

StarCraft Roleplaying Game

Game Supplement 3: The Protoss

~A Fan Project by Leovaunt Game Design



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Chapter 1: Introduction

The Protoss, also known as the Firstborn, are an ancient race that possess natural psionic abilities. Their society is a warrior's culture, built on perfection, honor, and glory, as well as a religious devotion to their homeworld of Aiur, and the xel'naga that created them. Their technology far surpasses that of other races in the galaxy, and much of it is built to augment and coordinate with their innate psionic ability.

The protoss have a long-standing principle of protecting and shepherding lesser races, much like the xel'naga once did to them. This all changed when the zerg invaded the sector, ruthlessly butchering and slaughtering the protoss with prejudice. Their presence brought them into conflict with the terrans of the Koprulu sector, and now those three races each balance a third of the overall strength and power in the sector. The protoss are sworn enemies of the zerg, and destroy their hives and infestations whenever given the chance.

Protoss are a major force in the StarCraft Universe, and are likely to be drawn into a StarCraft campaign at one point or another. Primarily, there are two ways that protoss can be integrated in a StarCraft campaign.

The first is as non-player characters, or NPCs. The players might be drawn into conflict with them, and be forced to face protoss warriors in combat. This could be because of factional strife, such as the terrans needing something that the protoss possess, or the protoss seeing a terran settlement as a threat to their people. The party might be trying to steal protoss artifacts, sabotage a protoss ship, or protect their settlement from purification. Alternately, the protoss might appear as allies, aiding terrans against a mutual threat, sharing technology, or even serving as a mentor figure to a group of terrans, who benefit from their great power and knowledge.

The second way is as player characters. As a sapient race, protoss are fully playable. As characters, a party of protoss can put their incredible psionic and technological might against their foes, surpassing obstacles that might be impossible to overcome from terran characters. A group of protoss players might go on missions for the protoss empire, go on the offense against the zerg, recover lost relics and technology, or search for relics of the xel'naga. The only limit is your imagination.

No matter how you plan to use protoss in your campaign, this resource is the definitive guide to incorporating Aiur Protoss and Nerazim protoss into your StarCraft Campaign.

En Taro Adun!



Chapter 2: History of the Protoss

The Birth of the Protoss

The protoss evolved on Aiur; one of the many worlds engineered by the xel'naga. They were one of the most successful races crafted by the xel'naga, as they had grown far beyond most other baser life-forms, and therefore became known as the Firstborn.



The xel'naga further accelerated their evolution with psychically charged khaydarin crystals, which empowered the burgeoning race. They achieved total sentience and awareness in a millennium, and became intellectual and introspective. They rose from a tribal, warrior, society, to one that achieved great heights in both cultural and personal achievements.

After a few thousand years, the protoss civilization spread across Aiur, and the warring tribes came under a civilized rule. The tribes were brought even closer together when the xel'naga made themselves known to the protoss. They immersed themselves in the glory of the xel'naga, learning of the mysteries of the universe and being bathed in an endless stream of knowledge. This brought about a renaissance of advancement in scientific and psionic research. The cost of this was increased individualism and separation from one individual to another.

The tribes grew further and further apart, leading the xel'naga to speculate that they had pushed protoss evolution too far, hindering the purity of their creation. Their communal link began to shatter under the weight of individual egos, and different cultures began to revert to ancient tribal rites to separate themselves further apart from their brethren. In time, they even became suspicious of the xel'naga and their interest of protoss affairs. They began to shy away from the xel'naga, each tribe cultivating rumors of supposed xel'naga treachery. They lost their connection to their psychic link that connected them with their brethren, dissolving the last remnants of unity among them.

Disappointed in this development, the xel'naga departed from Aiur, which caused the suspicious protoss to attack their world ships, killing hundreds of their creators. Regardless, the xel'naga escaped the world. The protoss tribes left behind were confused and abandoned, and turned on each other in despair.

The Aeon of Strife

When the xel'naga abandoned the planet, the Aeon of Strife began on Aiur. During this time, the protoss reverted to clannish and barbaric practices, and lost all of the cultural advancement they had achieved over the past few millennia. They warred amongst each other, and killed other protoss for selfish and petty reasons. In time, the psychic link that had united them all became forgotten, as entire generations came and went, and ignorance of who the protoss once were became dominant.



This dark time in protoss came to an end largely thanks to the efforts of one protoss, who became known in history as Khas. He studied the forbidden teachings of the xel'naga and studied the ancient khaydarin crystals. Channeling their power through himself, he rediscovered their primal psionic bond that once linked the protoss together. Khas began to teach young protoss to reestablish their psionic bond, connecting their thoughts and emotions together. Calling this bond the Khala, he reinstated the psionic bond and used it to reunite the protoss factions that had become divided without it. With their unification came the terrifying realization that the protoss had failed the xel'naga, as they had let individual ego replace their racial communion.



The Second Age

When all of the protoss were linked by the Khala, the society became structured into a caste system, where the ancient tribes of old were divided into one of the three castes. The Judicator caste became in charge of governing and ruling over the protoss, and ensuring the dictates of Khala's Law. The judicators, and by extension all protoss, became ruled by the Conclave.

The largest caste was the Khalai, who were the artisans, industrialists, and scientists who rebuilt their homeland and expanded the protoss empire. They rediscovered technologies they once possessed, and mastered the technologies involved with robotics and technologies fused with psionic khaydarin crystals.

Finally, the Templar caste was comprised of holy warriors who followed the Khala's disciplines to achieve ever-escalating pinnacles of martial and psionic power. They were charged with defending Aiur, and her colonies as the new protoss empire spread across the stars.



During this time, the protoss population swelled, and they settled new colonies all across the galaxy, building cities and temples as a testament of the prosperity of the new protoss empire. In time, they conquered many of the worlds once presided over by the xel'naga, who were still absent. They adopted a philosophy known as Dae'Uhl, or stewardship, which followed xel'naga tradition, and called for the protoss to protect and safeguard lesser races while keeping their presence hidden. However, they refused to manipulate or interfere with the evolutionary process as the xel'naga did.

The Dark Templar

Not all protoss believed in the Khala's light. Believing that their individual identities would be erased to further promote the Judicator rule, a few rogue tribes of protoss refused to submit to the Khala. The Conclave kept their existence a secret, convinced that their aberrant influence might spread throughout protoss society and destroy all the Khala had accomplished. They ordered the Templar under the command of Executor Adun to eradicate them. Unable to bring himself to slaughter his own brethren, Adun faked their executions, and attempted to hide them from the Conclave. Adun tried to convince them of the Khala's truth by teaching them how to manipulate their own psionic powers, with disastrous consequences. Without the Khala's discipline, their powers spiraled out of control and unleashed psionic storms across Aiur.

The Conclave labeled these protoss who refused the way of the Khala as traitors, and a man hunt began to hunt down these rogue protoss. The Conclave was angered that Adun did not destroy the rogue protoss, but forestalled punishment to save having to admit that the rogue protoss existed. Instead, they chose to banish these rogue protoss from Aiur, by loading them onto an ancient xel'naga ship and launching them into the depths of space.



These rogue protoss, who began to call themselves the Nerazim, or Dark Templar, ceremoniously severed their nerve-appendages that linked them to the Khala, showing their disdain for the Conclave. This forced them to draw their psionic powers from the dimension known as the Void instead of the Khala.

The Nerazim were a nomadic people for some time, before they found a xel'naga temple upon the shrouded, twilight world of Shakuras and decided to remain there to study it. This became their crown world, and their own protoss empire spiraled out from that planet. Despite their exile, the dark Templar never abandoned their love of Aiur and worked to safeguard it in any way they secretly could.

Humanity and the Coming of the Zerg

The protoss empire continued to expand across the stars, as protoss motherships led vast armadas throughout deep space in attempt to colonize and secure more planets.

During this time, the protoss witnessed the terran arrival to the sector with their colony ships, and found them an interesting case to study. Curiosity quickly turned to alarm when they saw how quickly the terrans exploited their worlds natural resources, exploded in population, and took to creating their own terran empires across the stars. Despite this alarming growth, the Dae'Uhl forbid them from interfering with the terrans.

During this time, Executor Tassadar found zerg probes in route to the Koprulu sector floating near the borders of protoss space. He brought them back to Aiur for immediate study. The protoss focused the energies of the Khaydarin crystals through the probes' tiny minds in an attempt to discern their primary quarry. They were shocked to discover that the probes responded quickly and naturally to the crystals energies, as it meant that were engineered with xel'naga proto-genetics as well.

The protoss sent out advance scouts to scour the surrounding space-ways for sign of the zerg. Tassadar claimed that under the dictates of Dae'Uhl, it was their chosen responsibility to protect the terrans. However, the Conclave argued that if the terrans had already been infested, they were to be purified.



Regardless of perspective, it was agreed that the zerg were creations of the xel'naga and were thus dangerous, and that their arrival should be prepared for. Tassadar's expedition force discovered that the terran world of Chau Sara had been infested by the zerg. The Conclave ordered him to purify the planet, and with some reluctance, Tassadar did, destroying all life, zerg and terran, on the planet. The Conclave gave the same order on infested world of Mar Sara, which caused Tassadar to seriously question his orders. He waited until the terrans had time to evacuate the planet before he incinerated the planet. As the zerg infestation spread, he became increasingly more hesitant about purifying terran planets, giving the world of Antiga Prime the same time to evacuate, and refusing to burn the terran capital world of Tarsonis, instead sending ground forces.

For questioning orders, the Conclave ordered Tassadar to return to Aiur after the battle for Tarsonis, but he was led to a powerful psionic call on the volcanic world of Char, where the bulk of the zerg forces had remobilized to. To his surprise, Tassadar realized the long lost Dark Templar, under the command of Prelate Zeratul, had also been called to Char.

Tassadar's initial reaction to Zeratul was hostility, as the teachings of the Conclave against the heresy of the Nerazim was still fresh on his mind. However, in his dealings with Zeratul, he realized that the Dark Templar were neither what he expected nor his enemies. From Zeratul, he learned of the nature of the void that they draw power from, and learned how to channel it himself. Using void energies, Zeratul was able to permanently slay a zerg cerebrate, one of the commander creatures that governed the swarm.

However, this had drastic consequences, and allowed Zeratul to link his mind with that of the Zerg Overmind, the creature that governed the hive mind of the zerg. From Zeratul, the Overmind learned to location of the protoss home world of Aiur, and began its invasion in earnest to take that planet.

The Fall of Aiur

The zerg swarm fell upon Aiur in devastating numbers, overwhelming the protoss empire and laying ruin to their cities. The Overmind itself seeded its physical form on the protoss home world, placing itself in the location where the xel'naga first set foot upon Aiur.



The protoss defenses were overwhelmed quickly, but the Conclave tried to organize a counter attack to retake the planet. Executor Artanis and Praetor Fenix were counseled by Judicator Aldaris on the Conclave's plans to retake Aiur, when they were contacted by Tassadar, who had gone out of contact after meeting with Zeratul. Tassadar counseled the protoss commanders that the only way to defeat the zerg was to destroy the cerebrates who commanded them. Heeding his advice, Fenix led the assault on the Cerebrate and slew the beast, only to watch in horror as it resurrected its broken body afterwards.

The Conclave felt betrayed by Tassadar, but protoss forces continued to engage the zerg. Executor Artanis led a charge to destroy a hive cluster, while Fenix stayed behind to protect the city of Antioch. While Artanis' attack was successful, Fenix's defenses were overwhelmed, and he was presumed to have fallen against the zerg.

Regardless of the number of defeats the protoss were suffering, the Conclave believed that they were winning the war against the zerg, and sent Artanis to arrest Tassadar. The mission did not go as planned, where Tassadar convinced Artanis that they only way to win the war was to accept the aid of the Dark Templar. Together, they returned to Char to rescue the Prelate Zeratul from where he was confined. In the meantime, the Conclave declared that Artanis and Tassadar were traitors, and were to be arrested, while Zeratul was to be executed. In their hubris, they put their hostility against their fellow protoss against the rampage of the zerg.

Upon rescuing Zeratul and the Dark Templar, the band of protoss heroes returned to Aiur, where they were attacked by the Conclave's forces. The heroes, including Fenix who was resurrected in a cybernetic dragoon shell, were able to destroy

the Heart of the Conclave, the central government building from where the Conclave led, by. However, the sight of his brethren slaughtering each other was distressing to Tassadar. In order to halt hostilities, he turned himself into the conclave's judgement.

Fenix and Artanis led an attack to rescue Tassadar, aided by terran forces under the control of James Raynor. When it appeared that their rescue would be thwarted, Zeratul arrived to escort them to safety. With the combined forces of Artanis, Zeratul, Fenix, Raynor, and Tassadar, they slew several of the cerebrates who guarded the overmind, forcing the Conclave to see the error of their ways. Afterwards, they launched a full assault on the Overmind itself, shattering its broods and wounding the overmind itself, at heavy cost. To finish off the abomination once and for all, Tassadar took his damaged carrier, the Gantrithor, and empowered it with void energies, crashing it into the overmind. A colossal blast of void energies felled the overmind, at the cost of Tassadar's life.



Despite the heroic sacrifice, the great fleet of the protoss was shattered, the ruling Conclave was destroyed, and nearly seventy percent of Aiur's population had been slain. The planet remained infested by millions of zerg.

The Brood War

The only option left to the survivors was to flee Aiur. Zeratul, Artanis, and the Aldaris led the survivors through the warp gate that led back to the Nerazim capital world of Shakuras. Fenix and James Raynor held back and protected their flank while the surviving aiur protoss traveled through the gate to Shakuras.

However, they were unable to keep the zerg from traveling through the warp gate to Shakuras. Several cerebrates relocated to Shakuras as they swarmed across the planet's surface. However, after meeting with the Matriarch Raszagal of the Nerazim, she told the survivors of the xel'naga temple at the heart of her world. After eliminating two cerebrates, they were approached by the Zerg Queen of Blades, once a terran psychic known as Sarah Kerrigan, but now a dangerous infested zerg entity with mysterious motives.

The Queen of Blades stated she was no longer under the Overmind's control, and she came to warn them of a dire development; the creation of a second Overmind that threatened them all. Despite this, they prioritized saving Shakuras from the zerg swarm over the immediate destruction of the new overmind, and went on a journey to collect the Uraj and Khalis crystals to activate the xel'naga temple, and use it to wipe out every zerg on the planet. Raszagal urged them to accept Kerrigan's help in finding these crystals and saving Shakuras.

While retrieving these crystals, the protoss learned of a powerful new force that had entered the sector, the United Earth Directorate. These were a group of highly organized militant terrans, from the human home world of Earth, who had

come to the sector to take control of it once and for all. While the threat they posed was great, the protoss continued to focus on securing Shakuras.

Upon returning to the Nerazim's world, they discovered that Aldaris had led a revolt against the Dark Templar and anyone that sided with them. Raszagal ordered Artanis and Zeratul to end the revolt and kill Aldaris. In truth, Raszagal was being mind controlled by the Queen of Blades, a fact that was discovered by Aldaris. Kerrigan had been using her control over Raszagal to manipulate and control the protoss. The Queen of Blades killed Aldaris before he could reveal this fact, and the protoss banished her from Shakuras.

