarms can sacrifice up to 15.

In addition, exploding creatures affect a Close Burst area instead of a Bust area. The size of the close burst is equal to the normal burst size of the explosion, but +1 area per swarm tier. The burst does not do collateral damage to the swarm, as the hit points removed counts individuals that were killed by exploding members. Kamikaze attacks gain bonus accuracy for being part of the swarm, but not double damage or innate hailfire. This is covered by them spending hit points to empower their attacks.

Psionics and Evolution Powers

Very rarely, a swarm will be made up of individuals that can use psionic or evolution powers. The most common examples of this are unified protoss attack squads. In this case, when the swarm uses a power, it is considered that all members of the swarm are also using that power. If it is an offensive ability, the ability scales based on swarm attack modifiers, including area modifiers, as normal. If it is a beneficial ability, it affects the entire swarm. Swarms keep track of energy fatigue and biomass as if they were one specimen of that race, as normal.

Reinforcements

Sometimes, new members are constantly filling into a battlefield arena to replenish the ranks of those who have fallen in a swarm. The reinforcements continue coming until the swarm is defeated once and for all, causing the reinforcements to scatter. If the Game Master judges the swarm is fighting in a situation where they are gaining constant reinforcements, then at the start of the swarm's turn, they instantly regain 50/100/200 hit points, based on swarm tier. The swarm is reinforced every round until it is destroyed or the reinforcements stop coming.

Regeneration

As members of a swarm come and go very quickly, individual members of the swarm are not tracked for hit points. Therefore, regeneration has no effect on a swarm or members of a swarm.

Vehicles

In general, vehicles should not be used in swarms except in very rare circumstances. If they are used, they function identically to regular swarms, except that their facing is still used, like vehicles normally do. Usually, vehicles should be used in Squadrons (see Supplement 2: The Advanced Terran Training Manual).

Chapter 11: NPC Glossary

This section is going to include a large list of example non-player characters that are ready to insert into a StarCraft RPG campaign.

Terrans

As the StarCraft RPG focuses on Terrans, players will undoubtedly run into many of them, both as allies and as foes. This section includes a list of some of the more generic and commonly encountered foes that players might come across in their adventures.

Note that all example Terrans listed in this chapter are either part of the Confederacy, Dominion, or Fringe Worlds. To change the NPC to belong the Kel'Morian Combine, Umojan Protectorate, or United Earth Expedition, redo the character based on the changes to characteristic point's choices.

Colonist Description

Colonists are civilians who live on the frontier of society rather than the safety of the core worlds. This provides them with some degree of freedom and autonomy, but not security. Therefore, colonists live a life where they are constantly at risk from predations of disease, natural diseases, and alien attack.

Tactics

Colonists are not combatants, and generally flee as fast as they can from any fight they are pressed into. However, if cornered, they will not go down without contest, and will defend themselves with whatever tools they have handy.

Colonist

Level 2 Terran Non-heroic Character (Fringe Colonist/ Survivalist), Low Threat

Skill Purchases: 7 **Talent Purchases:** 0 **Ability Score Purchases:** 2

Hit Points: 62	Healing Threshold: 7	Damage Threshold: 23
Defense: 15	Toughness: 16	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 2	Psionic Resistance: 12	

-Light Tool 1d20+2 accuracy, 12 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Smashing

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

Skill Focuses: Survival +2

Talents: Hardened Survivor

Strength: 4 **Instinct:** 3 **Agility:** 3 **Fortitude:** 4

Intelligence: 2 **Willpower:** 3

Gear: Light Tool, 2d20 credits

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the colonist has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

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

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

Combat Pilot Description

Combat pilots are members of military or paramilitary that excel at controlling combat vehicles. Pilots vehicles of choice vary, and could be tanks, vulture bikes, shuttles, or tactical fighters. Whatever their chosen (or assigned) preference, combat pilots are experts at vehicular warfare.

Like medics and other specialists in the military, combat pilots are generally better trained or more highly educated than the standard boots on the ground. This is required for the advanced degree of training that pilots need to not only control, but maintain their vessels of choice.

Tactics

Combat pilots specialize in vehicle warfare, and are out of their element when fighting outside their craft. However, they are still trained soldiers, who know to acquire and maintain cover and distance from their foes. Their flight suits provide some degree of protection, and they carry side arms to defend themselves if they are ever caught away from the safety of their craft. They generally use tactics to increase their defense or movement speed, usually so they can survive or escape a close encounter.

Combat Pilot

Level 7 Terran Non-heroic Character (Core Citizen/ Pilot/ Skirmisher), Low Threat

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 53

Healing Threshold: 6

Damage Threshold: 22

Defense: 18

Toughness: 18

Resolve: 18

Speed: 8

Shift Speed: 2

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 5

Psionic Resistance: 13

-Gauss Pistol 1d20+7 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-Pistol Whip 1d20 accuracy, 14 damage, +1 strike maximum; *Special Traits:* NA

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 3

Instinct: 5

Agility: 6

Fortitude: 3

Intelligence: 4

Willpower: 4

Gear: Gauss Pistol with 2 magazines, Flight Suit, Air Tank

Special Ability (Contacts): The pilot has a network of contacts all throughout core planets. When you make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The pilot has advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Special Ability (Vehicle Specialization): The combat pilot gives whatever vehicle they are piloting +3 defense. This only affects vehicle's they are piloting or co-piloting.

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

Ghost Description

Ghosts are the legendary psionic assassins used by various governments to enforce and uphold their political agenda. Ghosts are kept under control via neural implants, mind wipes, and brain conditioning to be utterly loyal to their handlers. Such precautions are necessary, for a ghost that goes out of control can send entire planets into anarchy and topple governments.

In addition to their psionic abilities, ghosts have several special weapons that are unique to them. The most notable is their Hostile Environment Suit, which, in addition to giving accelerated Strength and speed, also allows the ghosts to cloak and turn invisible. The other is their canister rifle, a long gun that fires explosive canisters at long range, as well as special ammunition options that allow them negate the threat of certain enemy targets, such as immobilizing an enemy vehicle or breaking the plasma shields of a protoss warrior.

Ghosts instill a great deal of fear in everyone around them, including their allies and superiors. Most killed by ghosts die without ever knowing they are there, and those who know find themselves trapped with an invisible combatant that can read their every thought, and predict their every action.

Tactics

Ghosts utilize several different equipment loadouts as detailed in their mission. The most common ghost assassins carry their canister rifles and combat knives, so they can deal quick death without their enemy every being aware of them. Ghost combatants carry assault rifles with gauss spikes and grenades, and excel at open field combat where they can use suppressing fire and explosives to assist groups of marines in open field combat. The ghost exterminator, however, exist to kill zerg, pushing into close combat with powerful shotgun blasts, and breaking hordes with deadly radiation grenades.

The great equalizer, however, is the ghosts powered suit, which allows them to cloak. Generally, the very first action a ghost will perform in an encounter is to try to cloak, if they are not already. From there, they will use tactics to increase their accuracy, and pick off their targets one by one. The first target they chose is generally a supporting figure, such as a medic, psionic mastery, or zerg with evolution powers. They keep close track of how much energy they have remaining, as they will try to hide before their cloaking breaks from energy fatigue, so they can be hidden when they try to recover their Strength.

Ghost will generally try to save their psionic energy to maintain cloaking. However, if cloaking is ineffective, or another power is in greater demand, that will switch to their other abilities. If they have little energy fatigue, they will use stop organ to try to take down a single, powerful target that stands alone against them.

Ghost's Favored Psionic Powers: Psi Level 4, +14 psionic manifestation bonus, recovers 1 energy fatigue per turn

-Cloaking; Automatic manifestation as a minor action; 3 energy fatigue, sustained as free action for 3 energy fatigue per round; character is cloaked while effect is active

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; gains +4 to athletics, acrobatics, endurance, and stealth tests, +2 melee and thrown attack accuracy, lasts 4 minutes

-Stop Organ; DC 18 manifestation as a standard action; 3 energy fatigue; +12 accuracy versus resolve, 40 psionic damage, crippling wounds to random locations, deals no damage to hit points.

Ghost

Level 15 Psionic Terran Advanced Heroic Character (Basic Telepath/ Ghost/ Sniper/ Infiltrator/ Soldier/ Survivalist/ Cannoneer/ Psionic Shadow), Medium Threat

Skill Purchases: 20

Talent Purchases: 15

Ability Score Purchases: 14

Hit Points: 159

Healing Threshold: 7

Damage Threshold: 29

Defense: 25

Toughness: 23

Resolve: 22

Speed: 7

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 13

Psionic Resistance: 25

-Canister Rifle 1d20+11 accuracy, 38 damage, +1 strike maximum, 20 shots at distant range; *Special Traits:* Penetration 8, Rending 8, Scope

-Canister Rifle w/ EMP Canisters 1d20+11 accuracy, 1 strike maximum, 3 shots at distant range; *Special Traits:* Energy Drain, Burst 3

-Combat Knife 1d20+7 accuracy, 16 damage, +3 strike maximum; *Special Traits:* Penetration 6, Throwing

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

Skill Focuses: Ranged +4, Stealth +3, Psionics +2, Defensive Training +2

Talents: Defensive Fighting, Devastating Cripple (ranged), Dodge, Duck and Cover, Endless Energy, Far Shot, Hardened Survivalist, Jaded Penetration III, Precision Shot, Psi Level 2, Psi Level 3, Psi Level 4, Psychic Power, Resolute Sneak Attack, Weapon Mastery (ranged II)

Psionic Powers: *Reading, Messaging, Cloaking, Muscular Enhancement, Stop Organ*

Strength: 5* **Instinct:** 8 **Agility:** 6* **Fortitude:** 5

Intelligence: 4 **Willpower:** 6

Gear: Tier 2 Canister Rifle with 3 magazines of ammunition with 3 EMP Canisters, Tier 2 Hostile Environment Suit, Tier 2 Piercing Combat Knife with Improved Potency, Tier 2 Equipment Belt, Tier 2 Medipack x2

Special Trait (Basic Telepath): The ghost can gain a Psi Level of up to 4, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection.

Special Ability (Ghost Psychic Training): The character is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. The character has gone through layers of mental conditioning, mind wipes, and is controlled through neural implants. While essentially a slave to their government, the character is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Shadow Step): The ghost does not need to make a manifestation check to manifest the *Cloaking* psionic power, and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the ghost can teleport 6 squares. The location they are teleporting to must be within line of sight

Special Ability (Terror of the Range): When damaging an opponent further than medium range with a scoped rifle, the target of the attack and all their allies within 6 squares take a now loses one morale level. In addition, the ghost gains rending 4 with all sniper rifles, gauss sniper rifles, long rifles, and canister rifles.

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

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

Ghost Combatant Equipment Package: Tier 2 Gauss Assault Rifle with Improved Potency and Rifle Bayonet and 3 magazines of U-238 rounds (replaces canister rifle) and 3 Frag Launcher Grenades

-**Gauss Assault Rifle;** 1d20+10 accuracy, 25 damage, +3 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 8, Automatic, Scope

-**Gauss Assault Rifle w/ Frag Grenade Launcher** 1d20+9 accuracy, 65 damage, 1 strike maximum, 1 shot at medium range; *Special Traits:* Penetration 7, Burst 3, Grenade, Ground Fire, Gradual Reload, Delay

Ghost Exterminator Equipment Package: Tier 2 Military Shotgun with Improved Potency and 30 Adamantine Shells (replaces canister rifle), Tier 2 Radiation Grenade x2 (replaces combat knife)

-**Military Shotgun;** 1d20+9 accuracy, 31 damage, +1 strike maximum, 10 shots at medium range; *Special Traits:* Penetration 10, Rending 4, Spread, Close Quarters, Gradual Reload

-**Radiation Grenade** 1d20+7 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 7, Burst 3, Grenade, Acid Damage, Corrosion



~Ghost (top)



~Marauder (below)



Hardskin Mercenary Description

'Hardskin' is the universal common term for a man within CMC powered combat armor. Hardskin mercenaries are powered armored soldiers of fortune who travel the sector looking for work. Generally, these mercenaries are more skilled, but less disciplined and organized when compared to the normal marine corps.

Mercenaries will fight for anyone who pays them, and their loyalty generally only goes as far as their employer's wallet. However, there are institutions in the Koprulu sector with principles, who might only fight for certain employers, or refer to fight against individual institutions. Particularly, there is a growing number of mercenaries who label themselves as 'zerg hunters', and will only fight against the swarm, never other terrans.

Tactics

The individual tactics of a hardskin mercenary varies based off their organization, but they are generally more aggressive and reckless than organized soldiers. Mercenaries almost always begin their fights with a shot of combat stimulants, and use their tactics to increase their accuracy while they tear at their foes with precision focused bursts.