After a subsequent battle, the protoss successfully activated the xel'naga temple, and killed every last zerg on the planet. Shakuras was safe and a home to all protoss, at least for the time being.



The Conclusion of the War

The United Earth Directorate quickly became the reigning power in the sector by overthrowing the Terran Dominion crown world of Korhal, and enslaving the new Overmind that was created thanks to a Psi Disrupter. The Queen of Blades, fearing losing control of the swarm to the UED, formed a desperate alliance between herself, Praetor Fenix, James Raynor, and Dominion Emperor Artcuras Mengsk. Together, they destroyed the Psi Disrupter that destabilized the zerg command structure, and retook Korhal for the Dominion. However, her true colors were revealed when Kerrigan turned on her allies, decimating both terran and protoss forces, and murdering Fenix.

Kerrigan was intent on securing her control over the whole of the swarm. Heading to Shakuras, she captured the Dark Templar matriarch, Raszagal, and used her to blackmail Zeratul into killing the new Overmind for her, and breaking the strength of the UED that controlled it. Once the deed was completed, Kerrigan finally revealed she had been controlling Raszagal the entire time, and refused to give her up. In order to prevent Raszagal from being Kerrigan's slave, Zeratul slew his matriarch to free her from the queen's evil grasp.

Artanis allied with shattered UED and Dominion forces to make one last attempt to eliminate Kerrigan and the Zerg threat, but the attack failed. Kerrigan and the zerg was ascendant as the super power in the galaxy, and all of the factions retreated back to their worlds to recuperate their losses.

In the meantime, Zeratul wandered the stars, and came across a dark, forbidden moon. There were forbidden experiments taking place, where a malevolent force was combining the strengths and DNA of both protoss and zerg to create a super race of genetically engineered hybrids, that were more powerful than anything the galaxy had seen before. These evil abominations would be instrumental in the final battle that was yet to come.

Leading up to the Second Great War

Four years have passed since the conclusion of the Brood War. The protoss, under the command of Artanis, have been working on the creation of a new fleet, the Golden Armada, which they would use to retake Aiur as a home world for all protoss. The zerg have been oddly silent for many years, spending most of their time building and massing on Char.

As the Second Great War breaks out, the zerg launch a massive assault on terran space, and the protoss prepare for their invasion to retake Aiur. However, something dark lurks in the shadows. After witnessing the birth of the hybrids, Zeratul dedicates himself to understanding and thwarting the invasion that is yet to come, and could lead towards the devastation of all life in the Koprulu Secotr. mk



Chapter 3: The Firstborn

All Protoss have a number of basic characteristics that set them apart from other life forms. These traits include psionic ability, biological traits, and technology; understanding these traits are essential for playing as a protoss, or instituting them as NPCs into a game.

Character Creation Basics

These are the rules for creating a heroic protoss 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

Protoss Character Creation Package

Step 1: Chose 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 races listed here are Aiur Protoss or Nerazim Protoss

Step 3: Chose a starting class for your character

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

Step 5: Spend remaining characteristic points

Step 6: Purchase equipment using remaining honor

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

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

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

The following are the protoss races available in this resource. Future supplements will have additional protoss races.

Aiur Protoss

Characteristic Points: 18

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

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

Size: Medium

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

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

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

Psionic Power Source (Khala): Aiur Protoss gain their power from the Khala, the web of interconnected thoughts and emotions between all protoss with the Khala. This gives the Aiur protoss a great deal of stability and control over their powers and abilities. Aiur Protoss count as having the Khala power source for their psionic powers and psionic weapons. See the Psionics chapter for the full list of rules on Psionic Power Sources.

Mental Discipline: Aiur Protoss are very disciplined psionic manifesters. They never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher. In addition, Aiur protoss can always select Mental Training as a skill focus upon completing a class, no matter what the available options are for the class.

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

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

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

Description: The Aiur Protoss are the primary protoss residents of Aiur, and are the most common faction of protoss. They follow and believe in the caste system set up as part of the government, and use the Khala to mentally link with all of their kin, sharing emotions, thoughts, and ideas with one another freely and openly. They have a rigid caste structure, and believe strongly in unity, conformity, and order.

The Aiur protoss have historically been broken into three different castes: the working Khalai, the leading Judicators, and the fighting Templar. After the fall of Aiur from the zerg invasion, these caste systems have been slowly collapsing, and the line between them has grown blurred. In the adventurous era brought upon by the fall of Aiur, even the Khalai and Judicator castes are forced to learn combat skills in order to defend themselves.

Aiur Protoss draw their power from the Khala. The Khala gives them unrivaled control and mastery over their psionic powers, allowing them to manifest their greatest powers with ease and little risk. Like all protoss, they communicate telepathically.

Aiur Protoss believe highly in honor, order, and loyalty. They are very proper and dignified when they communicate, and rarely use slang or improper speech. They believe in facing their enemies head on, and not lowering themselves to hiding or striking from the shadows. Dishonorable tactics are highly frowned upon, such as stabbing a foe in the back or not giving an honorable opponent the dignity of a fair fight.



~All examples of Aiur Protoss

Nerazim Protoss

Characteristic Points: 18

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

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

Size: Medium

Talents: Defensive Fighting

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

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

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

Psionic Power Source (Void): Nerazim protoss draw their psionic power from the Void, a shadowy dimension beyond the material universe. The void grants the Nerazim great power that easily overcomes mortal limitations. Nerazim Protoss count as having the Void power source for their psionic powers and psionic weapons. See the Psionics chapter for the full list of rules on Psionic Power Sources.

Shadow Masters: Nerazim protoss are the masters at manipulating the shadows and cloaking themselves in darkness. All nerazim have access to the Cloaking psionic discipline, and the *Cloaking* psionic power. In addition, Nerazim do not require any special technology in order to activate cloaking, whereas a terran would require a Hazardous Environment Suit in order to cloak. Nerazim protoss can always select Stealth as a skill focus upon completing a class, no matter what the available options are for the class.

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

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

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

Description: The Nerazim Protoss are survivors, a subset of protoss who were persecuted and banished from Aiur because they severed their nerve appendages and cut themselves off from the Khala. They have since established their own society based off the planet of Shakuras. Nerazim were banished from the protoss because cut themselves off from the Khala by severing their nerve cords. Nerazim fiercely believe in independence and self-reliance and did not wish to have their thoughts merge with all others of their race.

As nerazim strongly believe in independence, they do not shackle their population through caste, familial, or gender based roles. Every nerazim is free to live their own life and pursue their own ambitions. Most are still bound together by typical protoss values, such as honor and loyalty, and seek to work together in order to serve the best interests of society.

Nerazim draw their powers from the Void, a shadowy dimension of raw power and energy. Nerazim place high value in darkness and shadows, and much of their culture and belief systems involve embracing darkness or the curtain of the void.

Nerazim Protoss believe highly in independence and survival, but also many common protoss beliefs such as honor, service, and brotherhood. They are very proper and dignified when they communicate, and rarely use slang or improper speech. Nerazim prefer to strike from the darkness and shadows, eliminate their foes with quick, clean kills that rather than maiming or painful strikes. They approach the art of combat much like a hunter, rather than a soldier, stalking and eliminating their enemies with precision. Being said, no Nerazim fears going face to face with their enemies.



~All examples of Nerazim Protoss

~Top Right Art by DottorFile (<https://www.deviantart.com/dottorfile/art/Zeratul-the-Dark-Templar-319825211>)

Protoss Classes

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

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

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

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

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

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

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

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

Gaining Pre-existing Talents from Classes

Many classes 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 Psychic Discipline Focus (telepathy), 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.

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

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

Psychic Warrior

Level	Psychic Warrior Bonus	Zealot Bonus	Centurion Bonus
1	Access to Augmentation Psionic Discipline	<i>Zealot Mastery I</i>	<i>Centurion Mastery I</i>
2	<i>Armored Defender</i>	<i>Art of Absorption</i>	<i>Art of Avoidance</i>
3	---	<i>Zealot Mastery II</i>	<i>Centurion Mastery II</i>
4	Dual-Weapon Skill talent	---	---
5	---	<i>Toughness psionic power</i>	<i>Stop Organ psionic power</i>
6	---	<i>Zealot Mastery III</i>	<i>Centurion Mastery III</i>
7	<i>Armored Defender II</i>	<i>Psionic Charge</i>	<i>Shadow Charge</i>

Psychic Warrior Starting Gear

Choice: Strife Great Blade and Protoss Armor Suit OR Psi Blade and Protoss Armor Suit OR Strife Blade and Protoss Heavy Carapace Suit

Mandatory: Ilhan Crystal, Backpack, Equipment Belt, Protoss Medipack, 10 additional honor

Completion Skill Focus Options: Melee, Defensive Training, Durability

Psychic Warrior Description

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

Armored Defender I

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

Armored Defender II

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

Zealot (Aiur Psychic Warrior) Description

Zealots are the backbone of the Templar, the warrior caste of Aiur. These religious warriors are fully dedicated to living their lives in service of Aiur and the Protoss race. They are often credited to being without fear and highly resistant to pain. Zealots charge directly into melee with incredible speed, allowing their energy shields and armor to protect them from harm. Zealots prize honor and value over all others.

Art of Absorption

Description: Whatever personal energy shield the character is using gains +5 shield pool per Psi Level the character possesses.

Psionic Charge

Description: When the character charges, they add their Psi Level to the distance they move, and they do not need to charge in a straight line. Furthermore, instead of gaining the typical charge bonus to melee damage, they gain a damage bonus equal to 5x their Psi Level. The target of the charge must still be at least 4 squares away and the character must charge to the closest square within reach of the target from their starting location.

Zealot Mastery I-III

Description: Zealot Mastery has three ranks, each rank increasing the psychic warrior's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the zealot +2 damage threshold. Rank 2 gives the zealot +4 damage threshold. Rank 3 gives the zealot +5 damage threshold and +1 movement speed.

Centurion (Nerazim Psychic Warrior) Description

Centurions are the protectors of Shakuras, the Nerazim capital world. Whereas the dark templar strike from the shadows, the centurions tackle their foes head on. They are defenders rather than assassins. Like all Nerazim, however, they prize maneuverability and agility, and can channel the shadowy energies of the void into sudden, phantom strikes on their foes. They are fanatically loyal to the nerazim matriarch, and will gladly give their lives in service to her or her people.

Art of Avoidance

Description: The centurion is adept at avoiding attacks. The centurion always counts as Bobbing and Weaving for the purpose of evading, and gains a +5 bonus to acrobatics tests to evade.

Shadow Charge

Description: When the character charges, they add their Psi Level to the distance they move, and become partially ethereal. When in this state, they do not provoke opportunity attacks, and can pass through a number of occupied squares equal to their Psi Level without penalty. These occupied squares can be filled with enemies, allies, or terrain features. In addition, the target of their charge is considered flat-footed against the attack.

Centurion Mastery I-III

Description: Centurion Mastery has three ranks, each rank increasing the psychic warrior's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the centurion +2 shield armor. Rank 2 gives the zealot +4 shield armor. Rank 3 gives the zealot +5 shield armor and +1 shift speed.

Elite Psychic Warrior

Level	Elite Class Bonus	Champion Bonus	Shadow Guard Bonus
1	<i>Psychic Champion Mastery I</i>	<i>Psychic Ward</i>	<i>Shadow Strike</i>
2	<i>Energizing Shields</i>	---	---
3	<i>Psychic Champion Mastery II</i>	<i>Tactical Devotion</i>	<i>Tactical Devotion</i>
4	<i>Omniscient Stance</i>	---	----
5	<i>Psychic Champion Mastery III</i>	<i>Overwhelming Fury</i>	<i>Dark Coil</i>

Completion Skill Focus Options: Melee, Defensive Training, Durability

Elite Psychic Warrior Description

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

Energizing Shields

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

Omniscient Stance

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

Psychic Champion Mastery I-III

Description: Psychic Champion Mastery has three ranks, each rank increasing the psychic warrior's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the champion +2 hit points per rank of durability. Rank 2 gives the champion +4 hit points per rank of durability. Rank 3 gives the champion +5 hit points per rank of durability and +2 toughness.

Champion (Aiur Elite Psychic Warrior) Description

Champions are the foremost defenders of the people of Aiur. These fanatical warriors embrace combat without hesitation, tackling any obstacle without remorse or regret. Champions are also teachers of the next generation of protoss warriors, and defenders of the protoss elders and High Templars.

Overwhelming Fury

Description: You attack in a torrent of furious, psionically fueled melee strikes. When attacking with a melee weapon with the psionic weapon origin trait, if you gain your maximum attack overages, you can double damage from overages. Thus if you have 7 maximum attack overages, and gain all 7 overages, you deal +14 damage instead of +7.

Psychic Ward

Description: The character's energy shields gain an amount of Shield Armor equal to $\frac{1}{2}$ the caster's Psi Level.

Tactical Devotion

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

Shadow Guard (Nerazim Elite Psychic Warrior) Description

The Shadow Guard are the elite protectors of Shakuras. Leaving their world only in the most dire circumstances, Shadow Guard are silent guardians who lurk in the shadows, waiting for their enemies to show themselves and become prey. Shadow Guard are also found in the company of the Nerazim matriarchs, or aboard Nerazim starships to defend their fleet commanders.

Dark Coil

Description: The character blasts a target they charge towards with psionic feedback. If the attack roll for the charge surpasses the target's resolve, the target is staggered for 1 turn.

Shadow Strike

Description: The character can perform a shadow strike as a full-round action. The character instantly teleports 30 squares to be adjacent to an enemy, and makes a free, single-strike melee attack against that foe treating them as flat-footed. If the attack hits, the character can then teleport 6 squares and repeat the above attack against a new target. They can then continue to make teleportation attacks against additional targets so long as they continue to hit. Each successful teleportation and attack costs the shadow guard 4 energy fatigue, and must be made against a new target. Once the shadow guard is reduced to a +0 manifestation bonus or has no new targets to attack, then the effect ends. This power can only be used once per minute.

Tactical Devotion

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

Psychic Master

Level	Class Bonus	High Templar Bonus	Dark Templar Bonus
1	Access to Telekinesis Psionic powers	<i>High Templar Mastery I, Psionic Lightning</i>	<i>Dark Templar Mastery I, Shadow Walk</i>
2	Psychic Discipline Focus (telekinesis, one additional rank) talent	<i>Levitation</i>	<i>Shadow Curtain</i>
3	---	<i>High Templar Mastery II</i>	<i>Dark Templar Mastery II</i>
4	Psychic Discipline Focus (telepathy, one additional rank) talent	---	---
5	---	Psychic Discipline Focus (telekinesis, one additional rank) talent	Psychic Discipline Focus (cloaking, one additional rank) talent
6	---	<i>High Templar Mastery III</i>	<i>Dark Templar Mastery III</i>
7	Access to Energy Psionic powers	<i>Rapid Channeling</i>	<i>Extermination</i>

Psychic Master Starting Gear

Choice: Khaydarin Crystal OR Argus Crystal; Staff of Force OR Electro Rod and Strife Blade OR Psi Blade

Mandatory: Robe, Ilhan Crystal, Backpack, Protoss Medipack, 10 additional honor

Completion Skill Focus Options: Mental Training, Psionics, Ranged

Psychic Master Description

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

High Templar (Aiur Psychic Master) Description

The High Templars are the elites of the Templar caste. They are learned warriors who specialize in using their psionic powers for great offense, eliminating their foes with storms of psionic energy and blasts of telekinetic force. They are formidable; able to manipulate, control, and destroy their enemies with the power of their minds. High Templars are often advisors to preators, executors, and members of the Conclave.