As units of mercenaries generally don't have dedicated commanders, they are usually lacking in leadership and are vulnerable to morale failure when losing a fight. In general, only the most principled mercenaries will fight to the death if they have a choice in the matter.

Hardskin Mercenary

Level 7 Terran Non-heroic Character (Fringe Colonist/ Soldier/ Pilot), Medium Threat

Skill Purchases: 10

Talent Purchases: 2

Ability Score Purchases: 6

Hit Points: 75

Healing Threshold: 8

Damage Threshold: 26

Defense: 15

Toughness: 22

Resolve: 14

Speed: 6

Shift Speed: 1

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 15

Psionic Resistance: 12

-**Heavy Gauss Rifle** 1d20+6 accuracy, 19 damage, full auto, 150 shots at long range; *Special Traits:* Penetration 4, Full Automatic

-**Gauss Pistol** 1d20+6 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-**Frag Grenade** 1d20+3 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Burst 2, Penetration 5, Grenade, Delay

-**Rifle Bayonet** 1d20+4 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 2

Skills: Athletics 4, Defensive Training 4, Durability 5, Endurance 4, Medicine 1, Melee 4, Perception 4, Pilot 5, Ranged 5, Tactics 4

Skill Focuses: Ranged +3, Durability +2

Talents: Chemical Tolerance, Powered Armor Training

Strength: 8*

Instinct: 5

Agility: 4

Fortitude: 5

Intelligence: 2

Willpower: 4

Gear: CMC-200 Powered Armor, Heavy Gauss Rifle with Rifle Bayonet and 3 magazines, Gauss Pistol with 3 magazines, Fragmentation Grenade x2, Advanced First Aid Kit x2, 1 dose of Rage, 2 doses of Combat Stimulants, 2 doses of Painkillers

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

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

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

Special Ability (Vehicle Specialization): The mercenary gives whatever vehicle they are piloting +3 defense. This only affects vehicle's they are piloting or co-piloting.

Marauder Description

'Marauder' is the common name for a soldier inside of a 5-4 Armored Infantry Suit, a massive framework of powered armor that possesses twin-grenade launchers and enough plating to rival a tank. By the time of the Second Great War, marauders are commonplace amongst most terran factions, including the Dominion and Kel-Morian militaries, mercenary organizations, and even criminal syndicates.

Not matter where they come from, marauders remain a rare form of elite infantry, due to the cost of manufacturing the armor and keeping it supplied. As such, this armor tends to be reserved for the most capable soldiers. Oftentimes, this also means the most destructive. Marauders vary in personality and temperament, from professional military to destructive lunatics, but all of them have a great understanding of explosives and the desire to watch things explode.

Tactics

Marauders fight from a distance, bombarding their foes with their grenade launchers. While they prefer to keep their distance, and aim their shots for maximum destruction, marauders do not seek cover or hide from their enemies. Instead, they rely on their armor to protect them from attacks, along with using tactics to increase their damage resistance even farther and painkillers to keep them in the fight.

Each marauder grenade launcher arm can only fire a single shot per turn, and needs to be reloaded between each turn. Therefore, marauders generally fire on arm, then the other, then the first in a back-and-forth manner. Marauders rarely fire both arms at once; when they do, it is only when they can gain maximum benefit and are not worried about being unable to attack the next round.

Marauder

Level 12 Terran Non-heroic Character (Fringe Colonist/ Soldier/ Demolitionist/ Survivalist/ Guardian/ Spartan), High Threat

Skill Purchases: 14

Talent Purchases: 7

Ability Score Purchases: 8

Hit Points: 164

Healing Threshold: 9

Damage Threshold: 32

Defense: 19

Toughness: 32

Resolve: 14

Speed: 6

Shift Speed: 1

Morale Bonus: +2

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +6

Damage Resistance: 29

Psionic Resistance: 12

-Grenade Launcher 1d20+9 accuracy, 55 damage, +1 strike maximum, 200 shots at medium range; *Special Traits:* Pen 5, Burst 3, Self-Loading Marauder Grenade Launcher, Ground Fire, Grenade

-Grenade Launcher w/ Dual-Wielding 1d20+4 accuracy, 55 damage, +1 strike maximum x2, 200 shots at medium range; *Special Traits:* Pen 5, Burst 3, Self-Loading Marauder Grenade Launcher, Ground Fire, Grenade

-Rifle Butt 1d20+4 accuracy, 24 damage, 1 strike maximum; *Special Traits:* NA

Skills: Athletics 5, Defensive Training 9, Durability 8, Endurance 6, Medicine 2, Melee 6, Perception 4, Ranged 9, Tactics 7

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

Talents: Chemical Tolerance, Defensive Fighting, Grenade Catcher, Hardened Survivalist, Powered Armor Training, Resistant II, Weapon Mastery (ranged II)

Strength: 10*

Instinct: 6*

Agility: 4

Fortitude: 8

Intelligence: 2

Willpower: 4

Gear: 5-4 'Marauder' Armored Infantry Suit with 200 grenades, 2 doses of Combat Stimulants, 2 doses of Painkiller, 1 dose of Tranquilizer

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

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the marauder have disadvantage.

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

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

Marine Corps Description

Marines are the soldiers of the various terran nations. Equipped with powered armor, gauss weaponry, and advanced training, they are formidable warriors. They are the front line of every terran offense or defense, and the backbone of the military might of nations.

There are many different types and loadouts of marines. Furthermore, the examples provided here are based on it being either a Confederate or Dominion marine. Due to the nature of their deployment, standard marines are usually better equipped than they are trained, and have extremely good armaments for their level. For this reason, low level and lightly geared players should be careful before engaging armored marines, at least until they can match their firepower.

Marine

The Confederate Marine Corps (or Dominion Marine Corps, later on) are the rank and file of the Confederacy's armies. They possess weapons and armor far beyond that of a civilian warrior, and their training and numbers make them incredibly lethal.

Many terran marines are, at best, simple souls. At worst, they are small-minded bullies. They tend to have little education, and are fond of drink, drugs, and carousing. Some marines find ways to make a side income while on assignment, or otherwise take advantage of the local populace they are meant to protect. However, despite the bad reputation that marines get, a great deal are loyal patriots who are looking to protect and serve their government and their fellow man from an alien offensive.

Tactics

The Marines function is small squads they make up their overall unit, usually about 4-8 of them in a squad, often accompanied by a sergeant or medic. They have multiple tactical weapon load outs, and the most effective squads contain mixture of different soldiers.

The bulk of any squad is the standard tactical layout, which is a marine with a heavy gauss rifle. These marines try to stay at a range, preferably in cover, and shower their enemies with gauss spikes. They prefer to use tactics to increase their accuracy or defense, depending on individual need. They try to avoid having their foes reach within 6 squares of them.

Assault marines are soldiers who use a shotgun instead of a gauss rifle. These specialists are frequently found in installations, where the shotguns excel at close range and tight corridors. Much less effective in open battles, assault marines otherwise serve as front lane guardians for the tactical, using their shotguns to take down dangerous close-combat enemies, such as zealots and zerglings, from reaching the bulk of their squad. Assault marines prefer to increase their damage resistance with tactics, rather than defense, as they generally fight in the open and without cover.

Snipers are long ranged assailants that pick away targets with precision gauss sniper fire. They are never found with the rest of their unit, if they have a choice in the matter. Snipers prefer to set up in a hiding location, and pick away at their foes from a distant. Snipers almost always use their aim actions, and use tactics to increase their accuracy. They do everything they can to ensure they hit their targets.

Marines take advantage to any support provided to them by a sergeant or medic. In squads without a sergeant, a single tactical marine is likely to be a corporal. The corporal is identical to a regular marine, but are typically the one that leads and makes decisions for the rest of the group.

All marines carry a supply of drugs with them, usually painkillers and combat stimulants. They use their supply of painkillers when going below half of their hit points, and save their combat stimulants until their officer orders them to use them, due to their intense side effects. Usually all marines in a squad will activate their stimulants in a single round.

Marine Medic

Marine medics tend to the health of their units of marines. Wearing lighter, higher quality powered armor, medics use various methods to keep their units alive in combat.

Due to their importance and the skill required for their job, medics receive more training than the average grunt. Moreover, the recruitment requirements are higher for medics so they are chosen from individuals with high test scores. Most medics are women.

Despite their supporting roll, medics are trained to fight if necessary, defending themselves with pistols or flash grenades.

Tactics

Most marine squads that includes five or more members also includes a medic. Medics usually remain behind the soldiers, attending to the health of their allies.

Medics have two primary methods of healing their allies: using nanites or first aid. Nanites is their preferred method; it allows them to healing quickly, at a range, and keep their allies in good health. Medics use the nanites from their medical delivery system whenever one of their allied soldiers starts to dip too low in health.

The other method they have is first aid kits. These take a full-round action to use on a powered armored ally, so using on is a several turn investment, but they restore a large amount of health. Medics prefer to perform first aid outside of combat, but will use it in battle on an ally that needs critical aid or is taking damage too quickly.

Medics prefer to use tactics to increase their defense, or occasionally movement speed. They always keep anti-toxins handy, especially when fighting zerg, and use it to purge their allies of parasites, poison, and possible infestation. They use their gauss pistols rarely, only when an immediate danger. They use their flash grenades when ordered by their commander, usually to disable a group of enemies or blind a particularly dangerous foe.

Marine Sergeants

Many marine squads are led by seasoned and experienced sergeants. These sergeants have seen their share of battlefields, and know how to guide their troops to victory on the battlefield. They are still subject to the commands of their officers, and sometimes butt heads with their leaders who are not directly present on the battlefield. Sergeants range in personality, for noble leaders who would give their lives for their squad, to murderous thugs who treat their soldiers as cannon fodder.

Tactics

Marine sergeants fight much like regular tactical marines: relying on cover, keeping their foes at a distance, and using tactics to increase their defense. If their foes reach close quarters with them, sergeants are more likely to stand and fight than common soldiers, using their flak pistols and fragmentation grenades against their foes.

The most important benefit sergeants bring to the battle is their leadership. Sergeants try to use leadership for to boost skill checks in the counter, so their marines get the best use out of tactics at the beginning of combat. Afterwards, they use rally to constantly bolster them with protection and free morale points. Because of this, skilled adventurers should target sergeants before anyone else in combat, to brake the bolstering effect they have on their entire squad.



Marine

Level 5 Terran Non-heroic Character (Core Citizen/ Soldier/ Demolitionist), Medium Threat

Skill Purchases: 9 Talent Purchases: 3 Ability Score Purchases: 3

Hit Points: 59	Healing Threshold: 7	Damage Threshold: 23
Defense: 14	Toughness: 22	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 17	Psionic Resistance: 7	

-**Heavy Gauss Rifle** 1d20+6 accuracy, 22 damage, full auto, 150 shots at long range; *Special Traits:* Penetration 5, Full Automatic

-**Gauss Pistol** 1d20+6 accuracy, 14 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 5

-**Frag Grenade** 1d20+3 accuracy, 50 damage, 1 strike maximum; *Special Traits:* Penetration 6, Burst 3, Grenade, Delay

-**Rifle Bayonet** 1d20+3 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 3

Skills: Athletics 3, Acrobatics 3, Defensive Training 4, Durability 3, Endurance 2, Medicine 2, Melee 3, Mental Training 2, Perception 2, Pilot 4, Ranged 5, Tactics 3

Skill Focuses: Ranged +3, Defensive Training +2

Talents: Grenade Catcher, Penetration, Powered Armor Training, Weapon Mastery (ranged)

Strength: 8* **Instinct:** 5 **Agility:** 3 **Fortitude:** 4

Intelligence: 3 **Willpower:** 2

Gear: Heavy Gauss Rifle with Rifle Bayonet and 2 magazines, CMC-300 Powered Armor, Gauss Pistol with 3 magazines, Fragmentation Grenade, 3 doses of Combat Stimulants, 2 doses of Painkillers

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Assault Marine Equipment Package: Military Shotgun with 20 shells (replaces heavy gauss rifle)

-**Military Shotgun;** 1d20+5 accuracy, 24 damage, 1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 1, Spread, Gradual Reload, Close Quarters

Marine Sniper Equipment Package: Gauss Sniper Rifle with 2 magazines (replaces heavy gauss rifle)

-**Gauss Sniper Rifle;** 1d20+7 accuracy, 30 damage, 1 strike maximum, 20 shots at long range; *Special Traits:* Penetration 5, Digital Scope, Grip Extension



Marine Medic

Level 7 Terran Non-heroic Character (Core Citizen/ Medic/ Soldier), Medium Threat

Skill Purchases: 11

Talent Purchases: 3

Ability Score Purchases: 5

Hit Points: 68

Healing Threshold: 7

Damage Threshold: 24

Defense: 20

Toughness: 24

Resolve: 16

Speed: 5

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 13

Psionic Resistance: 8

-**Gauss Pistol** 1d20+6 accuracy, 14 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 5

-**Grenade Launcher w/ Flash Grenades** 1d20+5 accuracy, no damage, 1 strike maximum, 1 shot at medium range; *Special Traits*: Burst 2, Flash, Gradual Reload, Ground Fire, Grenade

-**Pistol Whip** 1d20+2 accuracy, 16 damage, 1 strike maximum; *Special Traits*: Penetration 1

Skills: Athletics 4, Acrobatics 4, Defensive Training 7, Durability 4, Endurance 3, Lore 2, Medicine 6, Melee 4, Mental Training 4, Perception 3, Pilot 5, Ranged 5, Tactics 3

Skill Focuses: Medicine +2, Ranged +2, Defensive Training +2

Talents: Field Medic, Penetration, Powered Armor Training, Weapon Mastery (ranged)

Strength: 7*

Instinct: 6*

Agility: 3

Fortitude: 4

Intelligence: 5

Willpower: 2

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

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

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Special Ability (Advanced Training): The medic gains +1 power rating of damage with all ranged weapons, chosen when this specialization is taken.



Marine Sergeant

Level 10 Terran Non-heroic Character (Core Citizen/ Soldier/ Survivalist/ Leader/ Tactical Commander), Medium Threat

Skill Purchases: 16 Talent Purchases: 5 Ability Score Purchases: 6

Hit Points: 104	Healing Threshold: 7	Damage Threshold: 27
Defense: 18	Toughness: 27	Resolve: 19
Speed: 5	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 23	Psionic Resistance: 12	

-**Heavy Gauss Rifle** 1d20+10 accuracy, 25 damage, full auto, 150 shots at long range; *Special Traits:* Penetration 5, Full Automatic

-**Flak Pistol** 1d20+9 accuracy, 38 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 7, Rending 3, Recoil

-**Frag Grenade** 1d20+7 accuracy, 60 damage, 1 strike maximum; *Special Traits:* Penetration 6, Burst 3, Grenade, Delay

-**Rifle Bayonet** 1d20+6 accuracy, 31 damage, 1 strike maximum; *Special Traits:* Penetration 3

Skills: Athletics 4, Acrobatics 4, Defensive Training 8, Durability 6, Endurance 5, Leadership 6, Lore 4, Medicine 3, Melee 5, Mental Training 6, Perception 6, Pilot 5, Ranged 8, Tactics 6, Survival 4

Skill Focuses: Ranged +2, Defensive Training +3, Leadership +2, Tactics +2

Talents: Defensive Fighting, Inspirational Presence, Penetration, Powered Armor Training, Weapon Mastery (ranged II)

Strength: 9* **Instinct:** 4 **Agility:** 3 **Fortitude:** 6

Intelligence: 4 **Willpower:** 3

Gear: Tier 2 CMC-300 Powered Armor, Tier 2 Heavy Gauss Rifle with Rifle Bayonet and 3 magazines, Tier 2 Flak Pistol with 3 magazines, Tier 2 Fragmentation Grenade x2, 3 doses of Combat Stimulants, 2 doses of Painkillers, Tier 2 Communicator

Special Ability (Show the Weak Spot): When landing a hit with an aimed ranged attack, the marine demonstrates a weakness in the target's defenses. Until the start of the characters next turn, all allies gain the benefit of aiming without needing to make an aim action, as long as they are attacking that target.

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Special Ability (Rallying Boost): Whenever the marine uses the Rally function of the Leadership skill, allies that gain a morale marker also gain 5 protection points.

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



Outlaws Description

Outlaws are any individuals that live on the fringe edges of the law, including members of crime syndicates, professional killers, thieves, or just common street punks. These individuals are varied, both in disposition and degree of skill. However, their lawlessness unites them.

While outlaws are often a great occasional enemy to be dealt with around elements of terran civilization, together these examples can form the backbone of a crime syndicate. Such an organization the players may be forced to deal with while dealing with a city gang, corrupt politician, or the Korhal underworld. These organizations have a hierarchy, where the lowest and most unremarkable thugs and guns-for-hire are asked to perform basic work fitting their expendable nature, while commissioned professionals such as assassins and bounty hunters are sent for the tasks that require a skilled touch.

As a group of hero's campaigns against a syndicate, they will likely find themselves facing more and more lethal professionals rather than disposable grunts. More wealthy organizations might even have vehicles such as vultures, hellions, or even goliaths that the players must contend with.

Assassin

An assassin is a professional killer, who eliminates targets with discretion. Many of these individuals were former soldiers, often snipers, or belonged to mercenary bands before deciding to work solo. They are highly skilled, and possess advanced weaponry to perform their tasks with.

Assassins of this caliber are not cheap, and never charge less than 10,000 for a single target. Even this cost is assuming their mark is unimportant and unguarded. For higher priority targets, assassins may charge upwards of fifty to a hundred thousand for the kill. Assassins generally work alone, but might be persuaded to work with other professionals for a hefty bonus.

Tactics

The assassin loathes fair combat, and avoids it whenever possible. They only fight when they have an unprecedented advantage. Otherwise, if forced into a direct fight, they use tactics to increase their movement speed and retreat as fast as they can.

Assassins pick their battles, and prefers to set up ambushes with their sniper rifles. When aiming, they have a base range of 60 squares, 300 feet, and try to stay as close to their maximum range as possible to avoid being detected. They use tactics to increase their accuracy, as missing is not an option. If they think they can make the shot, they used called shot to target the mark's critical location for a quick clean kill.

If an assassin fails to kill their target, or are discovered, they try to hide and flee. They will usually patient hunt and study their target for a few more days, waiting for another opportune moment. If their prey has guardians, they might try to eliminate them to make their quarry more vulnerable.

Occasionally, assassins will forgo sniping their targets and instead try to poison them, or cut their throats while they are sleeping. For this reason, assassins often carry deadly knives and vials of poison on them always.

Bounty Hunter

Bounty Hunters are similar to assassins, except they capture and return their marks instead of outright killing them. Bounty hunters except a wide variety of contracts, including those set by criminals, wealthy figures, government contractors, or just regular folk out for revenge. For this reason, bounty hunters vary in their level of vileness. Those who work strictly for the government might be upstanding citizens, while those answering to more shady citizens are no better than kidnappers.

Bounty hunters try to bring their targets back alive, but not necessarily in one piece. They may work by themselves, in small groups of bounty hunters, or with a gaggle of conscripts and hired muscle.

Tactics

Bounty hunters have a wide variety of skills, necessary to track down a wide variety of prey. They are also very durable for enemies of their skill level, and tend to dive right into combat. They advanced forward, firing away with their shotguns, trying to disable their target or remove their allies. Afterwards, they try to disable their prey with a stunner or flash grenade.

Bounty hunters prefer to use their tactics to increase their damage resistance or accuracy, and bob and weave to avoid attacks. Once they corner their prey, they will try to use combat influence to force a surrender. Groups of bounty hunters will try to set up ambushes, cutting off opportunities to escape, to maximize the chance their prey will surrender.

Sometimes bounty hunters will not be tasked with bringing back a living target, just proof of a kill. In these cases, bounty hunters will use a more lethal armament, including an assault rifle, knife, and grenade. In head hunting, bounty hunters are very ruthless and aggressive, and do not seek their enemies' surrender. They do try to prevent damaging the marks' body and equipment too much, however, so they can still turn in their bounty.

Enforcer

Enforcers are mid-level goons tasked with anything that is too important to leave to the rabble's incapable hands. Enforcers are the individuals' crime lords send to collect past due wages and punish the inoperative or disobedient. They also serve as the personal guards for their bosses, as well as their personal police.

Enforcers usually work in pairs, and are usually found with a gang of thugs or gun-for-hires. They are found in great numbers within their boss's headquarters, and a typical crime lord generally does not travel without four to six of these individuals.

Tactics

Enforcers start every fight with their shotguns, blasting away one turn and reloading the next. They do not generally retreat or look for cover, instead standing their ground defiantly. They use bob and weave to increase their defense while engaging in ranged combat.

Once approached, or running out of ammunition, enforcers switch to their melee weapons, usually hammers, pry bars, or metal baseball bats. They take a shot of rage if they get a chance. At this point, they wade into melee until dead or out of opponents. In melee they always use heavy strikes, even if it is not the most beneficial or prudent option.

Gun-for-Hire

Gun-for-hires are gangsters that have survived the underworld long enough to have some firepower. Gun-for-hires are generally robbers and thieves, who prey upon the unarmed and defenseless. Occasionally, they will gather together in groups to perform jobs given to them by their superiors, or whoever is willing to pay them. Oftentimes, they found leading groups of thugs through fear and intimidation.

Tactics

Gun-for-hires do not use much in the terms of tactics. Whether they are using a single repeating gun, or two pistols, they fire all their shots at a single target or area as quickly as they can. With a repeating pistol, they tend to use area bursts, even when attacking a single target. They do not aim, and generally do not remember to use a combat behavior. When they do, they tend to bob and weave.

Gun-for-hires do not fight to the death, and usually flee when going to negative morale or below half health. The exception to this is if there is a higher ranked goon, such as an enforcer, who they fear enough to obey. Even then, they will still flee at -5 morale.

Thug

Thugs are urban trash gangsters who have little besides ferocity and a tough attitude, but nonetheless bully, attack, and intimidate the defenseless for their own personal gang, or simple amusement. These bottom-feeding cowards do not go anywhere without a gang of their fellows, for numbers is their only strength.

Tactics

Thugs use no tactics, and instead charge directly towards the nearest enemy, or however they believe is the easiest prey. Even those lucky enough to have pistols try to engage their foes in melee, and shoot the point blank. Thugs never use combat behaviors.

Thugs do not fight to the death, and usually flee when going to negative morale or below half health. The exception to this is if there is a higher ranked goon, such as an enforcer, who they fear enough to obey. Even then, they will still flee at -5 morale.

Assassin

Level 15 Terran Heroic Character (Fringe Colonist/ Sniper/ Infiltrator/ Assassin/ Skirmisher/ Soldier/ Disciplined Warrior), Medium Threat

Skill Purchases: 15

Talent Purchases: 10

Ability Score Purchases: 13

Hit Points: 115

Healing Threshold: 7

Damage Threshold: 27

Defense: 27

Toughness: 21

Resolve: 19

Speed: 9

Shift Speed: 2

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 6

Psionic Resistance: 12

-Gauss Sniper Rifle 1d20+10 accuracy, 40 damage, 1 strike maximum, 20 shots at long range; *Special Traits:* Penetration 4, Rending 6, Digital Scope

-Combat Knife 1d20+11 accuracy, 16 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Rending 2

Skills: Athletics 7, Acrobatics 9, Defensive Training 7, Durability 7, Melee 9, Mental Training 6, Ranged 9, Perception 6, Stealth 6, Tactics 6, Survival 2

Skill Focuses: Ranged +2, Melee +2, Stealth +3, Tactics +2, Mental Training +2, Acrobatics +2

Talents: Combat Reflexes, Defensive Fighting, Devastating Cripple (ranged), Dodge, Martial Arts Unarmed Combat Training, Military Unarmed Combat Training, Precision Shot, Sneak Attack II, Threatening Shot, Weapon Mastery (ranged II),

Strength: 4

Instinct: 9

Agility: 8

Fortitude: 4

Intelligence: 4

Willpower: 3

Gear: Tier 2 Twin-linked Gauss Sniper Rifle with Increased Potency and 4 magazines, Tier 2 Piercing Combat Knife, Tier 2 Stealth Suit, Tier 2 Fone, Tier 2 Tactical Helmet (helmet that has both an Tier 2 Protective Mask and Tier 2 Binoculars), Equipment Beltx2, Tier 2 Medipackx3, Sniper's Gloryx2, Vial of Deadly Poisonx2

Special Ability (Focus): The assassin can spend time focusing, concentrating, and preparing himself for an upcoming trial. For each full round spent concentrating on an action, the assassin rolls a +5 bonus on all of their actions on an upcoming round. This can stack, each round spent concentrating gives an additional bonus (to a maximum of +25 bonus). Once the assassin finally acts, all checks the character makes until the start of their next turn gain the bonus.

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

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

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

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

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

Special Ability (Slayer in the Dark): The outlaw gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at negative morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, stunned, or at -5 morale.