Psionic Lightning

Description: The character can channel their psionic energy into a bolt of lightning. This is a special attack that the character can make as a standard action by spending 1 energy fatigue. This attack deals 8 +3x the caster's psi level in damage, with an accuracy of their psionics skill ranks plus intelligence. Its area is a Line attack with a length equal to PL and has the Energy Damage weapon trait. It deals half damage on a missed attack. Any effect that synergizes with psionic powers also bolsters energy shock, and any bonus psi level from the Psychic Discipline Focus (energy) also bolsters this power. This ability does not require a manifestation check, and does not give bonuses for manifesting a psionic power and cannot be boosted.

High Templar Mastery I-III

Description: High Templar Mastery has three ranks, each rank increasing the psychic master's passive statistics. These ranks are not cumulative with one another. Rank 1 lets the high templar recover 1 energy fatigue per turn, stacking with the Endless Energy talents. Rank 2 increases this benefit to 2 energy fatigue per turn. Rank 3 allows the character to recover 3 energy fatigue per turn and gives them +2 accuracy with all psionic power attacks.

Levitation

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

Rapid Channeling

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

Dark Templar (Nerazim Psychic Master) Description

Dark Templar are the most common warriors of the Nerazim. They have learned to mix martial prowess with psionic ability and focus heavily on the ability to cloak and shroud themselves from line of sight. They are the perfect hunters, who seek out their foes and eliminate them without conflict or contest. Dark Templar use a combination of psionic blades and offensive psionics to quickly eliminate any foes that pose a threat to their culture.

Dark Templar Mastery I-III

Description: Dark Templar Mastery has three ranks, each rank increasing the psychic master's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the dark templar +1 damage and penetration when using weapons with the psionic weapon origin trait. Rank 2 increases this bonus to +2 damage and penetration. Rank 3 further increases this benefit to +4 damage and penetration.

Extermination

Description: While cloaked, the character can choose to instantly assassinate an unaware target with their warp blade. This is a standard action. The character makes a d20+ melee skill test against a target's damage threshold. Weapon accuracy bonus does not apply to this. If the check succeeds, the target instantly dies without ever knowing what happened. This causes no noise, although others might see the blood spray. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Shadow Curtain

Description: Whenever the character manifests a Psionic power on their turn while not under the effect of the *Cloaking* psionic power, they are wreathed in darkness and shadows, and all ranged attacks against them suffer from concealment.

Shadow Walk

Description: The character can briefly disincorporate into shadows, and instantly reappear a short distance forward. This is a special action used as a standard action by spending 1 energy fatigue. The power allows the caster to instantly teleport 2xPL squares in any direction. Any effect that synergizes with psionic powers also bolsters shadow walk, and any bonus psi level from the Psychic Discipline Focus (energy) also bolsters this power. This ability does not require a manifestation check, and does not give bonuses for manifesting a psionic power and cannot be boosted.

Elite Psychic Master

Level	Elite Class Bonus	Master Templar Bonus	Assassin Bonus
1	Psychic Powers talent	<i>Master Templar Mastery I</i>	<i>Assassin Mastery I</i>
2	---	<i>Energy Shock</i>	<i>Revitalizing Strike</i>
3	<i>Instant Recovery</i>	<i>Master Templar Mastery II</i>	<i>Assassin Mastery II</i>
4	---	<i>Psionic Shade</i>	<i>Dark Embrace</i>
5	Psychic Powers talent	<i>Master Templar Mastery III</i>	<i>Assassin Mastery III</i>

Completion Skill Focus Options: Mental Training, Psionics, Ranged

Elite Psychic Master Description

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

Instant Recovery

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

Master Templar (Aiur Elite Psychic Master) Description

Master Templars are the seniors of the templar caste, and are often in charge of teaching the next generation of templar. Most of the time, they spend their lives in the templar archives, communing with records of those lost while trying to further increase their understanding of their powers and the Khala. When these venerable masters do enter battle, they inspire terrible fear in their foes, for they can wreck entire cities with their legendary powers.

Energy Shock

Description: The caster's Psionic Lightning ability increases its damage to 8 +4 xPL and gains the Penetration (10) weapon trait.

Master Templar Mastery I-III

Description: High Templar Mastery has three ranks, each rank increasing the psychic master's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the psychic a +5 bonus to manifestation checks. Rank 2 increases this bonus to +10, and rank 3 increases this bonus to +15. Rank 3 also gives the psychic's energy powers +1 Psi Level. This bonus Psi Level is not used for anything but the effect of Energy Psionic Powers.

Psionic Shade

Description: Whenever this character moves, they are accompanied by a series of psychic echoes of themselves, making it hard to line up a direct hit on the actual caster. In any round that the character moves, they gain concealment against all ranged attacks.

Assassin (Nerazim Elite Psychic Master) Description

Assassins are the shadowy operatives of the Nerazim. They wander the stars on missions of great importance, such as finding Xel'naga artifacts, recovery stolen memory crystals, or eliminate threats to their people. Assassins rarely spend their company with fellow protoss, and instead spend most of their lives on their shadowy missions, fully embracing the darkness that cloaks their people.

Assassin Mastery I-III

Description: Assassin Mastery has three ranks, each rank increasing the psychic master's passive statistics. These ranks are not cumulative with one another. Rank 1 gives rending 2 to all the character's attacks with psionic weapons and their offensive psionic powers. Rank 2 increases this benefit to 4 rending. Rank 3 increases this benefit to 5 rending, and their offensive psionic powers deal +1 crippling wound point to limbs whenever they deal a crippling wound.

Dark Embrace

Description: Whenever the character manifests a Psionic power, they instantly regain a number of hit points equal to their Psi Level plus the energy fatigue of the power.

Revitalizing Strike

Description: Whenever this character deals a crippling wound point to a biological target with a psi-weapon, the character recovers from 4 points of energy fatigue.



Commander

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

Level	Class Bonus	Praetor Bonus	Prelate Bonus
1	<i>Protoss Commander Mastery I, Resilience of the Firstborn</i>	<i>Bulwark of Faith</i>	<i>Fast Dodge</i>
2	---	<i>Praetor Mastery I</i>	<i>Prelate Mastery I</i>
3	<i>Protoss Commander Mastery II</i>	---	---
4	Inspirational Presence talent	<i>Praetor Mastery II</i>	<i>Prelate Mastery II</i>
5	<i>Protoss Commander Mastery III</i>	<i>Power of Opportunity</i>	<i>Bulwark of Faith</i>
6	---	<i>Battle Synergy</i>	<i>Shadow Mark</i>

Completion Skill Focus Options: Defensive Training, Durability, Leadership

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

Commander Description

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

Protoss Commander Mastery I-III

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

Resilience of the Firstborn

Description: When you rally an allied protoss with a leadership check, those allies regain shield points equal to your character level. This effects all protoss that you rally during your turn.

Praetor (Aiur Commander) Description

Praetors are military leaders amongst the Templar; expert soldiers who fight with courage and valor, lead their forces with honor, and strategize their troop movements with expert precision. These Templar are amongst the most revered of their people and are dedicated to shouldering the burdens of their people. A praetor can lead as few as a handful of soldiers, or as much as entire fleets.

Note, that having this class does not automatically give all of the armies and legions to go with a praetor position. However, other protoss will refer to you as Praetor, and you might be chosen to lead protoss forces from time to time.

Battle Synergy

Description: This character can forgo all actions on their turn to give all allies currently under one of their leadership combat augmentations a bonus to all checks and attacks equal to the commander's Psi Level.

Bulwark of Faith

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

Power of Opportunity

Description: While an ally is under a leadership function of this character, they can manifest an offensive psychic power instead of making an attack whenever someone provokes an opportunity attack from them. This power must be able to be manifested as a standard action or less. They cannot boost this psionic power.

Praetor Mastery I-II

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

Prelate (Nerazim Commander) Description

Prelates are the commanders of the Dark Templar armies and fleets. They are amongst the most cunning and efficient of the Dark Templar, who combine the killing strike their people are known for with a masterful understanding of tactics and strategy. Prelates do not place their own lives above that of their soldiers, and will gladly sacrifice themselves for their goals or for the lives of their soldiers. Prelates often lead the Nerazim shadow strikes, and land the first strike of every conflict.

Note, that having this class does not automatically give all of the armies and legions to go with a prelate position. However, other protoss will refer to you as Prelate, and you might be chosen to lead protoss forces from time to time.

Bulwark of Faith

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

Fast Dodge

Description: The character is always considered Bobbing and Weaving for the purposes of being able to evade, and can make up to 2 evade attempts in a single turn.

Prelate Mastery I-II

Description: Praetor Mastery has two ranks, each rank increasing the commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 defense. Rank 2 gives the character +3 defense and +1 shift speed.

Shadow Mark

Description: Once per round, when this character strikes an enemy with an attack, that target becomes shadow marked. All allies currently under one of the character's leadership functions gain +5 accuracy and damage with every attack and offensive psionic power against the shadow marked target. The shadow mark lasts until the start of the prelate's next turn.

Elite Commander

Level	Elite Class Bonus	Executor Bonus	Dark Prelate Bonus
1	<i>Symbol of Command</i> , Hardened Survivalist talent	<i>Executor Mastery I</i>	<i>Dark Prelate Mastery I</i>
2	<i>Psychic Integrity</i>	---	----
3	---	<i>Executor Mastery II</i>	<i>Dark Prelate Mastery II</i>
4	<i>Flexible Strategy</i> , Empowering Command talent	<i>Rejoice in the Khala</i>	<i>Improved Shadow Mark</i>

Completion Skill Focus Options: Defensive Training, Durability, Leadership

Elite Commander Description

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

Flexible Strategy

Description: When you activate a leadership combat augmentation, you activate every possible leadership combat augmentation you have available at the DC you rolled for. Thus, allies under your leadership can spend a morale for defensive formation, efficiency, or any other leadership effect you can provide.

Psychic Integrity

Description: This character adds their Psi Level to their resolve score.

Symbol of Command

Description: For every positive morale level you have, you gain +1 accuracy and +2 damage with psionic or psionic infusion melee weapons. If you have the Cynic or Emotionless talents, you instead gain +2 resolve and damage threshold.

Executor (Aiur Elite Commander) Description

Executors are the supreme military commanders of the Templar. They lead their armies from the bridges of their carriers and motherships, serving as the master overseers of war. No other faction has such legendary and renowned military leaders. These commanders serve as nodes for the Khala, issuing telepathic auras to thousands of troops across the battlefield. Many are not afraid to dive directly into the most heated battles and releasing their colossal psionic prowess upon their enemies.

Note, that having this class does not automatically give all the armies and legions to go with an executor position. However, other protoss will refer to you as Executor, and you might be chosen to lead protoss forces when required. The Game Master is advised to have a unique quest for the character to go on after fully completing this class, to fully earn the recognition and honor of being referred as an Executor. These quests usually involve leading protoss forces against a great and dire enemy.

Executor Mastery I-II

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

Rejoice in the Khala

Description: When this character uses its leadership to Rally other protoss, all targeted Aiur protoss gain 2 morale levels instead of 1.

Dark Prelate (Nerazim Elite Commander) Description

Dark Prelates are a special caste of prelate commanders that are entrusted with the most critical duties in service to the Nerazim. These individuals are proud to risk their own safety and sanity in dealing with the most terrible threats to the sector, such as a zerg masterminds and corrupted void entities. Many dark prelates continue wandering the cosmos battling against these nefarious foes even after losing all of their soldiers. Some become dark, morbid, and bleak individuals in their continuing battles against evil.

Note, that having this class does not automatically give all the armies and legions to go with a prelate position. However, other protoss will refer to you as a Dark Prelate, and you might be chosen to lead protoss forces when required. The Game Master is advised to have a unique quest for the character to go on after fully completing this class, to fully earn the recognition and honor of being referred as a Dark Prelate. These quests usually involve leading protoss forces against a powerful, evil, psionic entity.

Dark Prelate Mastery I-II

Description: Dark Prelate Mastery has two ranks, each rank increasing the elite commander's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 damage, penetration, and rending with melee weapons with the Psionic special rule. Rank 2 gives the character +4 damage, penetration, and rending with melee weapons with the Psionic special rule.

Improved Shadow Mark

Description: This functions as the shadow mark ability, except the character no longer needs to strike an enemy to apply a shadow mark, and can instead mark any creature within sight by spending a free action. The bonus to accuracy and damage for the shadow mark increases to +10.

Fateweaver

Level	Class Bonus	Judicator Bonus	Oracle Bonus
1	<i>Fateweaver Mastery I, Influential</i>	Psychic Discipline Focus (telepathy, one additional rank) talent	<i>Battle Sense</i>
2	<i>Doomsayer</i>	Intimidating Presence talent	Access to Temporal psychic powers
3	<i>Fateweaver Mastery II</i>	---	---
4	---	Access to Temporal psionic powers	<i>Hindsight</i>
5	<i>Fateweaver Mastery III</i>	---	---
6	<i>Proficient Mind</i>	<i>Judgement</i>	Psychic Discipline Focus (temporal, one additional rank) talent

Fateweaver Starting Gear

Choice: Cloak OR Hood; Staff of Command OR Staff of Force OR Psi Blade; Protoss Armor Suit OR Plasma Shielding Crystal

Mandatory: Backpack, 10 additional honor

Completion Skill Focus Options: Influence, Mental Training, Psionics

Fateweaver Description

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

Doomsayer

Description: The character gains a new function of combat influence that can only be used against other protoss. The character makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they have successfully demoralized the target protoss with a wave of negative emotions, causing them to suffer disadvantage on all checks for 1 round.

Fateweaver Mastery I-III

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

Influential

Description: When the character uses combat influence, they can affect three targets with a single combat influence attempt.

Proficient Mind

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

Judicator (Aiur Fateweaver) Description

Judicators are the leaders of the Aiur society. Rather than being simple warriors like the Templar, judicators are forces of will that manipulate events from behind the scenes to ensure their people's prosperity is upheld. Judicators have a natural force of presence about them, and others are unnerved by their sheer force of telepathic will they project onto others. Judicators are rulers that cannot be questioned, and their will is as ordained by the gods.

Judgement

Description: The judicator's presence makes their enemies feel uneasy and judged. All enemies within 6 squares of the judicator drop a morale level at the start of the judicator's turn.