Bounty Hunter

Level 8 Terran Non-heroic Character (Fringe Colonist/ Survivalist/ Skirmisher/ Brute), Low Threat

Skill Purchases: 13

Talent Purchases: 3

Ability Score Purchases: 5

Hit Points: 117

Healing Threshold: 7

Damage Threshold: 28

Defense: 19

Toughness: 21

Resolve: 16

Speed: 7

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 11

Psionic Resistance: 13

-Military Shotgun 1d20+5 accuracy, 16 damage, +1 strike maximum, 10 shots at short range; *Special Traits*: Penetration 2, Spread, Close Quarters, Gradual Reload

-Gauss Pistol 1d20+6 accuracy, 10 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 6

-Stunner 1d20+4 accuracy, 12 damage, 1 strike maximum; *Special Traits*: Penetration 2, Stun, Energy

-Flash Grenade 1d20+3 accuracy, no damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Flash, Burst 2, Grenade, Delay

Skills: Athletics 2, Computers 2, Defensive Training 6, Durability 7, Endurance 3, Influence 3, Melee 4, Mental Training 2, Ranged 5, Perception 5, Pilot 4, Stealth 3, Survival 3, Tactics 3

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

Talents: Defensive Fighting, Dodge, Hardened Survivalist, Penetration II, Power Strike

Strength: 5

Instinct: 3

Agility: 4

Fortitude: 5

Intelligence: 3

Willpower: 4

Gear: Military Shotgun with 20 shells, Gauss Pistol with 3 magazines, Flash Grenadex3, Stunner, Light Combat Armor, Protective Mask, Personal Data Assistant, Air Tank, Shackles, Binoculars, Motion Tracker, 1d6 x100 credits

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

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

Special Ability (Mighty Swing): When the outlaw makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

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

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

Bounty Hunter Head-Hunter Equipment Package: Gauss Assault Rifle with 3 magazines (replaces military shotgun), Frag Grenadex2 (replaces flash grenades), Combat Knife (replaces stunner)

-Gauss Assault Rifle; 1d20+6 accuracy, 15 damage, +2 strikes maximum, 50 shots at long range; *Special Traits*: Penetration 6, Automatic, Scope

-Combat Knife 1d20+5 accuracy, 12 damage, +2 strikes maximum; *Special Traits*: Penetration 2, Throwing

-Frag Grenade 1d20+3 accuracy, 40 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 2, Grenade, Delay

Enforcer

Level 6 Terran Non-heroic Character (Core Citizen/ Brute/ Guardian), Low Threat

Skill Purchases: 12 Talent Purchases: 2 Ability Score Purchases: 4

Hit Points: 105	Healing Threshold: 7	Damage Threshold: 28
Defense: 17	Toughness: 18	Resolve: 12
Speed: 6	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 7	Psionic Resistance: 6	

-**Shotgun** 1d20+4 accuracy, 16 damage, 1 strike maximum, 2 shots at short range; *Special Traits:* Spread, Twin-linked (hailfire 1), Gradual Reload, Close Quarters

-**Flash Grenade** 1d20+3 accuracy, 0 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Burst 2, Flash, Grenade, Delay

-**Heavy Tool** 1d20+3 accuracy, 19 damage, +1 strike maximum; *Special Traits:* Penetration 1, Smashing

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 7, Endurance 5, Influence 3, Melee 4, Perception 4, Pilot 3, Ranged 4, Stealth 4

Skill Focuses: Durability +3, Endurance +2

Talents: Power Strike, Weapon Mastery (ranged)

Strength: 4 **Instinct:** 4 **Agility:** 4 **Fortitude:** 5

Intelligence: 3 **Willpower:** 2

Gear: Protective Vest, Shotgun with 8 shells, Heavy Tool, Stunner OR Flash Grenade, Injector with one dose of Rage, 20-50 credits

Special Ability (Contacts): When the outlaw makes an influence test to gather information, they roll an additional dice and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The outlaw has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Special Ability (Mighty Swing): When the character makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Gun-for-Hire

Level 3 Terran Non-heroic Character (Core Citizen/ Skirmisher), Low Threat

Skill Purchases: 8

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 47

Healing Threshold: 6

Damage Threshold: 21

Defense: 18

Toughness: 16

Resolve: 12

Speed: 7

Shift Speed: 2

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 3

Psionic Resistance: 6

-**Pistol w/ Dual Wielding** 1d20+1 accuracy, 12 damage, +2 strike maximum, 15 shots at medium range; *Special Traits*: Fast Reload

-**Repeating Pistol** 1d20+6 accuracy, 10 damage, +2 strike maximum, 30 shots at medium range; *Special Traits*: Fast Reload, Recoil

-**Pistol Whip** 1d20+1 accuracy, 14 damage, +1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 3, Influence 3, Melee 3, Perception 3, Pilot 3, Ranged 5, Stealth 3

Skill Focuses: Ranged +2, Acrobatics +2

Talents: Dodge, Dual-Weapon Skill

Strength: 3

Instinct: 3

Agility: 5

Fortitude: 2

Intelligence: 3

Willpower: 2

Gear: Padded Jacket, Two Pistols with 4 magazines OR 1 Repeating Pistol with 2 magazines, 20 credits

Special Ability (Contacts): When the outlaw makes an influence test to gather information, they roll an additional dice and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The outlaw has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Thug

Level 1 Terran Non-heroic Character (Core Citizen/ Infiltrator), Low Threat

Skill Purchases: 5 Talent Purchases: 1 Ability Score Purchases: 1

Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 17	Toughness: 16	Resolve: 12
Speed: 6	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 2	Psionic Resistance: 6	

-**Pistol** 1d20+3 accuracy, 12 damage, +2 strike maximum, 15 shots at medium range; *Special Traits*: Fast Reload

-**Combat Knife** 1d20+3 accuracy, 11 damage, +2 strike maximum; *Special Traits*: Throwing

-**Heavy Tool** 1d20+1 accuracy, 18 damage, +1 strike maximum; *Special Traits*: Penetration 1, Smashing

Skills: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 2, Influence 1, Melee 2, Perception 1, Pilot 1, Ranged 2, Stealth 2

Skill Focuses: Stealth +2, Acrobatics +2

Talents: Resistant

Strength: 3 **Instinct**: 3 **Agility**: 4 **Fortitude**: 2

Intelligence: 3 **Willpower**: 2

Gear: Torn Low-Quality Clothing, Combat Knife, 50% chance of Heavy Tool or Pistol with 1 magazine, 10 credits

Special Ability (Contacts): When the outlaw makes an influence test to gather information, they roll an additional dice and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The outlaw has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Aliens

This section details a selection of non-sentient alien fauna that can be found throughout the sector. These entities use the creature creation rules.

Ash Worm Description

An ash worm is a rare creature found on the volcanic planet of Ignus. This massive serpentine creature burrows through the crust of the world, headless to its magma filled depths, and emerges to hunt the prey that lurks on the surface of the planet. These creatures are so powerful they are even known to attack zerg hatcheries and terran mining colonies.

Similar creatures to ash worms exist on multiple different planets. The molten salamanders of Veridia Prime are very similar to ash worms, and can be represented with the same statistics.

Tactics

The ash worm typically gains surprise in combat, as it unburrows next to its prey, usually within medium range. From there, it begins to tear apart its foes with repeated use of its fire breath, trying to hit as many targets with each attack as possible. When dealing with a singular target, or a foes that its breath is ineffective against, the ash worm uses its bite attack, relying on its staggering strikes to keep their prey out of the fight.

Ash Worm

Level 16 Gargantuan-sized Creature (Non-Heroic Assailant/Oppressor), Extreme Threat

Skill Purchases: 14

Talent Purchases: 7

Ability Score Purchases: 22

Hit Points: 516

Healing Threshold: 13

Damage Threshold: 56

Defense: 15

Toughness: 52

Resolve: 14

Speed: 10

Shift Speed: 1

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 4 squares

Initiative: +6

Damage Resistance: 19

Psionic Resistance: 12

-Bite 1d20+26 accuracy, 58 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2, Cleaving 1

-Fire Breath 1d20+37 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Hailfire 1, Line 11, Flames, Energy, Breath Weapon, Close Quarters

Skills: Athletics 8, Defensive Training 8, Durability 8, Endurance 8, Melee 8, Ranged 10, Perception 6

Talents: Awesome Abilities (Instinct, willpower), Bulwark, Power Strike II, Weapon Mastery (ranged II, melee II)

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

Creature Abilities: Antagonistic Presence, Staggering Strikes, Energy Resistance

Strength: 18

Instinct: 7

Agility: 4

Fortitude: 16

Intelligence: 1

Willpower: 4

Gear: Tier 2 Gargantuan-sized Bite, Tier 2 Gargantuan-sized Fire Breath, Tier 2 Rugged Creature Hide

Special Ability (Cunning): An ash worm has an inborn, natural cunning, that fuels its actions. It adds ½ its Willpower instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

Special Ability (Energy Resistance): The ash worm's familiarity with expelling pure energy has made it resistant to outside sources of energy. The creature gains +10 damage resistance against any attack with the Energy weapon trait, and is immune to the features of the Energy Weapon trait.

Special Ability (Antagonistic Presence): The tremors the worm creates around itself make it difficult to approach. All of the squares within the creature's reach count as difficult terrain

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

Special Ability (Burrow): The ash worm is capable digging incredibly quickly underground, and moves at a speed of 30 while burrowed.



~Ash Worm (top)

~Bengalaas (below)



Bengalaas Description

The bengalaas are a race of cunning, psionic, panthers native to Aiur. Clever and dangerous hunters, these predators form prides that work together to take down whatever game they can find. These animals are honored and sacred to the protoss, who usually try to avoid killing them whenever possible. The zerg were not so merciful during their trip to Aiur, however, massacring large portions of the bengalaas population. These graceful hunters still live, however, although in great reduced numbers.

Tactics

Bengalaas are pack hunters, and are rarely found on their own. Bengalaas packs generally member between 3-8 individuals. They avoid fair fights, and prefer to stalk their prey for a period before ambushing them. When ambushing, they often leap down from trees, cliffs, or from behind boulders or amongst the underbrush. They coordinate their attacks to take down a single target at a time, usually whoever appears most vulnerable, and then move to swarm the next target afterwards.

Bengalaas rarely utilize their psionic powers in combat, instead using *muscular enhancement* before engaging and *acute senses* when searching for prey. Bengalaas do not generally fight to the death, and will use *prowl* to escape combat if most of their pride is killed. They also use *prowl* to reposition for a second attack run, in case they believe the fight is still winnable.

Bengalaas

Level 8 Large-sized Creature (Heroic Prowler/Hunter), Medium Threat

Skill Purchases: 13 **Talent Purchases:** 6 **Ability Score Purchases:** 9

Hit Points: 138	Healing Threshold: 8	Damage Threshold: 31
Defense: 19	Toughness: 25	Resolve: 14
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 4	Psionic Resistance: 12	

-Bite 1d20+12 accuracy, 36 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 2

-Claw 1d20+11 accuracy, 25 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Rending 1

Skills: Athletics 5, Acrobatics 5, Defensive Training 5, Durability 5, Endurance 5, Melee 8, Perception 3, Psionics 5, Stealth 6, Survival 5

Skill Focuses: Melee +3, Athletics +2, Stealth +2

Talents: Awesome Abilities (Agility, Strength), Mobile Attacker, Natural Health, Psionic Powers, Stalker, Weapon Mastery (melee II)

Creature Abilities: Vulnerable Strike, Prowl

Psionic Powers: *Muscular Enhancement*, *Acute Senses*

Strength: 6 **Instinct:** 4 **Agility:** 6 **Fortitude:** 5

Intelligence: 1 **Willpower:** 4

Gear: Creature Hide, Large-sized Bite, Large-sized Claw

Special Ability (Natural Psychic): The bengalaas has a base Psi Level of 2 and can draw powers from the Augmentation discipline. It also has the Psionic Detection trait.

Special Ability (Killer Instincts): A bengalaas acts with skill and precision granted from its killer Instincts. It adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

Special Ability (Prowl): The bengalaas is skilled at hiding, and can make stealth tests to Sneak even while being watched or observed. In addition, the creature can make a DC 25 stealth test to avoid being detected by a motion detector or by a character using a spotter action.

Guard Dog Description

Numerous dog breeds have followed the humans from Earth, and more have been discovered on the various planets around the sector. Terrans still use their dogs as guards to protect their territory or person. These large hounds are protective, loyal, and powerful.

Tactics

Guard dogs are usually found in small groups protecting their designated territory, or in the company of their terran masters. Dogs that are guarding a territory swarm and attack a single target with extreme ferocity. Depending on the disposition of their trainer, the dogs may or may not pursue their prey once they leave the area.