Oracle (Nerazim Fateweaver) Description

Oracles are Nerazim that have researched the veils of time and space, and actively practice using their psionic powers to manipulate temporal energies. Their powers have given a brief look in the present and past around them, and allows them to have exceptional instincts and the ability to react to things as if they had prior knowledge of events yet to unfold. They use these powers to bolster and guide their people in their life's journey.

Battle Sense

Description: The character cannot be flanked, and enemies gain no bonus for flanking the character. The character is not flat-footed when they are flanked. In addition, the character adds their Psi Level to acrobatics tests to evade.

Hindsight

Description: Once per encounter, the character can choose to 'redo' their turn. This can be done immediately after all of the character's actions are concluded with their turn. They can choose to cancel every action, movement, or activity on their turn, returning everything to how it was before the turn began, and then do the turn again, rolling new checks on any action performed.

Elite Fateweaver

Level	Elite Class Bonus	Conclave Councilor Bonus	Prophet Bonus
1	+1 intelligence and +1 maximum intelligence, <i>Impair Instincts</i>	Air of Authority talent	<i>Improved Battle Sense</i>
2	----	<i>Battle Sense</i>	Psychic Discipline Focus (temporal, one additional rank) talent
3	<i>Presence of Will</i>	----	----
4	Emotionless talent	<i>Aura of Terror</i>	<i>Temporal Surge</i>

Completion Skill Focus Options: Influence, Mental Training, Psionics

Elite Fateweaver Description

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

Impair Instincts

Description: The fateweaver's *Doomsayer* class feature from fateweaver can now be used on Zerg, infested terrans, primal zerg, and ordinary wildlife, even those these targets cannot normally be affected by influence. It can still not be used on terrans, robots, or psionic entities.

Presence of Will

Description: The fateweaver has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the character within short range suffer an automatic hit of psionic damage at the start of the fateweaver's turn equal to the fateweaver's character level. This power is enhanced by the Fateweaver Mastery ability. Therefore, for a level 20 fateweaver, all enemies would take a hit of 20 psionic damage (20 for level) per turn, ignoring the first 10 points of psionic resistance. Any enemy who takes a crippling wound loses a morale level for each crippling wound dealt.

Conclave Councilor (Aiur Elite Fateweaver) Description

Where the judicators lead the protoss of Aiur, the Conclave leads the Judicators. Only the wisest, most powerful, and most faithful of judicators sits on the Conclave Council. The conclave has a will that is set in a thousand years of tradition, and command absolute obedience from everyone around them. Their pride and arrogance protects them in the form of a palpable shield, and subconscious aura of terror that makes on afraid to stand against them.

Aura of Terror

Description: The character's air of authority has become a palpable aura, a psionic ward that interferes within even the most fearless beasts. The character's Air of Authority talent increases, and now effects targets that are immune to combat influence, are emotionless, or of another race, including beasts, and Zerg. It still does not affect constructs. For creatures without a morale point to spend, they must spend a move action as they work up the courage to attack the character!

Battle Sense

Description: The character cannot be flanked, and enemies gain no bonus for flanking the character. The character is not flat-footed when they are flanked. In addition, the character adds their Psi Level to acrobatics tests to evade.

Prophet (Nerazim Elite Fateweaver) Description

Prophets are the greatest of the Nerazim oracles. These fateweavers are so lost in the winds of time they often have difficulty understanding the here and now. They are constantly studying the past and the future to ensure the best way forward for their people. These individuals are usually taciturn, absent minded, and cold. Their constant viewing of possible futures has forced them to witness the death of their people and loved ones over and over again, causing them to detach themselves from common mortal attachments.

Improved Battle Sense

Description: The character's battle sense improves, and they add ½ their Psi Level to their defense. In addition, the character is never surprised in combat.

Temporal Surge

Description: Once per turn, the character can reroll a single dice roll, or force an enemy to reroll a single dice roll.



~Art by Xiaorobear (<https://www.deviantart.com/xiaorobear/gallery/53350343/starcraft-to-scale>)

Scholar

Level	Class Bonus	Preserver Bonus	Librarian Bonus
1	<i>Chronicles, Chronicle of Faith, Access to Telekinesis psionic powers</i>	<i>Chronicles of the Last Defense</i>	<i>Chronicles of Discord</i>
2	---	<i>Awakened Memories I</i>	Resolute talent
3	<i>Chronicles of the Children of Aiur</i>	---	---
4	Skill Focus (lore)	<i>Awakened Memories II</i>	<i>Improved Chronicles</i>
5	----	<i>Infinite Understanding</i>	<i>Empowering Edict</i>
6	<i>Chronicles of Stewardship</i>	<i>Awakened Memories III</i>	<i>Dark Knowledge</i>

Scholar Starting Gear

Choice: Electro Rod and Strife Blade OR Staff of Force OR Psi Blade

Mandatory: Robe, Backpack, Equipment Belt, Memory Crystal x2, Ilhan Crystal, Protoss Medipack x2, 10 additional honor

Completion Skill Focus Options: Influence, Leadership, Lore

Scholar Description

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

Chronicles

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

Tactic	DC 15	DC 20	DC 25
Children of Aiur	Character gains a +2 bonus to attacks, skill checks, and defense while on Aiur	Character gains a +4 bonus to attacks, skill checks, and defense while on Aiur	Character gains a +6 bonus to attacks, skill checks, and defense while on Aiur
Dark Archon	When manifesting powers with the Void psionic power source, reduce the cost of their psionics power by 2 energy fatigue (minimum 0)	When manifesting powers with the Void psionic power source, reduce the cost of their psionics power by 3 energy fatigue (minimum 0)	When manifesting powers with the Void psionic power source, reduce the cost of their psionics power by 4 energy fatigue (minimum 0)
Discord	Character deals +4 weapon damage against enemy protoss	Character deals +8 weapon damage against enemy protoss	Character deals +12 weapon damage against enemy protoss
Faith	Character gains +1 morale bonus	Character gains +2 morale bonus	Character gains +3 morale bonus
Firstborn	Character gains a +1 bonus to skill checks, accuracy, and defense	Character gains a +2 bonus to skill checks, accuracy, and defense	Character gains a +3 bonus to skill checks, accuracy, and defense
Last Defense	Character gains 3 protection at the start of each turn	Character gains 6 protection at the start of each turn	Character gains 9 protection at the start of each turn
Purification	Character's offensive psionic powers deal +5 damage	Character's offensive psionic powers deal +10 damage	Character's offensive psionic powers deal +15 damage
Stewardship	Character gains +2 defense and damage threshold	Character gains +3 defense and damage threshold	Character gains +4 defense and damage threshold

Preserver (Aiur Scholar) Description

Preservers are rare protoss who can access the Khala so deeply that they can relive the memories of past protoss heroes who are long gone. These individuals are invaluable to the people of Aiur; they can literally relive their ancestor's actions, thoughts, and exploits and share them with others. Preservers tend to be very skilled and versatile, as they are able to call upon the experience and abilities of their entire species.

Awakened Memories I-III

Description: The character has awakened the memories of the Protoss who have come and passed before them. The character picks a special trait of any non-elite Protoss class, either from the generic class list or the Aiur Protoss class. If the chosen ability has multiple ranks, they must pick the lowest ranks first. For example, upon gaining this ability the character can gain the *Levitation* ability from psychic master or *Zealot Mastery I* special ability from psychic warrior. When gaining a new rank of awakened memories, they pick one more special abilities from other classes to gain.

Infinite Understanding

Description: The character's study and recollection of great protoss of the past gives them an understanding into knowledge and understanding. Once per round the character may reroll an attack or check that they make.

Librarian (Nerazim Scholar) Description

Nerazim do not have Preservers; so, instead they store memories and experiences within Ilhan memory crystals. Librarians are Nerazim that dedicate their lives to organizing and studying the information of countless past lives through the Ilhan crystals. Through their study, they have gained great understanding of their past and history and have the responsibility of passing on these lessons to future generations.

Dark Knowledge

Description: The character has access to dark void knowledge that can destroy the strongest minds. All targets of this character's telepathy powers take a -5 penalty to their resolve and psionic resistance against their attacks. If you hit a target with a telepathy power, you gain +5 to your next lore check.

Empowering Edict

Description: Allied protoss that are effected by the character's chronicle can take an immediate opportunity attack at the end of the scholar's turn where they initiated a chronicle on them. This only takes place the round the chronicle is initiated.

Improved Chronicles

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

Elite Scholar

Level	Elite Class Bonus	Grand Preserver Bonus	Alysaar Bonus
1	<i>Chronicles of the Firstborn</i>	<i>Blended Knowledge</i>	<i>Psionic Inspiration</i>
2	---	<i>Improved Awakened Memories I</i>	Access to Energy psionic powers
3	+1 intelligence and +1 maximum intelligence	<i>Chronicles of Purification</i>	<i>Chronicles of the Dark Archon</i>
4	<i>Revelation</i>	<i>Improved Awakened Memories II</i>	<i>Nature of the Void</i>

Completion Skill Focus Options: Influence, Leadership, Lore

Elite Scholar Description

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

Revelation

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

Grand Preserver (Aiur Elite Scholar) Description

Grand Preservers are the most revered of their kind. There is rarely more than a handful of Grand Preservers at any one time. Most spend their long lives absorbed in the memories of deceased protoss, living in entire temples dedicated to them surrounded with dozens of their followers. Grand Preservers are only roused from their contemplation when the protoss are under a grave threat, or they have some great wisdom and revelation to pass onto the conclave or executors. Grand Preservers are greatly versed in protoss tradition and customs, having relieved the memories of the founders of Aiur's fundamental laws.

Blended Knowledge

Description: Through their search through memories of the greatest protoss heroes, the preserver has assimilated some of the skills and fighting styles of the best of the protoss. They gains a +2 bonus to all attack accuracy, psionic power accuracy, skill checks, as well as defense, toughness, and resolve.

Improved Awakened Memories I-II

Description: This ability functions identically to Awakened Memories, except the character can also pull abilities from elite classes. They still cannot pull abilities from Nerazim or the sub-classes of other protoss races.

Alysaar (Nerazim Elite Scholar) Description

The Alysaar, or Keepers of Wisdom, are the caretakers of the Nerazim head library on Elhna. They have dedicated themselves to the maintenance and understanding of the most obscure protoss texts and memories. The Alysaar are some of the few allowed to study the most secretive and obscure bits of knowledge, including those about the nature of the Void and how to best manipulate void energies. Alysaar are some of the few that understand the rites to create a Dark Archon.

Nature of the Void

Description: The character has an in-depth knowledge on how void energies work, and the very nature of the shadowy dimension itself. The character gains advantage on all psionic manifestation checks as long as they have the Void psionic power source, and they gain +6 accuracy with all such offensive psionic powers.

Psionic Inspiration

Description: The alysaar can use their psionic powers to further inspire and bolster allies under the effect of their chronicles. When an alysaar manifests a psionic power, all allies under the effect of their chronicles gain a benefit based on what psionic discipline the power belong to.

- Telepathy:** Inspired allies gain 5 protection points
- Telekinesis:** Inspired allies can shift 1 square
- Cloaking:** Inspired allies can perform a hide action on their next turn even while being observed
- Augmentation:** Inspired allies heal 5 hit points
- Energy:** Inspired allies regain 2 energy
- Temporal:** Roll a d20 when an inspired ally is attacked. On a 16+, the attack is negated.

Artificer

Level	Class Bonus	Engineer Bonus	Technician Bonus
1	Skill Focus (Science)	Structural Weakness talent	Enduring Shield talent
2	+1 intelligence and +1 maximum intelligence	<i>Probe Familiar</i>	<i>Void Specter</i>
3	Sabotage talent	---	---
4	Skill Focus (Computers)	---	----
5	---	<i>Improved Probe</i>	<i>Void Phantom</i>
6	<i>Combat Mechanic</i>	---	---
7	Access to Telekinesis psionic powers	<i>Improved Shields</i>	<i>Symbiotic Possession</i>

Artificer Starting Gear

Choice: Strife Dagger and Protoss Armor Suit OR Strife Spear; Crystalline Computing Array OR Laser Cutter

Mandatory: Backpack, Equipment Belt, Light Orb, Crystal Charging Cell x2, Protoss Medipack x2, Protoss Repair Kit x2, 10 additional honor

Completion Skill Focus Options: Computers, Medicine, Science

Artificer Description

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

Combat Mechanic

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

Engineer (Aiur Artificer) Description

Engineers are the artificers of the Aiur protoss. Their work is aided by their vast intellect and technological expertise, as well as their robotic servants. Such is protoss society that almost every worker is attended by a robotic probe to aid them in their tasks. These probes bear a great deal of the engineer's workload, and therefore engineers constantly upgrade and tinker with their probes to increase their capabilities.

Improved Probe

Description: The character's probe familiar gains great defensive improvements. They gain +50 shield pool and +10 shield armor.

Improved Shields

Description: The character adds $\frac{1}{2}$ their intelligence to the shield armor of both themselves and their probe.

Probe Familiar

Description: The character has a Probe robot that accompanies them at all times and obeys their will. The probe acts on the character's initiative and can perform all the actions of a normal probe. The probe is controlled by the character purely through telepathy. If the probe is destroyed, the character must spend 2 days at a workshop crafting another one.

Technician (Nerazim Artificer) Description

Technicians are Nerazim artificers, that have blended scientific understanding with psionic manipulation of the Void. They have discovered ways to draw out a section of the void's energies to create a shadowy servant that aids them in their tasks around protoss colonies. Therefore, in Nerazim settlements, it is not uncommon to see amorphous, shadow forms flitting from place to place while mystically upkeeping the settlement.

Symbiotic Possession

Description: In an encounter, if the character's void specter ends its turn within the character's square, it counts as having possessed the character, empowering them with void energies. Any round that the character and their void specter share a square, the character gains +2 strength, +1 Psi Level, and a shroud of concealment. However, the void specter cannot act while possessing the character.

Void Phantom

Description: The character's void specter can now indirectly participate in combat. If the void specter is adjacent to a foe, it grants flanking to allies. It also counts as an area of concealment for ranged attacks passing through it. In addition, the character can cast any of their psychic powers using their void specter as the origin square. Finally, the void specter can be as far as 30 squares from the character.

Void Specter

Description: The character animates a spectral apparition of pure void energies. This small, black haze is controlled as an extension of the character's mind, and has the ability to telekinetically manipulate objects. The void specter must remain within 15 squares of the character, and flies at a speed of 10 squares per round. If the void specter is ever dismissed, it can be resummoned as a minor action. The void specter can use the *Manipulate* psychic power at will on non-carried objects, and can make Computer and Science checks as if it was the caster performing it. Commanding the void specter is a free action every round.