Dogs found in accompany with their masters are very singular focused. They either attack whoever their master attacks, or they attack whoever is attacking their master. Defending their master is their primary purpose, and they utilize their loyalty bonus on their attacks when defending their master.

Guard Dog

Level 3 Small-sized Creature (Non-heroic Hunter), Low Threat

Skill Purchases: 7

Talent Purchases: 0

Ability Score Purchases: 5

Hit Points: 36

Healing Threshold: 6

Damage Threshold: 13

Defense: 20

Toughness: 12

Resolve: 15

Speed: 5

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 3

Psionic Resistance: 7

-Bite 1d20+4 accuracy, 14 damage, 1 strike maximum; *Special Traits*: Penetration 1, Rending 2

Skills: Athletics 3, Acrobatics 3, Defensive Training 3, Durability 3, Endurance 3, Melee 3, Mental Training 3, Perception 3, Stealth 3

Skill Focuses: Melee +2, Athletics +2

Talents: Awesome Abilities (Strength)

Strength: 3

Instinct: 4

Agility: 5

Fortitude: 2

Intelligence: 1

Willpower: 2

Gear: Creature Hide, Small-sized Bite

Special Ability (Loyalty): The guard dog gains +10 accuracy against a target that harmed its master on one of their previous turns.

Special Ability (Killer Instincts): A guard dog acts with skill and precision granted from its killer Instincts. It adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

Karak Description

Karak are a breed of flightless, featherless, avian, with subspecies found on multiple worlds around the sector. Karaks are temperamental creatures; sometimes perfectly pleasant to be around, but other times likely to remove someone's hand when feeling threatened. Packs of wild karak can be extremely dangerous to colonists, especially in food shortages. Karak eggs can be sold for 5 credits a piece to anywhere there is a market for them, and baby karak can be sold for 200 credits a piece.

Tactics

Karak fight with little tactics, preferring to leap into combat and snap away at their foes. Members of a pack usually do not coordinate their attacks, instead focusing on whoever is closest or threatens them the most. Individual karak without the protection of a pack usually flee from combat rather than risking their own lives.

Karak

Level 3 Medium-sized Creature (Non-heroic Prowler), Low Threat

Skill Purchases: 7

Talent Purchases: 0

Ability Score Purchases: 2

Hit Points: 34

Healing Threshold: 6

Damage Threshold: 20

Defense: 17

Toughness: 15

Resolve: 12

Speed: 7

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 3

Psionic Resistance: 6

-Bite 1d20+4 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

Skills: Athletics 3, Acrobatics 3, Defensive Training 3, Durability 2, Melee 3, Perception 1, Stealth 1

Skill Focuses: Melee +2, Athletics +2

Talents: Awesome Abilities (Agility)

Strength: 3

Instinct: 3

Agility: 4

Fortitude: 2

Intelligence: 1

Willpower: 2

Gear: Creature Hide, Bite

Special Ability (Pounce): The karak can lunge at or leap upon its enemies with great speed. This ability functions identically to the Leap talent, except the distance it can leap is 3 squares, or equal to its Agility. The creature can still only leap every other round.

Special Ability (Rapid Strike): Whenever the karak hits and damages a target with its bite attack, it can follow up with another bite attack against the same target.



Kakaru Description

Kakaru are large, winged reptiles that resemble the pterosaurs of ancient Earth. They glide and soar through the skies above Shakuras, swooping to kill fish and small game that fall beneath their shadows. Kakaru are a rare form of animal in that they have a limited psionic nature that aids them in hunting.

The nerazim protoss of Shakuras dislike bothering the kakaru population, and might intervene with anyone threatening the native populations.

Tactics

Kakaru usually avoid conflict with humanoids or large creatures. They fight only to defend themselves, or when their nests or young are threatened. When in combat, kakaru keep to the skies, and fly back and forth and rake their prey with their sweeping attacks. When a youngling is in danger, they might try to stay close, and snap away at their prey, to pull their attentions away from the young.

While a normally docile creature, kakaru they lose their nests to predation might seek vengeance on any members of the race that committed the offense. Gathering together, they might attack their settlements in great, angry flocks of as many as 30 members.

Kakaru will sometimes use *rush* to quickly get into or out of combat. They generally save their *acute senses* power to help them find hidden prey.

Kakaru

Level 6 Large-sized Creature (Heroic Fury), Medium Threat

Skill Purchases: 11

Talent Purchases: 2

Ability Score Purchases: 11

Hit Points: 116

Healing Threshold: 7

Damage Threshold: 28

Defense: 22

Toughness: 22

Resolve: 18

Speed: 13 fly

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +2

Damage Resistance: 4

Psionic Resistance: 14

-Bite 1d20+9 accuracy, 32 damage, 1 strike maximum; *Special Traits*: Penetration 1, Rending 2

Skills: Acrobatics 4, Defensive Training 6, Durability 4, Melee 4, Mental Training 4, Perception 4, Psionics 4

Skill Focuses: Defensive Training +2, Acrobatics +2

Talents: Awesome Abilities (Agility), Psionic Powers, Weapon Mastery (melee)

Creature Abilities: Rapid Flight, Raking Strike

Psionic Powers: *Rush*, *Acute Senses*

Strength: 6

Instinct: 2

Agility: 6

Fortitude: 4

Intelligence: 1

Willpower: 4

Gear: Creature Hide, Large-sized Bite

Special Ability (Natural Psychic): The kakaru has a base Psi Level of 2 and can draw powers from the Augmentation discipline. It also has the Psionic Detection trait.

Special Ability (Rapid Flight): The kakaru has evolved the ability to fly fast enough to rival manufactured spacecraft. The creature can perform rapid flight, as described in the Game Universe Rules chapter. It has a maximum speed of 600, and an acceleration rating of 60. They reduce suffered mobility wounds by 1.

Special Ability (Raking Strike): This kakaru can make particularly lethal attacks against ground-based targets it is flying around. While flying and attacking a target on the ground with a natural melee weapon, it's attacks gain 8 rending, and knocks their targets prone when the attack roll surpasses toughness.

Lava Crab Description

Lava crabs and their relatives are small, mostly harmless crustaceans typically found on lava planets, such as Redstone or Veridia Prime. They are on the low end of the food chain, and mostly scavenge for even small vermin than themselves.

Lava crabs are noticeable for two reasons. First, they are edible, if barely, and can be scavenged for food by the desperate. Second, lava crabs are very in tune with the lava surges of their native environment, and their behavior can be an indicator of tectonic activity. If a nearby lava crab burrows, or runs for high ground, it is a good indication that the players should do the same.

Tactics

Lava crabs do not fight unless they have no other options. If confronted, they run. If they cannot run, they burrow. If they cannot do either, they bite at their pursuers until there is an opening to escape.

Lava Crab

Level 2 Tiny-sized Creature (Non-heroic Prowler), Trivial Threat

Skill Purchases: 2

Talent Purchases: 0

Ability Score Purchases: 2

Hit Points: 32

Healing Threshold: 6

Damage Threshold: 12

Defense: 23

Toughness: 4

Resolve: 12

Speed: 7

Shift Speed: 2

Morale Bonus: NA

Space: 0 squares

Reach: 0 squares

Initiative: +3

Damage Resistance: 7

Psionic Resistance: 6

-Bite 1d20+1 accuracy, 9 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

Skills: Athletics 2, Defensive Training 2, Durability 2, Stealth 2

Skill Focuses: Melee +2, Stealth +2

Talents: Awesome Abilities (Agility)

Creature Abilities: Prowler

Strength: 1

Instinct: 3

Agility: 5

Fortitude: 4

Intelligence: 1

Willpower: 2

Gear: Tiny-sized Bite, Carapace

Special Ability (Prowl): The creature is skilled at hiding, and can make stealth tests to Sneak even while being watched or observed. In addition, the creature can make a DC 25 stealth test to avoid being detected by a motion detector or by a character using a spotter action.

Special Ability (Burrow): The lava crab can burrow underground as a move action. While underground, it cannot move but is effectively cloaked and has improved cover against all attacks.

Lyote Description

Lyote are a species of jackal-like creature, with their many subspecies found on various temperate and badland planets across the sector. These pack hunters scavenge for carrion and small prey to consume. When they join in large enough of a pack, or are hungry enough, they will go after other living game, even terrans or zerg.

Tactics

Lyote often attack in packs of 4-12 individuals, where they are a great threat to low level heroes. Lyote try to stick together when fighting, to gain full benefit of their feeding frenzy ability. They usually try to swarm as many different enemies as possible, so that all their prey is engaged and unable to help their allies.

Lyote often lose focus in combat, and after killing an opponent, they often spend their next round consuming their flesh, rather than moving onto another foes.

Lyote

Level 4 Medium-sized Creature (Non-heroic Prowler), Low Threat

Skill Purchases: 7

Talent Purchases: 0

Ability Score Purchases: 3

Hit Points: 53

Healing Threshold: 6

Damage Threshold: 22

Defense: 18

Toughness: 15

Resolve: 12

Speed: 8

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 3

Psionic Resistance: 6

-Bite 1d20+4 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

Skills: Athletics 2, Defensive Training 4, Durability 3, Melee 3, Perception 2, Stealth 2

Skill Focuses: Melee +2, Stealth +2

Talents: Awesome Abilities (Agility)

Creature Abilities: Feeding Frenzy

Strength: 3

Instinct: 3

Agility: 4

Fortitude: 3

Intelligence: 1

Willpower: 2

Gear: Bite, Creature Hide

Special Ability (Feeding Frenzy): The Lyote fights in terrifying and vicious packs whenever its pack smells blood. The creature gains a +1 bonus to melee damage and rending for every other Lyote within medium range.



~Lyote (left)



~Mitoscarab (right)

Mitoscarab Description

Mitoscarabs are large and terrifying monstrosities found on the planet Nelyth. These arthropods regenerate their wounds very quickly, and split into small versions of themselves upon death. They are now found on many civilized planets across the sector, as scientists of all races constantly collect them for research. A naturally hardy species, many mitoscarabs escape into the wild, where they can reproduce asexually and increase their population on their own.

Tactics

Mitoscarabs are simple foes, that charge into melee combat and gore the first opponent they get into contact with. These creatures feel no pain and know nothing of fear. Once in melee, they continue to gore their hated target, and supplement their attacks with a bash every round against the same foe.

Once killed, a mitoscarab splits into two smaller creatures, each of which picks their own target to start tearing apart. Each of these mitoscarabs splits into two smaller ones. A mitoscarab is not truly dead until these final spawnlings have been dispatched.

Any mitoscarab spawnling that survives will eventually turn into a full grown mitoscarab. The experience reward for killing a mitoscarab includes all of the spawnlings it will create.

Mitoscarab

Level 12 Huge-sized Creature (Non-heroic Bruiser), Extreme Threat

Skill Purchases: 17	Talent Purchases: 8	Ability Score Purchases: 16
Hit Points: 287	Healing Threshold: Infinite	Damage Threshold: 48
Defense: 13	Toughness: 34	Resolve: 16
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 21	Psionic Resistance: 18	

-**Gore** 1d20+14 accuracy, 47 damage, 1 strike maximum; *Special Traits:* Penetration 6
 -**Bash** 1d20+14 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 6

Skills: Athletics 4, Defensive Training 6, Durability 6, Endurance 6, Melee 6, Survival 4
Skill Focuses: Durability +2, Endurance +2
Talents: Awesome Abilities (Fortitude), Bulwark, Penetration II, Power Strike, Resistant III, Weapon Mastery (melee)
Creature Abilities: Fast Healing, Smash, Split*
Strength: 12 **Instinct:** 2 **Agility:** 1 **Fortitude:** 13
Intelligence: 1 **Willpower:** 6
Gear: Tier 2 Huge-sized Gore, Tier 2 Huge-sized Bash, Tier 2 Carapace

Special Ability (Living Tank): A mitoscarab is very hardy, and is able to take incredible punishment without being taken down. Mitoscarabs add their Willpower to its damage threshold, and ½ their Willpower its damage resistances.

Special Ability (Fast Healing): The mitoscarab heals very quickly, and gains the regeneration trait, healing 5 hit points per turn.

Special Ability (Smash): The mitoscarab can make its bash attack as a minor action, in addition to any other attacks it makes in a turn. This attack has no dual-wielding penalties, but can only be made once per turn.

Special Trait (Split): Once the Mitoscarab is killed by any attack except one that deals Psionic damage, it splits into two smaller Mitoscarabs. Both of these are large sized, and each one acts on its own initiative. Their statistic changes as follows: 139 hit points, +2 defense, -4 toughness and damage threshold, half normal damage, and 3 regeneration. When each of these smaller spawns are killed, they further split into smaller Mitoscarabs. All of these are medium sized, and each one acts on their initiative. Their statistics changes from the base mitoscarab as follows: 69 hit points, +4 defense, -8 toughness and damage threshold, one quarter normal damage, and 2 regeneration. When these smallest forms are killed they do not split and the creature finally dies.