Elite Artificer

Level	Elite Class Bonus	Phase Smith Bonus	Tech Magus Bonus
1	<i>Prestige I</i>	<i>Robotic Domination</i>	+1 willpower
2	---	Fast Engineer talent	Calm Engineer talent
3	<i>Prestige II</i>	---	---
4	----	<i>Infused Warrior Spirit</i>	<i>Shadow Energies</i>
5	<i>Prestige III</i>	<i>Improved Domination</i>	<i>Void Wraith</i>

Completion Skill Focus Options: Computers, Medicine, Science

Elite Artificer Description

Elite Artificers are the most respected and venerated artificers in their communities. They are often the pinnacle of the working class protoss, individuals in charge of organizing the most ambitious projects and creating new inventions. Elite artificers often work as the chief engineers aboard capital ships and protoss space stations. They deal commonly with high influence individuals, such as tribal leaders, executors, and prelates, and often have a great deal of prestige and influence to benefit from.

Prestige I-III

Description: Artificers are respected and venerated individuals in their society, and their connections amongst multiple different factions give them a higher allotment of inventory to choose from. Prestige I gives the character a permanent +10 bonus to their honor for requisitioning gear. Prestige II increases this to +25, and Prestige III increases this to +50.

Phase Smith (Aiur Elite Artificer) Description

Phase Smiths are the masters of protoss technology, and blend psionic manipulations with technological expertise. Most are experts at technology relating to teleportation, but also have absolute authority over robotics of all kind. The probes that accompany them are further enhanced for near invincibility and can commandeer enemy constructs. Phase Smiths possess a technopathic aura that empowers allied protoss robotics, allowing them to guide and command them even in the fury of battle with a mere subconscious effort.

Improved Domination

Description: The character's probe can dominate a target construct for an indefinite amount of time. In addition, the probe and any constructs it dominates gains Regeneration (5), able to repair its own hull through pure strength of will.

Infused Warrior Spirit

Description: All allied protoss robots within 30 squares of the character gain the character's intelligence bonus to accuracy, and ½ the character's intelligence to all damage.

Robotic Domination

Description: The character's probe familiar can move adjacent to any deactivated constructs and implant its will into it as a full-round action. This can affect constructs of any race but cannot affect constructs larger than gargantuan sized. Once it has 'downloaded' itself into a construct, that construct uses the probe's prowess skills for all its attacks and functions and continues to follow the character's will. If the possessed construct is destroyed, the probe automatically transfers back to its normal shell, supposing it is still intact. The probe can use this ability a number of minutes per day equal to the character's intelligence.

Tech Magus (Nerazim Elite Artificer) Description

Tech Magus have further enhanced their blend of science and mysticism. They have perfected the use of their void servant, which can manipulate matter on their command. Their expertise is so great, that they exude in aura of shadowy energies around them, that manipulates and bends matter at their will. These energies allow them to empower protoss robots to act faster without losing hardness.

Shadow Energies

Description: All allied protoss robots within 30 squares of the character gain the character's intelligence bonus to defense, and ½ the character's intelligence bonus to movement speed or acceleration rating.

Void Wraith

Description: The character's void specter reaches its apotheosis, and becomes a powerful psychic creature. As a minor action once per round, the void specter can manifest one of the following psionic powers: *Manipulate*, *Move Object*, *Telekinetic Push*, *Telekinetic Grasp*, and *Energy Bolt*. It manifests these powers as if it was the character casting them, taking for advantage of their Psionics skill, willpower, Psi Level, and talents. It can manifest these powers even if the character does not know them, or even meet the requirements for them.



Pilot

Level	Class Bonus	Aerial Sentry Bonus	Steersman Bonus
1	<i>Pilot Mastery I, Pilot Expert</i>	<i>Aerial Sentry Mastery I, Gravity Disk</i>	<i>Steersman Mastery I, Dune Sweeper</i>
2	----	<i>Intercept</i>	<i>Spiral Motion</i>
3	<i>Pilot Mastery II</i>	---	---
4	<i>Avenger</i>	<i>Aerial Sentry Mastery II</i>	<i>Steersman Mastery II</i>
5	----	<i>Psi-Infused Hull</i>	<i>Distortion Field</i>
6	<i>Pilot Mastery III</i>	---	---
7	<i>Attuned Shields</i>	<i>Aerial Sentry Mastery III</i>	<i>Steersman Mastery III</i>

Pilot Starting Gear

Choice: Psi Blade and Protoss Armor Suit OR Strife Blade and Protoss Flight Power Suit

Mandatory: Backpack, Equipment Belt, Electro Rod, Light Orb, Magnifying Lens, 10 additional honor

Completion Skill Focus Options: Defensive Training, Pilot, Ranged

Pilot Description

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

Attuned Shields

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

Avenger

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

Pilot Expert

Description: When piloting or commanding a vehicle, the vehicle gains +3 defense, +3 attack accuracy with vehicle weapons, and deals +1 power rating of damage with vehicle weapons.

Pilot Mastery I-III

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

Aerial Sentry (Aiur Pilot) Description

Aerial Sentries are members of the Templar caste of Aiur. Aerial Sentries specialize in vehicular warfare, in order to defend protoss space or their home planet. These pilots focus in overall mastery of all aspects of space combat, to be best able to answer to any kinds of threats they face to their home world. Aerial Sentries know that if they fail in their duty, the lives of thousands of innocent protoss may be threatened.

Aerial Sentry Mastery I-III

Description: Aerial Sentry Mastery has three ranks, each rank increasing the pilot's passive statistics while in a vehicle. These ranks are not cumulative with one another. Rank 1 gives all vehicles the character pilots +15 acceleration rating and +1 power rating of damage. Rank 2 increases these benefits to +30 acceleration rating and +2 power ratings of damage. Rank 3 increases these benefits to +50 acceleration rating and +3 power ratings of damage.

Gravity Disk

Description: The pilot has a personal gravity disk that they can summon or dismissed as a full-round action. This gravity disk functions identically to the Grav Disk gear item, except it is attuned to the wielder and can only be used and summoned by them. When the pilot gets more than 6 squares away from the disk, it dissipates and must be summoned again. The gravity disk's equipment tier is based on the pilot's level. If the pilot is between levels 11-20, the disk is tier 2. If the pilot is level 21 or higher, the disk is tier 3. Finally, while aboard their gravity disk, the pilot gains +5 shield armor.

Intercept

Description: At the start of the character's turn, while inside a flying protoss vehicle, the character can choose to activate this ability to gain control of a battlefield. For that round, the vehicle's acceleration rating is three times its normal value, therefore increasing combat speed, but it gains -5 defense that turn.

Psi-Infused Hull

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

Steersman (Nerazim Pilot) Description

Nerazim pilots focus on the navigational and precision aspects of void warfare. Their pilots, known as steersman, plan to outmaneuver and overwhelm their foes with precision positioning and aiming. Steersman can be found defending Nerazim worlds, but also venturing into the distant depths of space patrolling or exploring. As far as military pilots are concerned, they are vary whimsical, and fully embrace the Nerazim aspect of independence.

Distortion Field

Description: Once the character activates the cloaking psychic power while inside a flying vehicle, their vehicle becomes shrouded and hidden from sight, while not completely invisible. The vehicle counts as following the Sneaking rules. As long as the cloaking effect is maintained, the Sneaking effect is reapplied at the end of the character's turn as long as they did not attack.

Dune Sweeper

Description: The pilot can quickly assemble a dune sweeper, a portable, collapsible jet bike used for long ranged scouting. Assembling the dune sweeper takes 5 minutes. Once assembled, it is a vehicle that has the statistics listed below. The pilot can spend 5 minutes disassembling the dune sweeper and stowing it away amongst their belongings. If the dune sweeper is destroyed, the pilot can spend 8 hours constructing a new one.

Dune Sweeper

Large Protoss Hover Vehicle, Extreme Threat

Hit Point: 101	Damage Threshold: 30	Toughness: 24
Strength/ Fortitude: 7	Structure Rating: 3	Damage Resistance: 15
Pilot Requirements: 1	Space: 2 by 2 squares	Reach: NA
Acceleration Rating: 10	Max Speed: 120	Defense: 8 +Defensive Training +Agility

Special Trait (Hover Bike): The dune sweeper is a hover bike that floats two feet above the ground. It cannot fly or move further above the ground that it is designed for. However, it ignores difficult terrain and suffers no fall damage, no matter the height it drops from.

Spiral Motion

Description: The character's combat speed with their vehicles is increased to four times their acceleration, rather than just triple their acceleration rating.

Steersman Mastery I-III

Description: Steersman Mastery has three ranks, each rank increasing the pilot's passive statistics while in a vehicle. These ranks are not cumulative with one another. Rank 1 gives all vehicles the character pilots +2 defense and +2 accuracy with all vehicle weapon attacks. Rank 2 increases these benefits to +4 defense and accuracy. Rank 3 increases these benefits to +6 defense and accuracy.

Elite Pilot

Level	Elite Class Bonus	Aerial Commander Bonus	Astral Steersman Bonus
1	<i>Reflection Shielding, Pilot Ace</i>	<i>Vessel Expertise, Improved Gravity Disk</i>	<i>One with the Vessel, Weaponized Dune Sweeper</i>
2	---	<i>Avenging Zeal</i>	<i>Void Jump</i>
3	---	+1 instinct and +1 maximum instinct	+1 agility and +1 maximum agility
4	<i>Fearsome Barrage</i>	---	---

Completion Skill Focus Options: Defensive Training, Pilot, Ranged

Elite Pilot Description

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

Fearsome Barrage

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

Pilot Ace

Description: When piloting or commanding a vehicle, the vehicle gains +3 defense, +3 attack accuracy with vehicle weapons, and deals +1 power rating of damage with vehicle weapons. This stacks with Pilot Expert.

Reflection Shielding

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

Aerial Commander (Aior Elite Pilot) Description

Aerial Commanders are the wing leaders of protoss squadrons. These aces act with the utter precision of an individual who completely understands their vessel, from the slightest motion, shake, or burn of the engine. Aerial Commanders fly into void battle at the head of their combat wings, fearless of danger or death. They are ruthless and fanatical in their defense of their brethren, especially their fellow pilots. Aerial Commanders with hand-to-hand combat experience are often chosen to serve as the commanders of Protoss Carriers.

Avenging Zeal

Description: When the character attacks the target with their Avenger Mark, they gain advantage on the attack roll. If the character kills their target with the Avenger Mark and change their mark to a new target, they can immediately make an opportunity attack against that target if they are within their firing arc.

Improved Gravity Disk

Description: The pilot's gravity disk gives them to +10 shield armor instead of +5, and the character gains +50 shield pool while on their disk. In addition, instead of moving at character scale, the gravity disk can move like a flying vehicle, with an acceleration rating equal to the disk's speed and a maximum speed of 50 squares. All of the pilot's effects that modify piloted vehicles effect the gravity disk while it is used in this way, including their masteries.

Vessel Expertise

Description: The character is a highly trained pilot: they gain advantage on all pilot maneuver checks.

Astral Steersman (Nerazim Elite Pilot) Description

Astral Steersman merge with their chosen craft in a way that a terran pilot could never understand. Their flight patterns and movements are as fluid as if their craft was merely made of water. Astral Steersman are impossible to outmaneuver, and they have a peerless understanding of how the void of space interacts with their ship's propulsion. Astral Steersman who also excel at manipulation of void energies are often chosen to command Nerazim capital ships, such as Void Rays.

One with the Vessel

Description: The character can coerce the best possible action out of their ship. The character may use all pilot maneuvers regardless of required pilot skill, and gains a +2 bonus of pilot maneuver checks and vehicle stunts.

Void Jump

Description: The character can bend the void to transport their vessel. The character can make short-ranged warp jumps even if their vessel is not warp capable. Furthermore, the character does not need to test to successfully make a warp jump.

Weaponized Dune Sweeper

Description: The character's dune sweeper gains an energy shield of 100. Its acceleration rating increases to 30, and it comes with a front-mounted particle disruptor weapon.



Eternal Warrior

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

Level	Class Bonus	Honored Fallen Bonus	Preserved Guardian Bonus
1	<i>War Walker</i>	<i>Honored Fallen Mastery I</i>	<i>Preserved Guardian Mastery II</i>
2	<i>Eternal Warrior Mastery I</i>	---	---
3	---	<i>Stomp</i>	<i>Rapid Blink</i>
4	<i>Eternal Warrior Mastery II</i>	<i>Honored Fallen Mastery II</i>	<i>Preserved Guardian Mastery II</i>
5	---	<i>Energize Shields</i>	<i>Arcane Construct</i>
6	<i>Eternal Warrior Mastery III</i>	---	---
7	<i>Swift Strider</i>	<i>Power Shot</i>	<i>Invisible Stalker</i>

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

Completion Skill Focus Options: Defensive Training, Durability, Ranged

Eternal Warrior Description

Eternal Warriors are the term given to fallen protoss warriors who are too injured to return to battle, but can still merge with a cybernetic walker, such as a dragoon or stalker. These warriors return to serve their people in war, stronger than ever before, their only fear being failing their people.

Eternal Warrior Mastery I-III

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

Swift Strider

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

War Walker

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

Honored Fallen (Aiur Eternal Warrior) Description

The Aiur protoss have great reverence for the Templar that continue to fight when offered the peace of death in the Khala. These individuals are known as the Honored Fallen. In further duty to Aiur, the honored fallen have further focused their skills into perfecting their utilization of their war walkers, to last as long as possible in battle, protect their kin, and hold back enemy advances against their brothers and sisters.

Energize Shields

Description: Whenever the character makes an action to remove energy fatigue, they also recover an amount of shield points in their shield pool equal to 5 times the amount of energy fatigue they lost. If the character fails to remove energy fatigue, then they do not gain any shields.

Honored Fallen Mastery I-II

Description: Honored Fallen Mastery has two ranks, each rank increasing the character's passive statistics as part of their cybernetic walker. These ranks are not cumulative with one another. Rank 1 gives the character +25 to their shield pool, and deal +1 power rating of damage with their cybernetic walkers vehicle weapons. Rank 2 increases these benefits to +50 shield pool and +2 power ratings of damage.

Power Shot

Description: Whenever the character attacks with their mounted ranged weapon, compare the attack against both defense and toughness. If the attack surpasses the target's defense and toughness, the target is knocked prone and pushed back 1 square plus an additional square for every 5 points they surpass the target's toughness. This only affects the primary target of area of effect attacks.

Stomp

Description: As a full-round action, the character can put all of their effort into a single, powerful, ground stomp attack. The character makes a melee attack against the toughness of all adjacent enemies, with a bonus to accuracy equal to the character's strength. If the attack hits, all targets suffer bash damage, and are knocked down and pushed back a number of squares equal to 1 square plus an additional square for each 5 points they surpass the target's toughness.

Preserved Guardian (Nerazim Eternal Warrior) Description

Even in death, many Nerazim do not lose their loyalty to their fellow Protoss, and continue to desire to serve their comrades even after falling. These Preserved Guardians live on to undertake missions too dangerous for their kin, and protect them from hardship with their metal bodies. Preserved Guardians who focus on augmenting their skill with their war walker learn to meld void energies with the hull of the ship, turning themselves into arcane constructs that bend the walls of reality around themselves.

Arcane Construct

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

Invisible Stalker

Description: The character can now affect their shell with the *Cloak* psychic power, allowing them to become invisible as normal for that psychic power.