Rhynadon Description

Rhynadon are a heavy, armored creature that resembles an alien rhinoceros. These ornery creatures are native the Kel-Morian home world of Moria, but are now found on various planets within the sector. Rhynadon are temperamental and territorial herbivores, that will attack anyone that comes to close, especially when their offspring or food source is threatened.

Tactics

Rhynadon are territorial creatures. If a character comes within medium range of one, they will stomp and growl until the players go away. If the players come within short range of a rhynadon, they will charge. Rhynadon are either found on their own, or in groups of 2-4.

Rhynadon always charge into melee, then use their gore attacks repeatedly. They use heavy strikes whenever possible. Their crippling wounds also stagger opponents, and they gain protection whenever receiving crippling wounds. These makes them very difficult to wear down, and a single rhynadon can provide a substantial threat to a party, and a near insurmountable one to a single character. The greatest weakness of a rhynadon is its slow speed, and fairly inaccurate attacks.

Rhynadon

Level 10 Large-sized Creature (Non-heroic Bruiser), High Threat

Skill Purchases: 17

Talent Purchases: 4

Ability Score Purchases: 13

Hit Points: 251

Healing Threshold: 8

Damage Threshold: 41

Defense: 16

Toughness: 34

Resolve: 14

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +2

Damage Resistance: 13

Psionic Resistance: 12

-Gore 1d20+10 accuracy, 38 damage, 1 strike maximum; *Special Traits:* Penetration 3, Smashing

Skills: Defensive Training 6, Durability 8, Endurance 8, Melee 6, Perception 2, Survival 5

Skill Focuses: Durability +2, Endurance +2

Talents: Awesome Abilities (Fortitude), Bulwark, Hardened Survivalist, Power Strike, Weapon Mastery (melee)

Creature Abilities: Adapting to Pain, Behemoth, Brutal Slam

Strength: 10

Instinct: 2

Agility: 2

Fortitude: 9

Intelligence: 1

Willpower: 4

Gear: Tier 2 Large-sized Gore, Tier 2 Heavy Creature Hide

Special Ability (Adapting to Pain): The rhynadon adapts and handles pain well. Whenever it suffers a crippling wound, it gains 19 protection points.

Special Ability (Brutal Slam): The rhynadon has very powerful blows that disorient and stagger their foes. If the creature ever deals a crippling wound with a melee attack, the target is staggered for a number of rounds equal to the crippling wound points.



Scantid Description

Scantid are descendants of the tiny scorpions of Korhal, until the surge of radiation from the planet's nuclear apocalypse changed them forever. Now they are dangerous, ravening, creatures of exceptional size. These creatures now hunt the wastes of Korhal, killing any living thing they come across to appease their great appetite and feed their nests of young.

In addition to deserts, scantids are often found living inside sewers and utility passageways beneath Augustgrad and other settlements on Korhal.

Tactics

Scantid are usually found in pairs, but sometimes exist in small cluster of up to 8 individuals. Scantids prefer their gore attack, because of its venomous quality and high base damage. However, they will use their claws in conjunction with their furious strike ability to split multiple attacks against groups of nearby opponents. They use their counter attack ability with their gore attack to dissuade enemies from attacking it. Scantids tend to chase fleeing foes for some distance before giving up the hunt.

Scantid

Level 10 Large-sized Creature (Non-heroic Hunter), High Threat

Skill Purchases: 12

Talent Purchases: 5

Ability Score Purchases: 9

Hit Points: 144

Healing Threshold: 8

Damage Threshold: 32

Defense: 21

Toughness: 27

Resolve: 12

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +4

Damage Resistance: 13

Psionic Resistance: 6

-Claw 1d20+13 accuracy, 23 damage, +4 strikes maximum; *Special Traits:* Penetration 2, Rending 1

-Gore 1d20+12 accuracy, 37 damage, +1 strike maximum; *Special Traits:* Penetration 4, Smashing, Poison

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 6, Endurance 6, Melee 8, Perception 4

Skill Focuses: Melee +2, Athletics +2

Talents: Awesome Abilities (Strength), Defensive Fighting, Penetration II, Swift Strikes, Weapon Mastery (melee)

Creature Abilities: Counter Attack, Furious Strikes

Strength: 8

Instinct: 4

Agility: 6

Fortitude: 6

Intelligence: 1

Willpower: 2

Gear: Tier 2 Large-sized Gore, Tier 2 Large-sized Claw, Tier 2 Carapace

Special Ability (Killer Instincts): A scantid with skill and precision granted from its killer Instincts. It adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

Special Ability (Furious Strikes): When making multiple attacks with a natural weapon, the scantid can split those attacks between two different, adjacent, targets. The creature must choose how many of each type of attack they are going to make against each target before rolling attacks. The scantid rolls the attacks against each target separately.

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

Special Ability (Poisoned Stinger): A scantid is poisonous. Any target struck by the scantid's gore attack, must make a DC 20 Endurance test versus poison or suffer 24 poison damage.



~Scantid (above)

~Scantipede (below)



Scantipede Description

Scantipedes are large and dangerous predators found throughout the sector. They often live close to civilization, even in the tunnels under cities, where they can be a giant menace and threat to civilian life. Scantipede's have the terrifying ability to spit acidic fluid at their prey, which infects living targets with eggs. These eggs often hatch to life within their host, and become clawing their way out from the inside. This makes the scantipede a particularly terrifying foe, and a great threat to a nearby settlement.

Tactics

Scantipede are usually found by themselves or in pairs. In a group, they use their tactical strike every round to shift to stay about 5-6 squares away from their chosen target, then spit poison at their prey. Groups of scantipedes usually focus on a single target. Scantipedes usually rely on their poison spit, rather than their bite attacks, but will use their fangs if pressed into melee with no room to escape, or if more interested in feasting than spreading their progeny.

Scantipede

Level 12 Large-sized Creature (Non-heroic Hunter/ Assailant), High Threat

Skill Purchases: 15

Talent Purchases: 4

Ability Score Purchases: 15

Hit Points: 171

Healing Threshold: 8

Damage Threshold: 35

Defense: 22

Toughness: 29

Resolve: 16

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +4

Damage Resistance: 14

Psionic Resistance: 8

-**Bite** 1d20+14 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 4, Rending 2

-**Poison Spit** 1d20+14 accuracy, 36 damage, 1 strike maximum, infinite shots at short range; *Special Traits*: Penetration 3, Venom Coating (DC 20 Endurance, 24 poison damage), Acid Damage

Skills: Acrobatics 6, Athletics 6, Defensive Training 6, Durability 6, Endurance 4, Melee 8, Ranged 8, Perception 6, Mental Training 6, Stealth 4

Skill Focuses: Melee +2, Ranged +3, Athletics +2, Perception +2

Talents: Awesome Abilities (Strength, Instinct), Bulwark, Defensive Fighting, Penetration III, Weapon Mastery (ranged II, melee)

Creature Abilities: Tactical Strike, Vengeance, Organic Artillery

Strength: 9

Instinct: 4

Agility: 7

Fortitude: 9

Intelligence: 1

Willpower: 2

Gear: Tier 2 Large-sized Bite, Tier 2 Large-sized Poison Spit, Tier 2 Carapace

Special Ability (Killer Instincts): A scantipede fights with skill and precision granted from its killer Instincts. It adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

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

Special Ability (Vengeance): Whenever a scantipede is making an attack roll, it gains +5 accuracy against a target that damaged it since its last turn.

Special Trait (Parasite Burst): If a target is reduced to 0 hit points within 5 rounds of being damaged by the scantipede, then a pair of baby scantipedes will burst out of the chest of the target. The target receives two vital wounds. The baby scantipedes act on their own initiative, and are identical statistically to their parent except for the following changes: small-sized, 48 hit points, +4 defense, -8 toughness and damage threshold, 12 damage bite attacks, and no poison spit attacks. Being under the effect of an antidote drug prevents the character from being affected by this ability.

Ursadak Description

Ursadak are massive quadrupedal animals with a ravenous appetite and a moody disposition. These hulking beasts are very tough, but highly lethargic and difficult to motivate. Ursadak are omnivores, that eat just about anything they come across, mostly vegetation and carrion. Due to their slow nature, they rarely hunt live game. Ursadak are usually found in herds, led by a particularly large male bull. The males of the species have pounced horns, and tend to be much more aggressive.

Tactics

Ursadak males usually charge when someone comes within 6 squares of a female or calf. They prefer to charge with their gore attack for maximum damage, and rely mostly on their horns for combat. However, if a prey seems small and weak enough, they might try to make a bite attack every other round, to attempt to swallow their prey whole. Swallowed targets take automatic damage, and cannot escape the creature's stomachs until the beast is killed.

Females tend to fight only in self-defense, and tend to run away from battle once brought below half-hit points.

Ursadak

Level 7 Huge-sized Creature (Non-heroic Bruiser), High Threat

Skill Purchases: 13

Talent Purchases: 4

Ability Score Purchases: 8

Hit Points: 274

Healing Threshold: 9

Damage Threshold: 43

Defense: 12

Toughness: 37

Resolve: 14

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 1 square

Initiative: +2

Damage Resistance: 13

Psionic Resistance: 12

-Bite 1d20+14 accuracy, 42 damage, 1 strike maximum; *Special Traits*: Penetration 1, Rending 2

-Gore 1d20+13 accuracy, 46 damage, 1 strike maximum; *Special Traits*: Penetration 3, Smashing

Skills: Athletics 2, Defensive Training 5, Durability 7, Endurance 7, Melee 5

Skill Focuses: Durability +2, Endurance +2

Talents: Awesome Abilities (Fortitude), Resistant III, Weapon Mastery (melee)

Creature Abilities: Brutal Slam, Swallow

Strength: 10

Instinct: 2

Agility: 1

Fortitude: 8

Intelligence: 1

Willpower: 4

Gear: Huge-sized Gore, Huge-sized Bite, Heavy Creature Hide

Special Ability (Brutal Slam): The ursadak has very powerful blows that disorient and stagger their foes. If the creature ever deals a crippling wound with a melee attack, the target is staggered for a number of rounds equal to the crippling wound points.

Special Trait (Swallow): If the ursadak hits both a medium sized or smaller target's defense and toughness with a bite attack, the ursadak can try to swallow them. Swallowing a target requires a grab check versus the target. On a success, the target is consumed instead of grabbed. Swallowed targets take automatic bite damage every round, and are only able to get free of the creature's stomach if the ursadak is killed. While inside the stomach, swallowed targets can take no actions.

Variant: The above statistic block is for an Ursadak Male. If it is a female, remove the gore natural weapon.



~Male Ursadak (above)



~Ursadon (below)



Ursadon Description

Ursadon are intelligent and cunning ursine predators that were originally native to the planet of Braxis. Thanks to protoss intervention, they are now found on various of other ice worlds, such as Kaldir. Ursadon are only comfortable in the oldest climates, where they serve as alpha predators in the frozen wastes. Ursadon are large and powerful enough that they are a threat even to organized forces.

Tactics

Ursadon usually gather together in hunting packs of 3-6 individuals, where they charge through glacial fields and snowy planes looking for food. Ursadon are powerful foe and are ruled by a great, inherent rage. They prefer their claw attacks in combat although they will bite against large monstrosities or heavily armored enemies. They use heavy strikes to empower their bite attack. They gain power the more they are injured from their rage ability, and they tend to focus down single foes to activate thrill of the hunt.

Ursadon generally do not retreat from combat, and fight to the death. They will retreat fleeing opponents for days, as long as they are able to keep the scent.

Ursadon

Level 13 Large-sized Creature (Non-heroic Bruiser/Hunter), High Threat

Skill Purchases: 14	Talent Purchases: 5	Ability Score Purchases: 13
Hit Points: 228	Healing Threshold: 9	Damage Threshold: 42
Defense: 22	Toughness: 30	Resolve: 20
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +4
Damage Resistance: 18	Psionic Resistance: 16	

-Bite 1d20+15 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 2

-Claw 1d20+14 accuracy, 26 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Rending 1

Skills: Athletics 8, Acrobatics 7, Defensive Training 7, Durability 8, Endurance 8, Melee 8, Mental Training 7, Perception 7

Skill Focuses: Melee +2, Durability +2, Athletics +2, Endurance +2

Talents: Awesome Abilities (Fortitude, Strength), Defensive Fighting, Penetration II, Power Strike, Weapon Mastery (melee II)

Creature Abilities: Rage, Thrill of the Hunt, Behemoth

Strength: 9 **Instinct:** 4 **Agility:** 5 **Fortitude:** 10

Intelligence: 1 **Willpower:** 4

Gear: Tier 2 Large-sized Bite, Tier 2 Large-sized Claw, Tier 2 Heavy Creature Hide

Special Abilities (Rage): The creature becomes increasingly aggressive for every crippling wound it takes. The creature gains +2 accuracy and damage for every crippling wound point it possesses.

Special Abilities (Thrill of the Hunt): Whenever this creature kills an enemy target of level 13 or higher, they can spend a healing threshold to regain 40 hit points.

Special Ability (Adapted to Cold): The Ursadon is perfectly adapted to the cold, and takes no damage from freezing temperatures and is immune to the Frozen condition.. Furthermore, the Ursadon takes no movement penalties moving through snow and ice.

Urubu Description

Urubu are a species of small, but very vicious flightless carrion birds. Various related species are found on most planets across the sector, even ones that are almost entirely void of life. Urubu often go long times without meals, and flocks of them will mob living prey they come across.

Tactics

Urubu generally attack in flocks of 5-20 individuals. They have no strategy, and simply fall over their prey like a living wave of hunger. These creatures are vicious and infectious, and their beaks leave terrible bleeding wounds on their foes. This bleed is their greatest danger, as the large number of urubu cause their prey to succumb to terrible bleed damage every round unless constantly treated.

Urubu do not like explosives, and tend to flee if grenades or similar weapons are used against them. They have a similar reaction to flamethrowers.

Urubu

Level 2 Small-sized Creature (Non-heroic Fury), Low Threat

Skill Purchases: 5

Talent Purchases: 0

Ability Score Purchases: 1

Hit Points: 31

Healing Threshold: 6

Damage Threshold: 16

Defense: 19

Toughness: 11

Resolve: 12

Speed: 5

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 3

Psionic Resistance: 6

-Bite 1d20+4 accuracy, 14 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2, Savage Bleed

Skills: Acrobatics 2, Defensive Training 3, Durability 2, Melee 3, Perception 2, Stealth 2

Skill Focuses: Defensive Training +2, Acrobatics +2

Talents: Awesome Abilities (Agility)

Creature Abilities: Savage

Strength: 3

Instinct: 2

Agility: 5

Fortitude: 2

Intelligence: 1

Willpower: 2

Gear: Bite, Creature Hide

Special Ability (Savage): The creature leaves nasty wounds with its attacks. All of the creature's natural weapon attacks deal 3 bleed damage, or 5 bleed damage on a crippling wound.



Terran Robots List

Below are the details on some of the most common or notable Terran robotic constructs.

Adjutant Description

Adjutants are robots that are designed to act as tactical aid and assistants to terran commanders. These synthetic humanoids process tactical data, guide base defenses, hack enemy computer systems, and do anything else a terran commander needs over the course of their duties. Adjutants are some of the most valuable forms of artificial Intelligences that are readily available.

Adjutants are typically found deep within government or military installations, or aboard command cruisers. From their secure vaults, they monitor the systems of their compounds, warn their terran commanders of impending danger, and do whatever else their commander requires of them. The loss of a facility's adjutant is a devastating blow, for the benefit these synthetics provide is immeasurable.

Adjutants can be purchased for 100,000 credits. They are generally only available in Core World markets.

Tactics

Adjutants are not direct fighters, and have very few means of directly defending themselves. The threat they provide is from behind the scenes, where they direct and guide tactical base defenses.

Adjutants assist in base defense by taking control of security measures such as auto turrets. By controlling the varied turrets and base defenses, the turrets get to use the adjutant's skills and talents instead of their own, if the adjutant's values are higher. This allows them to make the basic regional defenses much more dangerous, as turrets will be able to take advantage of the synthetics high skill ranks, ability scores for attack overages, and talents such as Head Hunter, Penetration II, Smart Shot, Rain of Firepower, Threatening Shot II, and Weapon Mastery.

The benefit an adjutant provides is not limited solely to allied constructs, however. It can only bolster powered armored allies such as marines. It can use the Tactical Readout ability to provide its tactics bonus to all nearby allies. The Guidance System ability allows them to 'takeover' allied power armor, and make friendly marines fight with the adjutant's skill, talent, and ability bonuses, just like the benefit constructs gain when taken over. This allows the adjutant to greatly empower well equipped but low level allies such as marines.

Altogether, the adjutant functions as a force multiplier for the threat of base defenses. Any battle where the adjutant makes a noticeable impact in the fight, the Game Master should award experience for the adjutant as if it was there. Conversely, if the adjutant is encountered alone and without any support or defenses, it should be considered a Low threat enemy because of its lack of means to effectively defend itself.



Adjutant

Level 15 Medium-sized Construct (Heroic Robot), High Threat

Skill Purchases: 17 **Talent Purchases:** 22 **Ability Score Purchases:** 20

Hit Points: 115	Healing Threshold: NA	Damage Threshold: 27
Defense: 22	Toughness: 22	Resolve: NA
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 18	Psionic Resistance: NA	

-Reinforced Unarmed 1d20+8 accuracy, 14 damage, +2 strikes maximum; *Special Traits:* Penetration 3

Skills: Acrobatics 5, Athletics 7, Computers 9, Defensive Training 7, Durability 7, Endurance 7, Lore 7, Medicine 7, Melee 7, Mental Training 7, Perception 7, Pilot 7, Ranged 9, Science 7, Stealth 5, Survival 5, Tactics 9

Skill Focuses: Ranged +2, Durability +2, Computers +2, Tactics +2

Talents: Awesome Abilities (Intelligence), Awesome Abilities (Strength), Close Combat Shot, Combat Reflexes, Defensive Fighting, Dog Fighter, Far Shot, Head Hunter, Makeshift Repairs, Penetration III, Precision Burst, Precision Shot, Professional Hacker, Rain of Firepower, Smart Shot, Structural Weakness II, Surgical Precision II, Targeted Suppress, Threatening Shot II, Weapon Mastery (melee, ranged), Weapon Comprehension

Creature Abilities: Calculation Parameters, Concentration

Strength: 5 **Instinct:** 8 **Agility:** 4 **Fortitude:** 4

Intelligence: 10 **Willpower:** NA

Gear: Tier 2 Reinforced Unarmed, Tier 2 Light Hull

Special Ability (Robot): An adjutant is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Override): The adjutant can attempt to override and take control of networked constructs or systems as a standard action. This allows the construct, if connected to a mechanical network, to make a computer's check to take control of automated functions attached to that network, such as doors, security cameras, and base defenses. Taking control of non AI powered devices requires a standard computer skill check to hack, only the robot gains advantage. Taking control of a networked machine requires a computer skill check, with the DC equal to 20+ the construct's Intelligence +the construct's Instinct. Finally, if there is a rival artificial Intelligence on the network, the adjutant can make opposed computer checks to actively fight you gaining control of a system. Once an adjutant steals control of a system, it has control until a rival hacker or robot succeeds a computer check to wrest control of it. An adjutant with this trait can wrest control of 10 systems as a single standard action.

Special Trait (Guidance Systems): When the adjutant takes over an construct, it guides their systems, allowing it to fight using the adjutant's ability. Constructs guided by the adjutant gain a +2 accuracy and defense bonus. It can also take over the power armor suit of a willing terran ally, the target gaining all the same benefits as a construct under the guidance systems of the adjutant. Controlled soldiers in powered armor gain the same benefit to accuracy and defense, but the adjutant controls their actions and such characters do not gain benefit from tactics. An adjutant cannot control empty powered armor, or powered armor containing a dead soldier. Finally, an adjutant can spend a standard action on its turn to give a standard action to one currently controlled ally soldier or construct.

Special Trait (Tactical Readout): When the Adjutant uses the Tactics skill to receive a bonus, instead of applying it to itself, it can grant the bonus to all allies with a digital uplink within its network. Each person willing to use the Adjutant's tactics bonus uses it instead of applying their own tactics. It can affect a number of allies equal to its Intelligence when performing this action (normally 10).

Special Trait (Concentration): The adjutant can focus heavily on their actions. As a minor action that counts as a combat behavior, they gain advantage on all skill checks and count their instinct and intelligence as double for all purposes.

Special Trait (Shutdown): The adjutant can attempt to shut down an enemy suit of terran powered armor within 30 squares of it as a minor action. Doing so requires a DC 20 computer skill check. The DC increases by 5 for every tier the armor is above first. If the adjutant succeeds, the armor is locked down and inoperable. The user is effectively stunned for 3 rounds.

Auto-Turret Description

Auto-turrets are common base defense constructs. They are essentially a large gauss cannon equipped with a basic guidance system and friend-or-foe identification software. They have the benefit of being cheap, easy to produce, and providing a prodigious amount of firepower for their size.

Auto-turrets can be purchased for 20,000 credits.

Tactics

When an auto-turret identifies a threat, it unloads its arsenal of gauss spikes towards the nearest target. Auto-turrets use their move action to Aim every turn, and use their minor action maintain their tactics effects, always increasing their accuracy. Auto-turrets never perform area bursts, unless they are controlled by an adjutant or operator that commands them to do otherwise.

Auto-Turret

Level 8 Medium-sized Construct (Non-heroic Robot), Medium Threat

Skill Purchases: 4

Talent Purchases: 3

Ability Score Purchases: 9

Hit Points: 82

Healing Threshold: NA

Damage Threshold: 26

Defense: 10

Toughness: 15

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 21

Psionic Resistance: NA

-Gauss Cannon 1d20+6 accuracy, 21 damage, +1 strike maximum, 600 shots at long range; *Special Traits:* Penetration 4, Hailfire (1), Full Automatic

Skills: Durability 4, Ranged 6, Tactics 2

Skill Focuses: Ranged +3, Durability +2

Talents: Awesome Abilities (intelligence), Precision Burst, Rain of Firepower, Weapon Mastery (ranged)

Creature Abilities: Focus Fire

Strength: 6

Instinct: 6

Agility: 1

Fortitude: 6

Intelligence: 2

Willpower: NA

Gear: Gauss Cannon with Improved Ammunition Capacity, Reinforced Hull

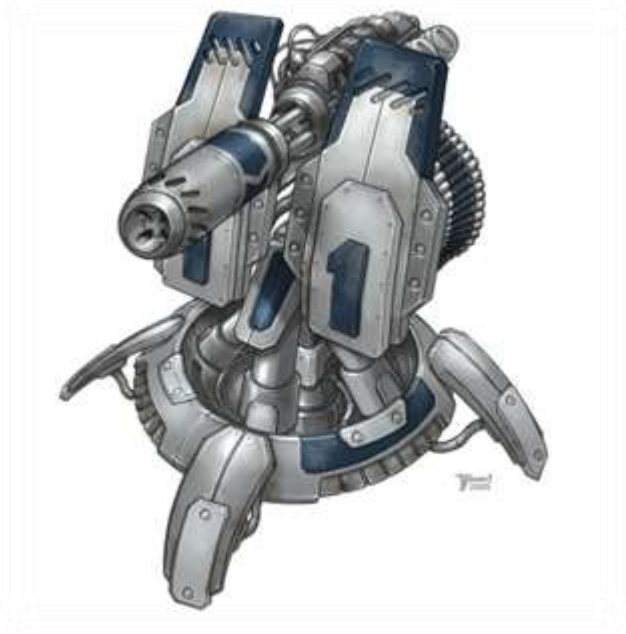
Special Ability (Robot): An auto-turret is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Focus Fire): When aiming, the turret gains +4 accuracy and counts its instinct as 12 for overages.

Special Ability (Reinforcement): The reinforcement value from the auto-turret's plated hull reduces all crippling wound points it suffers by 1.

Special Ability (Hidden): Many auto-turrets are built into the installations they are part of, and are hidden under retractable plates. Spotting a hidden Auto-Turret requires a spotter check. While retracted into the installation, Auto-Turrets gain +5 damage resistance. Retracting is a full-round action on the part of the Auto-Turret, while appearing is only a move action.

Special Ability (Immobile): The auto-turret 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.



~Auto-turret (top)

~Scavenger Bot (bottom left)

~Cleaning Bot (bottom right)



Labor Bot Description

Labor Bots are basic robotic constructs that perform basic, mindless utilitarian duties, such as cleaning, collecting scrap, or perform basic repairs. They are found everywhere terrans are found, performing their function with single minded focus. There are different models of labor bots for different purpose.

A cleaning bot can be purchased for 750 credits, a scavenging bot can be purchased for 2,000 credits, and a repair bot can be purchased for 4,000 credits.