Preserved Guardian Mastery I-II

Description: Preserved Guardian Mastery has two ranks, each rank increasing the character's passive statistics as part of their cybernetic walker. These ranks are not cumulative with one another. Rank 1 gives the character +3 to their defense and allows them to recover 20 energy shield points at the start of each of their turns. Rank 2 increases these benefits to +6 defense and 30 energy shield points at the start of each of their turns.

Rapid Blink

Description: The stalker's natural blink ability is reduced to having no energy fatigue cost. If the character is inside an annihilator instead, the annihilator gains the *Blink* ability possessed by stalkers.

Spending Leftover Characteristic Point

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

Ability Scores

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

Talents

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

Skill Points

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

Starting Honor

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

Finishing Details

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

Starting Honor at Higher Level

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

Level	Starting Honor
1	10
2	30
3	60
4	90
5	120
6	150
7	180
8	210
9	240
10	270
11	300
12	330
13	360
14	390
15	420
16	450
17	480
18	510
19	540
20	570
21	600

22	630
23	660
24	690
25	720
26	750
27	780
28	810
29	840
30	900

Leveling Up Characters

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

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

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

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

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

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

Recap: Building your Character's Statistics

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

Hit Points

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

Healing Threshold

5+ ½ Fortitude

Damage Threshold

16 + their Durability skill + Fortitude + Size Bonus

Melee Accuracy

Melee skill + their weapon's accuracy bonus

Ranged Accuracy

Ranged skill + their weapon's accuracy bonus

Weapon Damage

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

Defense

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

Toughness

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

Resolve

10 + Mental Training skill + willpower ability score

Morale

½ their Mental Training + ½ willpower

Damage Resistance

One-half Fortitude + Armor Bonus

Psionic Resistance

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

Move Speed

5 + one half agility

Initiative

Instinct OR ranks in Tactics skill

Recap: Advancing Your Character

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

Spending Characteristic Points

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

Statistical Changes based on Ability Scores

Ability Score	Changes
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

New Talents

Protoss gain and qualify for talents in the same manner as any other entity. This section has a selection of new talents for characters to choose from. Most of them are for protoss characters, but others can apply to terrans that have a special relationship with protoss.

Blades of Justice

Requirements: Aiur Protoss, Strength 7, Melee 7, Willpower 6

Benefit: When the character performs a heavy strike combat behavior in conjunction with an attack from a psionic melee weapon, they can make their full number of strikes with their attack. The accuracy bonus from the combat behavior and multiple strikes stack. In addition, the character's empowered attack deals +2 damage for every additional strike.

Channeled Strength

Requirements: Protoss, Strength 8

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

Chosen of the Twilight

Requirements: Nerazim Protoss

Benefit: The character is a survivor of the twilight world of Shakuras. In addition to the normal Protoss enhanced vision, the character's range of perfect vision in darkness increases to 15 squares. Furthermore, they can perform spotter and detector actions without special equipment, but it only functions against targets within 6 squares of them.

Crystal Focus I-III

Requirements: Protoss, Intelligence 4/6/8

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

Dark Vengeance

Requirements: Nerazim Protoss, Melee 6, Agility 7, Combat Reflexes

Benefit: The character can make opportunity attacks against enemies that successfully wound them in melee combat. They can only gain one opportunity attack against a single foe in a turn, not matter how many times the target hit them.

Duelist I-III

Requirements: Protoss, Melee 4/6/8

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

Enduring Shields I-V

Requirements: Protoss

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

Exalted

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

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

Exile Pilgrimage

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

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

Firstborn Caretaker

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

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

Honored

Requirements: Protoss

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

Honor and Glory

Requirements: Aiur Protoss, Melee 4, Influence 4, Willpower 5

Benefit: The character can perform a Taunt combat influence action against any target they hit with a melee attack. If the protoss' attack roll surpasses both the target's defense and resolve, they are effected by the Taunt combat influence, taking a -5 accuracy penalty on their next turn to attack anyone else.

Implement Focus I-III

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

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

Psionic Siphon

Requirements: Protoss, Endurance 6, Psi Level 5

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

Revered

Requirements: Protoss, must have completed 2 classes

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

Racial Familiarity I-II

Requirements: Protoss or Terran, Intelligence 6/8

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

Righteous Fury

Requirements: Protoss, Strength 6

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

Shadow Hunter

Requirements: Nerazim Protoss, Psi Level 3, Stealth 5

Benefit: The character is skilled at hunting their prey while invisible. The character can move at full speed while sneaking and gain +2 movement speed while they are cloaked. In addition, the character deals +5 damage with all weapon attacks while cloaked or sneaking against enemies that are flat-footed.

Strength from the Khala

Requirements: Aiur Protoss, Mental Training 5, Willpower 6

Benefit: The character gains encouragement from their nearby allies through the Khala. The character gains +1 to their morale bonus for every Aiur Protoss within 15 squares. In addition, they gain +1 morale level every turn as long as a single other Aiur protoss is within that range every turn.

Unity

Requirements: Aiur Protoss

Benefit: The character has an enhanced connection with their fellow Protoss through the Khala. As long as they have at least one other Aiur protoss with access to the Khala within 6 squares of them, they cannot be flanked. If any such protoss in the area are not surprised, then none of them are.

Void Hunger

Requirements: Nerazim Protoss, Psi Level 5, Endless Energy

Benefit: The character has learned to siphon off void energies that they manifest in order to heal themselves. When choosing to manifest a psionic power in an encounter, they can gain disadvantage on the manifestation check. If the power is still successfully manifested, then they regain a number hit points equal to the energy fatigue cost of the power. This does not use up a healing threshold.

Xenophobia

Requirements: Terran

Benefit: This character is extremely uncomfortable around other humanoid alien species, and seeks to destroy them whenever possible. They deal +3 damage against biological non-terrans. They also gain a +4 to their resolve to resist combat influence actions against such life forms, but suffer disadvantage on attempts to befriend, persuade, or deceive alien species.



Chapter 4: Protoss Gear

While protoss are powerful and their psionic might is formidable, they still rely on their legendary technology to win wars. This chapter lists all of the varied gear and equipment that is used by Protoss heroes, and the requisition system that is used to acquire them.

Requisitioning Gear through Honor

Protoss characters do not worry about wealth and credits like their Terran counterparts. Rather, they are granted equipment by their faction tribe. They use a special type of currency called honor. **All protoss characters begin the game with 10 honor to requisition gear with, on top of their starting gear.**

Honor is not money, but an abstract gauge of how revered a Protoss is within their community. They gain honor by performing duties in the name of their civilization and race, and by growing more powerful and more influential. Once at their home city or military base, they can spend honor to purchase gear. If they lose a requisitioned item, that requisition is lost until the character recovers the item.

All Protoss characters begin the game with an amount of honor depending on their starting class. The following table governs how the character gains more honor as they accomplish tasks and further the protoss agenda.

Action	Honor Reward
Completing a minor quest, such as scouting an enemy advance or reclaiming a lost relic	10
Completing a moderate quest, such as rescuing captive allies or performing a crucial act of sabotage on an enemy force	20
Completing a major quest, such as single handedly razing an enemy base or killing a powerful Zerg mastermind strain	50
Completing an epic quest, such as saving a planet from inevitable destruction	100
Character levels up	10

Like ordinary gear, Protoss gear have three equipment tiers for their items as per normal, and these higher tiers can be purchased by spending honor. The item's honor cost is multiplied as normal for increased tier (x4 for Tier 2 or x12 for Tier 3).

In addition to purchasing gear through spending honor, Protoss characters might simply acquire gear, such as finding it out on the field or being gifted it by a mentor. Such gear does not cost honor, although the character similarly does not gain honor by turning it into their faction if it is no use to them.

Protoss can use honor to gain weapons, armor, garments, augmentation crystals, gear, and cybernetics. Protoss do not use weapon and armor upgrades, or combat drugs.

If the character purchases an expendable item, such as a medipack, that honor is not wasted if it is used. Instead, if they have spent honor on the expendable item, they can have it replaced once they return to their base. They can do this whenever they use up the item. However, each purchase of the item only allows them to have one of that item at any one time. If they wish to have three copies of that expendable item, they must pay the cost three times. They can still replace each of those items.

The Nature of Honor

Honor is an intangible mechanic representing a protoss characters status within their society. The more respected and distinguished an individual is, the more likely their community will support their endeavors. Honor can go by many terms amongst the protoss, such as requisition, debt, inheritance, or entitlements. The important thing to remember for roleplay purposes is that honor is a community's acknowledgement of the character's service.

A protoss military commander may say that they alert the forges that the character is owed extra requisition.

A protoss elder might say that they will spread words of a character's great deeds to the rest of the community.

A high templar will record their deeds amongst the archives, so their accomplishments will be immortalized.

A nerazim explorer might promise the character has access to their treasures and anything they find along the way.

However, it is phrased, honor is a sign of respect and commitment. The protoss has served their kin, now they are willing to give back to them to ensure they continue to do good by their species. It is a social contract indicative of the character's growing reputation.

Returns

In case they decide that they no longer need something they purchased through honor, protoss characters can return their belonging back to the community. If they do this, they get a full honor refund, but no longer have access to the item. In the case of expendable items, they must give any item they have back and can no longer receive replacements of that item.

In the case of 'free' items, such as starting gear, loot, or gifts from others, these items cannot be returned. Instead, they must be donated to the reliquary (see below).

Donation to the Reliquary

Protoss characters can donate recovered protoss or xel'naga artifacts back to their people. This is called a reliquary donation. Terrans might call it 'selling'.

A protoss might come across other valuable equipment that they have no use of. Also, they might come across certain commodities that are of no use to them but is valuable to protoss society. By giving this back to their people, they have further contributed to their community and its growth and increase their honor amongst the tribes.

Any protoss weapon, armor, garment, augmentation crystal, or gear item can be donated back to their people. If they do so, they gain an amount of honor equal to one quarter the honor cost of the item.

Commodities can also be given back to the protoss for a set amount of honor. Many of the commodities valuable to terrans are considered worthless to the protoss, but some are extremely valuable.

Commodity	Quantity	Price
Artifact, Xel'naga	10 pounds	10
Biological Sample, Zerg	10 pounds	5
Crystal, Bloodstone	100 pounds	30
Crystal, Khaydarin	100 pounds	20
Gas, Terrazine	1 barrel	10
Gas, Vespene	1 barrel	3
Mineral	1 ton	10
Mineral, Jorium	1 ton	30
Mineral, Valuable	1 ton	20
Solarite	100 pounds	20

Starting Honor at Higher Level

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

Level	Starting Honor
1	10
2	30
3	60
4	90

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

Protoss and Terrans using each other's equipment

It is likely inevitable that players will want to use the weapons and equipment of other races. Follow these easy rules as a guideline:

-Terrans suffer a -5 penalty to using protoss weapons, and vice versa. This penalty is removed if they have the racial familiarity talent.

-Terrans cannot use protoss armor. Protoss cannot use terran armor.

-Protoss implements can only be used by terrans if they have a Psi Level and the Racial Familiarity II talent.

-Weapon's with the Psionic Weapon origin trait can only be used by other characters that can use that psionic weapon origin. Therefore, a terran spectre with access to the Void power source and with the Racial Familiarity talent can use a Warp Psi Blade without penalty.

-Non-protoss cannot benefit from protoss augmentation crystals for any reason.

-Protoss are highly resistant to terran chemicals, both good and bad. All potency of chemical inserted by a protoss is reduced by 1/3, rounded down, to a minimum of 0 potency. The only exception to this rule is Terrazine, which effects protoss and terrans equally.

-Infested Terrans count as terrans for the purposes of using protoss gear



New Item Traits

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

Burst (X)

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

Cleaving (X)

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

Critical

Description: When an attack with this weapon exceeds the primary target's defense by the attacks maximum attack overages, double the damage from attack overages.

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.

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.

Double Weapon

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

Elemental Protection

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

Energy Damage

Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Energy damage attacks ignore the damage resistance of enemies in light or no armor.

Extremely Cumbersome

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

Fall Protection (X)

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

Flames

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.

Focusing Beam

Description: This weapon consists of a single concentrated beam that focuses on a target and deals more strikes based on how accurate the hit was. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (5) but no longer adds damage from attack overages.

Hailfire (X)

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

Hold

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

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.

Implement (X)

Description: Implements function like ranged weapons that can only be used by characters with a Psi Level, and the base damage of the weapon depends on the user's Psi Level. One of the primary differences between implements and ranged weapons is that while implements have limited ammunition, they do not require reloading in the traditional sense. Psychic characters can try to concentrate and channel psychic energy to regenerate charges to an implement, much like trying to get rid of energy fatigue. A character can make a standard action to recharge a single implement held in hand. Doing this requires a psionic skill check (energy fatigue applies to this check). The DC is the X value of this trait. If you the psionics checks equals or exceeds the DC, then the weapon is fully recharged.

Limited Range

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

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the trait's 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.

Mechanical Claw Network

Description: This armor has a set of mechanical claws attached to the rear of it. Tier 1 mechanical armor has 1 claw, tier 2 armor has 2 claws, and tier 3 armor has 4 claws. Each claw acts as commanded by the wearer of the armor, and can be used to manipulate objects, perform skill checks, yield items, or make attacks. Each claw has a reach of 3 squares, and within that range the wielder can make attacks with weapons within the area, or perform skill checks such as science, computer, or medicine checks. In addition, the claws can be used to make an attack with the profile below if they are holding nothing. For every unarmed claw participating in the attack, the attack gets an additional strike.

Regardless of how many claws the character has, they can only make one action with them per round, and that action uses the standard action mechanic. For example, if a protoss engineer has two claws, they can have claw with a medipack and one unarmed. They can use their standard action to perform first aid on a protoss within reach of the claw (3 squares) or they can use that action to attack with one of the claws.

Claw Strike

Base Cost: NA

Damage: 17

RoF: Average + Special

Shots: NA

Special Traits: Smashing

Accuracy: +1

Range: Melee

Power Rating: +3

Mental Weapon

Description: This weapon makes attacks against a target's Resolve instead of defense and deals psionic damage instead of ordinary damage. The maximum number of attack overages are dependent on the attacker's willpower rather than instinct.

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.

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.

Protoss Powered Armor

Description: Protoss have their own variation of powered armor. Protoss powered armor does not require a talent to use, does not require grip extensions, assist in using weapons in single hands, nor does it have to be recharged. While worn, its weight does not count against the characters' encumbrance. It does count as powered armor for any effect that relies on powered armor.

Piercing

Description: This weapon ignores all damage resistance.

Psionic

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

Psionic Infusion

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

Psionic Weapon Origin

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

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

Radiation Shielding

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

Reach (X)

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

Reactive Teleportation

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

Reinforcement (X)

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

Rending (X)

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

Sweep

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

Telekinetic Weapon

Description: This weapon knocks its target prone if the attack surpasses both the target's defense and toughness. The weapon user's the wielder's willpower for attack overages rather than instinct.

Throwing

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

Triple-linked

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

Twin-linked

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

Unarmed

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

Unstoppable

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

Very Cumbersome

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

Wrist Blade

Description: This weapon is mounted on one of the user's wrists, and projects a weaponized beam that is used as a blade. This beam can be ignited or dismissed as a free action once per round (it cannot be drawn and dismissed in the same turn). Because the blade is worn on the wrist, it cannot be disarmed by any means. When the blade is not extended, that hand and arm can be used for any other purpose, including using two handed weapons. While the blade is ignited, nothing else can be used or held in that hand.

Protoss Melee Weapons

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

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Honor Cost
Protoss Claw	10	Melee	+0	Fast	---	---
Psi blade	15	Melee	+1	Fast	---	15
Psi Double Blade	19	Melee	+1	Average	---	30
Psi Double Scythe	20	Melee	+0	Average	---	40
Psi Spear	22	Melee	+2	Average	---	35
Strife Axe	20	Melee	-1	Average	---	15
Strife Blade	19	Melee	+1	Average	---	10
Strife Dagger	13	Melee	+1	Fast	---	5
Strife Great Blade	24	Melee	+1	Slow	---	20
Strife Spear	22	Melee	+2	Slow	---	15

Protoss Claw

Unarmed Attack

Damage: 10 **Accuracy:** +0
RoF: Fast **Range:** Melee

Power Rating: +3

Special Traits: Unarmed

Description: This is the unarmed attack of a Protoss. When no weapons are available, this is all the Protoss has to defend themselves with. Unarmed talents increase this as normal for those talents.



Psi Blade

One-handed Melee Weapon

Honor Cost: 15 **Accuracy:** +1
Damage: 15 **Range:** Melee
RoF: Fast **Power Rating:** +3 **Weight:** 4lbs
Shots: NA

Special Traits: Defensive, Wrist Blade, Psionic, Psionic Weapon Origin

Description: The Psi Blade is a bracer that projects a short beam of pure psionic energy that the wielder uses to cut through matter. While small in stature, the psi blade is strong and sharp, and can cut through metal as easily as flesh, the only limitation being the strength of its user's will. Psi Blades are often wielded in pairs, where the user buries their enemies under a torrent of powerful attacks.

Psi Double Blade

Two-handed Melee Weapon

Honor Cost: 30 **Accuracy:** +1
Damage: 19 **Range:** Melee
RoF: Average **Power Rating:** +4 **Weight:** 14lbs
Shots: NA

Special Traits: Double Weapon, Psionic, Psionic Weapon Origin

Description: The Double Psi Blade is an ornate rod that projects two large psi blades, one out of either end of the rod. These blades are stronger and more potent than traditional wrist-mounted psi-blades, but the weapon as a whole is somewhat slower to use.

Psi Double Scythe

Two-handed Melee Weapon

Honor Cost: 40 **Accuracy:** +0
Damage: 20 **Range:** Melee
RoF: Average **Power Rating:** +4 **Weight:** 18lbs
Shots: NA

Special Traits: Double Weapon, Psionic Infusion, Psionic Weapon Origin

Description: The psi double scythe is a potent dark templar weapon favored by certain tribes amongst the Nerazim. It consists of a large staff, with a long and terrible scything blade emitting from opposite spectrums of the weapon. While difficult to use, such a weapon is capable of tearing through packs of deadly foes in the hands of a skilled user.



~Art by Sanggene (<https://www.deviantart.com/sanggene/art/Protoss-Dark-Templar-2089038>)

Psi Spear

Two-handed Melee Weapon

Honor Cost: 35

Damage: 22

RoF: Average

Shots: NA

Accuracy: +2

Range: Melee

Power Rating: +4

Weight: 16lbs

Special Traits: Reach (1), Psionic Infusion, Psionic Weapon Origin

Description: The Psi Spear is a long ornate staff that projects a tip of pure energy at the end. Psi Spears have a larger cutting end than other Psi Weapons, and the size of the weapon means the wielder can fight without having to be adjacent to the opponent.

Strife Axe

Versatile Melee Weapon

Honor Cost: 15

Damage: 20

RoF: Average

Shots: NA

Accuracy: -1

Range: Melee

Power Rating: +4

Weight: 9lbs

Special Traits: Versatile, Rending (2)

Description: One of the more vicious weapons of the Age of Strife, the Strife Axe has a large curved blade on an ornate handle. While most Protoss have since elevated to the usage of psionic weapons, the Strife Axe still remains a valued weapon, able to cut down and kill a raging beast or Zerg.

Strife Blade

One-handed Melee Weapon

Honor Cost: 10

Damage: 19

RoF: Average

Shots: NA

Accuracy: +1

Range: Melee

Power Rating: +4

Weight: 8lbs

Special Traits: Defensive, Versatile

Description: This ornate sword was originally used by the protoss during the Age of Strife. Since then, it is now held onto for ceremonial purposes, use by trainees, and as a weapon for those who have not yet proved themselves. It is larger and superior to a human sword, although much heavier.

Strife Dagger

One-handed Melee Weapon

Honor Cost: 5

Damage: 13

RoF: Fast

Shots: NA

Accuracy: +1

Range: Melee

Power Rating: +3

Weight: 8lbs

Special Traits: Defensive, Throwing

Description: Strife Daggers were rarely used in the Age of Strife as weapons, but tools. Now, most they are carried for ceremonial purposes or a last resort weapon. Many fledgling dark templars use such a strife dagger to cut their nerve appendages.

Strife Great Blade

Two-handed Melee Weapon

Honor Cost: 20

Damage: 24

RoF: Slow

Shots: NA

Accuracy: +1

Range: Melee

Power Rating: +4

Weight: 18lbs

Special Traits: Defensive

Description: The Strife Great Blade is similar to the strife blade, only much larger, and must be used in two hands. Some fanatical protoss warriors still use the great blade, believing it is a weapon of purity and skill.

Strife Spear

Two-Handed Melee Weapon

Honor Cost: 15

Damage: 22

RoF: Average

Shots: NA

Accuracy: +2

Range: Melee

Power Rating: +4

Weight: 12lbs

Special Traits: Reach (1), Throwing

Description: Originally a hunting weapon used by the protoss during the Age of Strife, the Strife Spear still finds some use in the hands of warrior acolytes. It has a large cutting edge, and is quite dangerous in the hands of a skill warrior, who are able to throw it quite some distance.

Protoss Implements

Implements are Protoss ranged weapons so advanced that they seem magic. Indeed, part of their function is that they tap into the Psionic energies of their user to emit blasts of pure energy, force, or telepathic blasts. Protoss use implements in much the same way Terrans use their guns. The primary difference between implements and ranged weapons is that an implement's base damage depends on the user's Psi Level. It still scales as normal for higher equipment tiers. Implements also must be recharged by focusing psionic energy into the weapon instead of adding additional ammunition. This requires a psionics check with a DC based on the weapon's implement trait, performed as a standard action. Energy fatigue applies to this check. A successful check fully recharges the implement.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Honor Cost
Disintegration Rod	12 + 3xPsi Level	Medium	+1	Slow	3	40
Electro Rod	8 + 2xPsi Level	Medium	+0	Full Auto	100	15
Focusing Crystal	20 +5x Psi Level	Short	+2	Slow	1	30
Glaive Cannon	20 +5x Psi Level	Medium	+1	Slow	5	40
Plasma Rod	15 +4x Psi Level	Medium	+0	Average	5	25
Staff of Command	20 +5x Psi Level	Medium	+1	Slow	10	25
Staff of Force	15 +4x Psi level	Long	+0	Average	25	25
Staff of Thunder	8 + 2x Psi Level	Medium	+0	Full Auto	200	20

Disintegration Rod

One-handed Implement

Honor Cost: 40

Damage: 12 + 3xPsi Level

Accuracy: +1

RoF: Slow

Range: Medium

Shots: 3 charges

Power Rating: +3

Weight: 6lbs

Special Traits: Implement (30), Unstoppable, Penetration (50)

Description: This rod projects a green beam of antimatter that annihilates everything it touches. Such is the potency of the disintegration rod that the beam will destroy its target and pass right through them, pulverizing anything or anyone that was hoping to use the initial target for cover.

Electro Rod

One-handed Implement

Honor Cost: 15

Damage: 8 + 2xPsi Level

Accuracy: +0

RoF: Full-Auto

Range: Medium

Shots: 100 charges

Power Rating: +3

Weight: 6lbs

Special Traits: Implement (15), Energy Damage, Psionic Infusion, Rending (10 vs Constructs)

Description: A small version of the Staff of Thunder, the electro rod is very similarly, except it does not release quite the same amount of electrical charge. However, this weapon is popular nonetheless, mainly for its portability and ease of carrying, while still possessing much of the same power as the staff.

Focusing Crystal

One-handed Implement

Honor Cost: 30

Damage: 20 +5x Psi Level

RoF: Slow

Shots: 1 charges

Accuracy: +2

Range: Short

Power Rating: +5

Weight: 1bs

Special Traits: Implement (30), Piercing, Rending (6), Limited Range

Description: This powerful implement is a small khaydarian prism, which the character focuses their considerable mental might into. This results in a thin, concentrated beam being emitted, focused enough that it can cleave through tank hull and sever limbs with ease. Unfortunately, these crystals tend to have an extremely short range, which negates some of their practical use.

Glaive Cannon

One-handed Implement

Honor Cost: 40

Damage: 20 +5x Psi Level

RoF: Slow

Shots: 5 charges

Accuracy: +1

Range: Medium

Power Rating: +5

Weight: 20lbs

Special Traits: Implement (25), Psionic Infusion, High Explosive, Burst (2)

Description: This large arm mounted weapon hurls disks of psionic energy at targets. The disk explodes upon striking a foe, bathing enemies in a blast of pure psionic energy. It is commonly used to disperse swarms, or other groups of tightly packed enemies.

Plasma Rod

One-handed Implement

Honor Cost: 25

Damage: 15 +4x Psi Level

RoF: Average

Shots: 5 charges

Accuracy: +0

Range: Medium

Power Rating: +4

Weight: 6lbs

Special Traits: Implement (25), Energy Damage, Penetration (10)

Description: This rod is notoriously unreliable and inaccurate, but can expel supercharge orbs of pure plasma that nonetheless prove its effectiveness. These orbs are highly destructive and will incinerate just about anything they make contact with.

Staff of Command

Two-handed Implement

Honor Cost: 25

Damage: 20 +5x Psi Level

RoF: Slow

Shots: 10 charges

Accuracy: +1

Range: Medium

Power Rating: +5

Weight: 12lbs

Special Traits: Implement (20), Mental Weapon, Hold

Description: An implement designed and commonly used by the Judicator Caste of Protoss, this weapon releases a blast of mental shock at a target, which causes mind-wracking pain. When used against the weak willed, the staff of command subconsciously orders the target to stop what they are doing and hold in place.

Staff of Force

Two-handed Implement

Honor Cost: 25

Damage: 15 +4x Psi level

RoF: Average

Shots: 25 charges

Accuracy: +0

Range: Long

Power Rating: +4

Weight: 12lbs

Special Traits: Implement (20), Telekinetic Weapon, Psionic Infusion

Description: The most common staff implemented by the Protoss, the staff of force releases a short volley of powerful energy missiles that tear through a target. These weapons are useful in a wide variety of situations and against nearly any enemy type.

Staff of Thunder

Two-handed Implement

Honor Cost: 20

Damage: 8 + 2x Psi Level

RoF: Full-Auto

Shots: 200 charges

Accuracy: +0

Range: Medium

Power Rating: +2

Weight: 14lbs

Special Traits: Implement (15), Energy Damage, Hailfire (2), Psionic Infusion, High Explosive, Rending (10 vs Constructs)

Description: A favored of veteran templar, this implement releases a surge of electrical energy that overpowers a group of enemies. These staves are potent, working equally well at frying groups of foes and causing vehicles to haywire.

Armor

Weapons are not enough to protect the legacy of the firstborn. Protoss have a wide variety of armor to call upon to defend themselves in the heart of combat.

Armor functions much like it does for the terrans, except that it is purchased through honor, and there are no armor upgrades available. Instead, Protoss armor has a special system of modification called sockets.

Sockets are slots in the armor where a Protoss character can fit in an augmentation crystal. These augmentation crystals give the character a bonus based on what type of socket they are placed in. There are five types of sockets armor may be fitted with: normal sockets, wisdom sockets, immortality sockets, vengeance sockets, and dominance sockets. Therefore, the choice of armor is not merely limited to what defensive benefits a character wants to take advantage of, but also which sockets they want access to.

Like terran armor, protoss equipment scales off Resistance Rating, at the same rate (+2 for light armor, and +3 for heavy armor, and +4-5 for super heavy armor). Also like terran armor, their armor has a defense penalty, that reduces by per tier above the 1st.

Armor Name	Class	Damage Resistance	Defense Modifier	Cost
Protoss Armor Suit	Light	3	-0	5
Protoss Commodore Flight Power Suit	Super Heavy	8	-4	45
Protoss Flight Power Suit	Heavy	5	-2	15
Protoss Heavy Carapace Suit	Heavy	6	-1	15
Protoss Heavy Power Suit	Super Heavy	9	-3	35
Protoss Imperial Power Suit	Super Heavy	12	-4	45
Protoss Light Power Suit	Super Heavy	7	-2	20
Protoss Smith-Utility Suit	Super Heavy	6	-2	25

Protoss Armor Suit

Light Armor

Honor Cost: 5

Damage Resistance: 3

Defense Penalty: 0

Resistance Rating: +2

Mounted Gear: Equipment Belt

Sockets: 2 Normal Sockets

Ability Score Bonuses: NA

Weight: 20lbs

Special Traits: NA

Description: Protoss Armor Suits are the most common sorts of garments in Protoss society. They consist of pieces of reinforced armored plating attached to garments and robes of various varieties. Most protoss, including civilians, wear a protoss armor suit.

Protoss Commodore Flight Power Suit

Super Heavy Armor

Honor Cost: 45

Damage Resistance: 8

Defense Penalty: -4

Resistance Rating: +4

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

Sockets: 1 Vengeance Socket, 1 Dominance Socket, 2 Normal Sockets

Ability Score Bonuses: Strength +3, Instinct +1

Weight: 120lbs

Special Traits: Very Cumbersome, Protoss Powered Armor, Elemental Protection, Radiation Shielding, Reactive Teleportation

Description: The Commodore flight suit is a heavy duty, protective suit that is complete with a crystalline computing array, allowing its wearer to act with up to date information on their surroundings. It is commonly worn by commanders aboard carrier and tempest class star ships, as well as admirals and other commanders.

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

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



Protoss Flight Power Suit

Heavy Armor

Honor Cost: 15

Damage Resistance: 5

Defense Penalty: -2

Resistance Rating: +3

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

Sockets: 1 Vengeance Socket, 2 Normal Sockets

Ability Score Bonuses: Instinct +1

Weight: 50lbs

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

Description: The flight suit is the armor of choice for Protoss pilots, giving them a level of protection and void sealing that allows them to survive the rigors of space flight. These suits come with a digital uplink that allows them to better interface with their ships.