Tactics

Labor bots are not smart enough to recognize a combat situation. They do not fight, or participate in a battle unless they have special programming to participate. Even if an apocalyptic battle was going on around them, they would continue cleaning or fixing as before, heedless to the dire circumstances.

Labor Bot

Level 3 Small-sized Construct (Non-heroic Robot), Trivial Threat

Skill Purchases: 4

Talent Purchases: 0

Ability Score Purchases: 2

Hit Points: 36

Healing Threshold: NA

Damage Threshold: 11

Defense: 17

Toughness: 11

Resolve: NA

Speed: 4

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 13

Psionic Resistance: NA

-Bump 1d20 accuracy, 15 damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing

Skills: Athletics 2, Durability 3, Defensive Training 3, Melee 1, Ranged 1, Perception 2

Skill Focuses: Ranged +2, Durability +2

Talents: Awesome Abilities (intelligence)

Creature Abilities: Surge

Strength: 3

Instinct: 3

Agility: 2

Fortitude: 3

Intelligence: 1

Willpower: NA

Gear: Bash, Light Hull

Special Ability (Robot): An auto-turret is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Scavenger Bot: Scavenger Bots are primarily used to find and retrieve scrap metal and other materials that can be salvaged in a junkyard, old battlefield, or space platform.

-Plasma Torch, Grasping Claw

-Plasma Torch; 1d20-1 accuracy, 12 damage, 1 strike maximum, 30 shots at melee range; *Special Traits:* Piercing

-Grasping Claw 1d20 accuracy, 15 damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing, Free Special Combat Action (grab, knock down, or push)

Cleaner Bot: Cleaner Bots are designed for maintaining the basic hygiene of a location, including dusting, swabbing floors, and picking up trash.

-Treads

Special Ability (Cleaning Oil): Cleaner Bots can spend a full round action applying cleaning oil to a 2 by 2 section of the floor. Anything large size or smaller moving through the area must make a DC 12 acrobatics test to move through the area. Failing by 5 or more causes the moving character to fall prone. Failing by less than 5 makes the area count as difficult terrain. Large creatures get a +5 bonus to their test. Anyone sprinting or charging through the area take a -5 penalty to their acrobatics test. The Cleaner Bot can clean up the same amount of oil in another full-round action. The cleaner bot ignores the effects of the cleaning oil.

Repair Bot: Repair Bots are important robots to have around as they automatically move about and repair the functions on a ship or vehicle

-Fusion Drill, Grasping Claw

-**Fusion Drill;** 1d20-2 accuracy, 20 damage, 1 strike maximum; *Special Traits:* Piercing

-**Grasping Claw** 1d20 accuracy, 15 damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing, Free Special Combat Action (grab, knock down, or push)

Special Ability (Repair Cycle): Every hour that a repair bot stays aboard a vehicle initializing repairs, it restores 20 hit points to the vehicle.

Missile Turret Description

Missile Turrets are large, powerful constructs typically found near frontier regions or military bases. They are automated structures built around supporting a longbolt missile battery. These constructs are programmed to relentlessly fire missiles at anything with negative identification that approaches within range of their projectiles.

A missile turret can be purchased for 80,000 credits.

Tactics

Missile turrets do not fire at targets unless they are at least 10 squares off the ground. They wait until their target comes within distant range, and then alternate every round between making target locks and firing missiles with target locks. They prefer to shoot single missiles with highest accuracy bonus.

Missile turrets use tactics to increase their accuracy, forgoing aiming so they can use their twin-linked trait. If below half hit points, they initialize Automated Repair. No matter what they are facing, missile turrets always save a minor action so they can use their advanced sensors every round. They even continue to do this outside of an encounter.

Missile Turret

Level 16 Huge-sized Construct (Non-heroic Robot), Extreme Threat

Skill Purchases: 8

Talent Purchases: 9

Ability Score Purchases: 26

Hit Points: 388

Healing Threshold: NA

Damage Threshold: 50

Defense: 4

Toughness: 34

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 0 squares

Initiative: +9

Damage Resistance: 32

Psionic Resistance: NA

-**Destroyer Missile Battery** 1d20+13 accuracy, 80 damage, 1 strike maximum, 24 shots at strategic range; *Special Traits:* Penetration 45, Burst 2, Haifire (1), Twin-linked, Devastating Cripple, Missile

Skills: Durability 8, Ranged 8, Tactics 8

Skill Focuses: Ranged +3, Durability +3

Talents: Awesome Abilities (intelligence), Devastating Cripple (ranged), Penetration V, Precision Shot, Weapon Mastery (ranged II)

Creature Abilities: Focus Fire, Automated Repair

Strength: 16

Instinct: 8

Agility: 1

Fortitude: 18

Intelligence: 2

Willpower: NA

Gear: Twin-linked Destroyer Missile Battery, Heavy Plated Hull, Advanced Sensors

Special Ability (Robot): A missile turret is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Focus Fire): When aiming, the turret gains +4 accuracy and counts its instinct as 16 for overages.

Special Ability (Reinforcement): The reinforcement value from the missile turret's plated hull reduces all crippling wound points it suffers by 1.

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 (Advanced Sensors): The construct has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight.

Special Ability (Immobile): The missile turret 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.



Service Bot Description

Service bots are intelligent assistant robots that aid trained professionals perform difficult tasks. Service bots are used by scientists, medical doctors, engineers, craftsmen, researchers, or even academic students. Service bots generally follow their assigned master in performing different degrees of tasks, but some are known to be even more autonomous and independent. Unlike their lesser kin, the labor bots, service bots can communicate and can take verbal instructions

A medical bot can be purchased for 4,000 credits, a lab bot can be purchased for 6,000 credits, and an advanced repair bot can be purchased for 8,000 credits.

Tactics

Service bots generally continue doing whatever it was they were doing before combat breaks out around them, unless they are told to flee. Service bots never fight or directly contribute to a combat encounter. However, sometimes they will be found attached to an individual, such as a medical bot supporting a medic, and they follow to continue giving aid to that character's skill checks, just as they do outside of an encounter. See the individual entries of different service bots to see what type of bonuses they provide in combat.

Service Bot

Level 5 Small-sized Construct (Non-heroic Robot), Trivial Threat

Skill Purchases: 5 Talent Purchases: 0 Ability Score Purchases: 2

Hit Points: 41	Healing Threshold: NA	Damage Threshold: 17
Defense: 18	Toughness: 13	Resolve: NA
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 13	Psionic Resistance: NA	

-**Bash** 1d20 accuracy, 15 damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing

Skills: Computers 4, Durability 4, Defensive Training 4, Melee 1, Ranged 1, Perception 1

Skill Focuses: Ranged +2, Durability +2

Talents: Awesome Abilities (Intelligence)

Creature Abilities: Calculation Parameters

Strength: 3 **Instinct:** 3 **Agility:** 2 **Fortitude:** 2

Intelligence: 3 **Willpower:** NA

Gear: Bash, Light Hull

Special Ability (Robot): An service bot is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Override): The service bot can attempt to override and take control of networked constructs or systems as a standard action. This allows the construct, if connected to a mechanical network, to make a computer's check to take control of automated functions attached to that network, such as doors, security cameras, and base defenses. Taking control of non AI powered devices requires a standard computer skill check to hack, only the robot gains advantage. Taking control of a networked machine requires a computer skill check, with the DC equal to 20+ the construct's Intelligence +the construct's Instinct. Finally, if there is a rival artificial Intelligence on the network, the service bot can make opposed computer checks to actively fight you gaining control of a system. Once an service bot steals control of a system, it has control until a rival hacker or robot succeeds a computer check to wrest control of it.

Special Ability (Hover): Service Bots hover about half a meter above the ground, and thus are not subject to difficult terrain, ground based hazards, or land mines. They are very silent and gain advantage on the stealth tests to sneak.

Medical Bot: Medical Bots are used to assist doctors and medics with their actions and procedures, providing a variety of necessary implements and scanning equipment

-Trauma Kit, Injector

-4 ranks of the Medicine skill

Assisted Triage: A medical bot can assist with medicine skill tests. Doing this functions like any other assisted check, except the Medical Bot does not need to make an assisted test, and automatically gives a +2 bonus to the medicine skill test. A first aid check assisted by a medical bot restores +10 hit points, on top of the assisted check benefit.

Lab Bot: Lab Bots are used to help scientists in their equations, by recalling information, performing difficult calculations, and processing the effectiveness of different options and scenarios.

-2 ranks of the Science skill

-2 ranks of the Lore skill

Special Ability (Lab Assistant): A Lab Bot can be set to follow a certain character closely. If the lab bot is following and supporting that character, the character receives a +4 bonus on any Science and Lore skill checks he makes. In addition, the Lab Bot gives a character with the Academic Specialization a +8 bonus on their tests to perform an Intellectual Solution.

Advanced Repair Bot: Advanced Repair Bots are used to maintain repairs on a facility that urgently needs fast repairs to avoid collapse.

-Fusion Drill, Plasma Torch, Grasping Claw
-4 ranks of the Science skill

-**Fusion Drill;** 1d20-2 accuracy, 20 damage, 1 strike maximum; *Special Traits:* Piercing

-**Plasma Torch;** 1d20-1 accuracy, 12 damage, 1 strike maximum, 30 shots at melee range; *Special Traits:* Piercing

-**Grasping Claw** 1d20 accuracy, 15 melee damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing, Free Special Combat Action (grab, knock down, or push)

Special Ability (Advanced Repair Cycle): Every hour that a repair bot stays aboard a vehicle initializing repairs, it removes 1 crippling wound from the vehicle and restores a number of hit points to the ship equal to the ship's damage threshold. The amount of time it takes for the repairs is reduced by 5 minutes for every additional advanced repair bot aboard the ship, to a minimum of 5 minutes.



~*Lab Bot (left)*



~*Spider Mines (right)*

Spider Mine Description

The Spider Mines is quite possibly one of the most terrifying Terran creations. Essentially, an armored, high-powered explosive with legs, the Spider Mine can burrow itself, crawl out of its hole, and chase down nearby adversaries, eliminating them with a terrifying blast. What is even more horrifying is this construct's Intelligence; sometimes they will leave their hiding spots when the location they guards has been particularly desolate, then move somewhere else to find targets. Worse yet, spider mines have a basic pack Intelligence, and they often coordinate their movements with other spider mines, essentially creating a moving field of land mines that travels to wherever they decide they can accrue the most victims.

A spider mine can be purchased for 12,000 credits.

Tactics

Spider Mines wait in their burrows for hostiles to come by. Once an enemy comes within 6 squares, they emerge and either detonate in location, or move to location where they can deal maximum carnage. Spider mines that are detected in their burrows will unburrow on their turn, and either charge towards the enemy if they are within reach, or flee from unreachable foes and hide elsewhere. Spider Mines will detonate on enemy turns if they are at risk of being destroyed before detonating, or they have a rare opportunity for maximum damage.

Spider Mine

Level 8 Small-sized Construct (Non-heroic Robot), Medium Threat

Skill Purchases: 10 **Talent Purchases:** 4 **Ability Score Purchases:** 9

Hit Points: 48 **Healing Threshold:** NA **Damage Threshold:** 19

Defense: 24 **Toughness:** 14 **Resolve:** NA

Speed: 6 **Shift Speed:** 2 **Morale Bonus:** NA

Space: 1 square **Reach:** 1 square **Initiative:** +4

Damage Resistance: 14 **Psionic Resistance:** NA

-Self-Detonation 1d20+0 accuracy, 90 damage, 1 strike maximum; *Special Traits:* Penetration 13, Burst 5

Skills: Acrobatics 5, Athletics 5, Defensive Training 5, Durability 3, Perception 4, Ranged 6, Stealth 5

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

Talents: Awesome Abilities (intelligence), Penetration III, Weapon Mastery (ranged)

Creature Abilities: Surge

Strength: 3 **Instinct:** 4 **Agility:** 6 **Fortitude:** 4

Intelligence: 2 **Willpower:** NA

Gear: Light Hull

Special Ability (Robot): A spider mine is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Surge): The spider mine can increase its speed to 12 but suffers 8 damage at the end of its turn, ignoring damage resistance.

Special Ability (Self-Destruction): The Spider Mines can choose to detonate itself at any time, including when it is not its turn. If it chooses to detonate on another character's turn, its self-detonation attack roll is as described above, with -5 to its attack roll. If it detonates on its own turn, then it gains +5 to its attack roll instead of -5. After this attack the spider mine is destroyed.

Special Trait (Burrow): As a full-round action, the Spider Mine can burrow underground. It is undetectable and cannot be seen while burrowed, counting as cloaked. While underground, its scanners can detect anything within 20 squares, and has basic identification software to tell whether it is a hostile. The spider mine can leave its burrow as a move action.