Tier 2-3 Special Note: At tiers 2-3, this armor gains an additional +1 instinct from the upgraded crystalline computing array

Protoss Heavy Carapace Suit

Heavy Armor

Honor Cost: 15

Damage Resistance: 6

Defense Penalty: -1

Resistance Rating: +3

Mounted Gear: Equipment Belt

Sockets: 1 Dominance Socket, 2 Vengeance Sockets

Ability Score Bonuses: NA

Weight: 40lbs

Special Traits: Cumbersome

Description: This rare form of protoss armor is constructed out of Zerg carapace, making it a quite intimidating suit of armor. It is worn by some Dark Templar tribes, and the psionic nature of this armor gives it impressive interface with various augmentation crystals.



Protoss Heavy Power Suit

Super Heavy Armor

Honor Cost: 35

Damage Resistance: 9

Defense Penalty: -3

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

Sockets: 1 Vengeance Socket, 1 Immortality Socket, 1 Normal Socket

Ability Score Bonuses: Strength +3, Agility +1

Weight: 100lbs

Special Traits: Very Cumbersome, Elemental Protection, Protoss Powered Armor, Radiation Shielding, Reactive Teleportation

Description: This is the armor of choice for protoss warriors and zealots. It is protective and augments the wearer's strength and speed, while having many cosmetic options for customization. Like all Protoss gear, it is highly ornate, and these armors are often passed down through warrior lineages.

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

Protoss Imperial Power Suit

Super Heavy Armor

Honor Cost: 45

Damage Resistance: 12

Defense Penalty: -4

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

Sockets: 2 Immortality Sockets, 1 Normal Socket

Ability Score Bonuses: Strength +4

Weight: 120lbs

Special Traits: Very Cumbersome, Elemental Protection, Protoss Powered Armor, Radiation Shielding, Reactive Teleportation

Description: This is the heaviest protection available to the protoss infantry. Composed of full body armor along with a protective helmet, this armor is generally only seen by protoss generals and their greatest warriors, and those who plan to sacrifice some mobility for ultimate protection.

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



Protoss Light Power Suit

Super Heavy Armor

Honor Cost: 20

Damage Resistance: 7

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

Sockets: 1 Wisdom Socket, 1 Vengeance Socket, 1 Normal Socket

Ability Score Bonuses: Strength +3

Weight: 70lbs

Special Traits: Cumbersome, Elemental Protection, Protoss Powered Armor, Radiation Shielding, Reactive Teleportation

Description: Light Power Suits are the chosen suits of armors for protoss who provide close combat support, but do not directly enter the melee, such as a High Templar and Protoss physicians. Light Power Suits still provide substantial protection, but are less cumbersome and more decorative, often supporting ceremonial robes.

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

Protoss Smith Utility Suit

Super Heavy Armor

Honor Cost: 25

Damage Resistance: 6

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

Sockets: 2 Wisdom Sockets, 2 Normal Sockets

Ability Score Bonuses: Strength +3

Weight: 80lbs

Special Traits: Very Cumbersome, Elemental Protection, Protoss Powered Armor, Radiation Shielding, Mechanical Claw Network

Description: Protoss Smith Utility Suit is used by the most respected engineers amongst the protoss race. In addition to superior protection, the smith utility suit hosts a network of mechanical arms that aid in their manual tasks. These arms can be used to make repairs from a safe distance or perform extended first aid for the more medically minded workers.

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



~Art by yy6242 (<https://www.deviantart.com/yy6242/art/High-Templar-184123794>)

Garments

Often times, a Protoss will want additional sockets for augmentation crystals, extra customization with their sockets, or will want sockets when they chose not to wear any armor. These garments provide additional socket customization beyond that of provided by choice of armor. A character can only benefit from a single of any type of garment. Therefore, they could not benefit from two amulets.

Garments do not have multiple tiers, and do not have any tier-related scaling.

Amulet

Protoss Garments

Honor Cost: 10

Sockets: 1 Wisdom Socket

Description: A pendant worn around the neck, the amulet is the common choice of spell casters wanting to use an augmentation crystal to channel their psionic powers better.

Bracer

Protoss Garments

Honor Cost: 10

Sockets: 1 Vengeance Socket

Description: A metal armband around the wrist, this is a common choice of warriors wanting to use a crystal to augment their offense.

Cloak

Protoss Garments

Honor Cost: 10

Sockets: 1 Immortality Socket

Description: A long cape hanging down the length of the user's body, the cloak is ideal for protective crystals and is often used for plasma shields.

Harness

Protoss Garments

Honor Cost: 10

Sockets: 2 Normal Sockets

Description: A strap worn across the body, the harness provides many additional slots of augmentation crystals, especially useful for those that do not wear armor.

Hood

Protoss Garments

Honor Cost: 10

Sockets: 1 Dominance Socket

Description: A common choice for individuals that seek control over the powers of the universe, the hood is a cloth garment that conceals the head. It is said these psychic hoods allow the user to see the reality of the universe.

Ring

Protoss Garments

Honor Cost: 5

Sockets: 1 Normal Socket

Description: The ring is a small jeweled band worn around the finger. They not do support more complicated sockets, but still have enough space to augment a small crystal.

Robe

Protoss Garments

Honor Cost: 25

Sockets: 1 Wisdom Socket, 1 Immortality Socket, 1 Normal Socket

Description: These full body cloths support a variety of different augmentation crystals and are generally seen as a replacement for armor amongst Protoss who do not regularly see battle.

Augmentation Crystals

Augmentation Crystals are gems or devices placed within the sockets in armor or garments. These crystals provide a passive benefit to the character, depending on which crystal is used and what type of socket they are placed into. Armor or garments have five different types of sockets: normal, wisdom, immortality, vengeance, or dominance. It requires a minute to change out a socket.

A character **cannot benefit from more than five augmentation crystals at any one time**. If they have more than five augmentation crystals imbedded across all of their gear, they must choose which five they are actively using. It takes five minutes to change which five crystals are active at any one time.

Augmentation crystals do not have multiple tiers, and they do not scale. They do generally stack with one another, with the exception of Plasma Shielding.

What are augmentation crystals and sockets?

Your players may want to understand in a roleplay sense what these crystals are and how they function.

Augmentation crystals are crystals or devices filled with psionic energy. By placing them in your armor, a protoss can power them through the power of their suit and their natural psionic abilities.

Different armor has different socket types. These sockets are 'how' the protoss and their armor draws the power from the crystals. The sockets have an 'emotion' and method; and they draw that energy of the augmentation crystal depending on what type of socket it is.

-Normal Sockets are a basic power draw, taking energy directly from the crystal and giving it to the protoss

-Wisdom Sockets pull energy and use it cerebrally. They slowly take energy and use it to empower the protoss' essence and psionic abilities.

-Immortality Sockets pull the energy and wrap it around the protoss, like a barrier or shield

-Vengeance Sockets take the energy and direct it aggressive, channeled in the heat of the moment or when the protoss has the intent to harms someone

-Dominance Sockets are when the protoss tries to take the energy from the crystal and infuse it with themselves directly. They seek to acquire and master the psionic energy, not draw from it.

Argus Crystal

Augmentation Crystal

Honor Cost: 25

Normal Socket: The character gains a +1 bonus to manifest powers from the Telepathy, Cloaking, and Energy power disciplines.

Wisdom Socket: The character gains a +2 bonus to manifest powers from the Telepathy discipline. Furthermore, the character gains +5 psionic accuracy with telepathy powers.

Immortality Socket: The character gains a +2 bonus to manifest powers from the Cloaking discipline. In addition, while the character is under the effect of the *Cloaking* psionic power, they gain double normal shift speed.

Vengeance Socket: The character gains a +2 bonus to manifest powers from the Energy discipline. Furthermore, as long as the character uses the Void psionic power source, their Energy powers have their energy fatigue cost reduced by 1.

Dominance Socket: The character gains a +1 bonus to manifest powers from the Telepathy, Cloaking, or Energy power disciplines. In addition, psionic powers lose any penetration they have against the character.

Description: The Argus Crystal is a relic of the void, which is used to amplify, channel, and contain pure void energies. Characters who wield it gain a portion of the power of the void, and can channel such mysterious energies better than those without such a token.

Ilhan Crystal

Augmentation Crystal

Honor Cost: 25

Normal Socket: The character gains a +1 bonus to Resolve and +3 Psionic Resistance.

Wisdom Socket: The character gains a +2 bonus to all Lore checks, and when using the Chronicles class power, they can choose to have the Chronicle effect all allies within $\frac{1}{2}$ willpower squares.

Immortality Socket: The character sees what is coming before it happens and gains +1 defense.

Vengeance Socket: The character is guided by the combat training of their ancestors and gains +1 accuracy with all attacks.

Dominance Socket: The character transfers the essence of their ancestors into a protective shield that they wrap around themselves, giving the character a +1 bonus to damage resistance.

Description: The Ilhan Crystals are designed as memory devices used to relive another's memories, however, many protoss have learnt to use them as part of their armor after infusing them with the memories of their ancestors, allowing those who came before to guide them in their journeys.



Khalis Fragment

Augmentation Crystal

Honor Cost: 25

Normal Socket: The character gains +2 rending with implements or any weapon with the Psionic or Psionic Infusion weapon trait.

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

Immortality Socket: Whenever the character channels to remove energy fatigue, they gain an amount of protection equal to 2x the energy fatigue lost.

Vengeance Socket: The character's psionic weapons are empowered, and have a deeper and more vicious cutting edge. All weapons with the Psionic or Psionic Infusion weapon trait deal +1 power rating in damage.

Dominance Socket: The character can, once per encounter, become completely invisible as the *Cloaking* psionic power. Using this function is activated as a free action and has no energy fatigue cost or restrictions of actions in the character's turn. This power lasts until the start of the character's next turn.

Description: Khalis Fragments are pieces of a Khaydarin Crystal that have become infused with the power of the Void. These crystals radiate pure power, and strengthen the user's inner strength and connection with the void.

Khaydarin Crystal

Augmentation Crystal

Honor Cost: 25

Normal Socket: The character gains a +1 bonus to manifest powers from the Telekinesis, Energy, or Temporal power disciplines.

Wisdom Socket: Instead of spending a full-round action to remove energy fatigue, the character can remove energy fatigue as a standard action. Furthermore, when channeling to remove energy fatigue, all the character's ongoing Psionic effects are not dismissed.

Immortality Socket: The character gains a +2 bonus to manifest powers from the Temporal discipline. In addition, upon successful manifesting a Temporal psionic power, the character is partially phased out of time, and gains a +20 bonus to damage resistances until the start of their next turn.

Vengeance Socket: The character gains a +2 bonus to manifest powers from the Energy discipline. Furthermore, all their energy powers become superheated, gaining bonus penetration equal to 2+ Psi Level.

Dominance Socket: The character gains a +2 bonus to manifest powers from the Telekinesis discipline. Furthermore, the character gains +5 to all attacks versus toughness with psionic powers.

Description: The Khaydarin Crystal is a psychically reactive crystal that forms the building block of all Protoss technology. Powerful protoss psychics often carry bits of such crystal around with them, to help focus and channel their own innate psychic power.



Multiple Plasma Shielding Crystals

A protoss can have multiple different plasma shielding crystals at once. If they do, the shield points do not stack, and remain at 10x PL. However, they gain the special traits of different combinations of shield slots. For example, a character with a plasma shield in both an immortality socket and dominance socket would gain both the +5 shield armor and the 2+ ½ PL shield recovery on hit.

Plasma Shielding

Augmentation Crystal

Honor Cost: 30

Normal Socket: The character gains a defensive energy shield around them, with a Shield Pool equal to 12x PL.

Wisdom Socket: The character gains a defensive energy shield around them, with a Shield Pool equal to 10x PL. The character gains a +10 bonus on focusing tests to restore shields and can make a shield recovery attempt as a minor action once per encounter.

Immortality Socket: The character gains an improved defensive energy shield around them. Their plasma shield has a Shield Pool equal to 10x PL, and gains +5 shield armor.

Vengeance Socket: The character gains a defensive energy shield around them, with a Shield Pool equal to 10x PL. In addition, whenever the shields are damaged, all adjacent enemies to the character automatically take an amount of damage equal to the shields that were lost.

Dominance Socket: The character gains a defensive energy shield around them, with a Shield Pool equal to 10x PL. In addition, every damaging attack the character makes with a Psionic or Psionic Infusion weapon recovers 2 +1/2 Psi Level shield

Description: Not a crystal per say, but a powerful force mechanism that projects a plasma shield around the wearer. It is powered by the character's psionic prowess, and more powerful psychics will be able to project more potent shields. No sane Protoss warrior knowingly go into battle without their plasma shield. Note that multiple Plasma Shields do not stack, the character can only benefit from a single plasma shield.

Uraj Fragment

Augmentation Crystal

Honor Cost: 25

Normal Socket: The character gains +2 penetration with implements or any weapon with the Psionic or Psionic Infusion weapon trait.

Wisdom Socket: The character's psionic attacks become more potent, gaining +2 accuracy with psionic powers.

Immortality Socket: The character's plasma shield is empowered and gains +3 shield armor.

Vengeance Socket: The character's psionic weapons no longer cut and rend their foes, but tear them apart and scorch them with pure energy. The character's melee weapons with the Psionic or Psionic Infusion weapon traits gains the Energy Damage and Flames weapon trait. If the weapon already had Flames, such as from being a Purifier weapon, the weapon gains +1 power rating of damage.

Dominance Socket: The character can, once per round, manifest any augmentation psionic power as a free action. They still must succeed their manifestation check.

Description: Uraj Fragments are pieces of a Khaydarian Crystal that have become infused with the power of the Khala. These crystals empower a character with inner strength and brings clarity, as well as helping channel the character's untapped potential into their psi-blades.

Gear

The following are miscellaneous gear items that are used by the Protoss. Many of them are extremely similar to their Terran counterparts, while others are completely unique to the Protoss. These are also purchased through honor.

Note that consumable items purchased with honor as well. As these items are disposable, once used up, characters are refunded the honor cost of the item next time they return to base, just as if they had returned the item.

Backpack

Worn Gear

Honor Cost: 2

Weight: 5lbs

Tier 1: Worn on the back, a backpack has a large item capacity. Using Simplified item slots optional rule, the backpack has a carrying capacity of 10.

Tier 2: As tier 1, except has a carrying capacity of 14.

Tier 3: As tier 1, except has a carrying capacity of 20.

Description: An essential item for those working out on the field, the Protoss backpack is almost identical to the Terran device.

Carrying Case

Carried Gear

Honor Cost: 2

Weight: 7lbs

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 Simplified item slots optional rule, the carrying case has a carrying capacity of 8.

Tier 2: As tier 1, except has a carrying capacity of 12.

Tier 3: As tier 1, except has a carrying capacity of 16.

Description: Ranging from sacks to equipment cases, these bundles allow Protoss character to carry more equipment.

Crystal Charging Cell

Expendable Gear

Honor Cost: 1

Weight: 0.5lbs

Tier 1: These tiny khaydarin crystals are used to power the psi-technological machinery used by the Protoss. Loading them into an object charges it to full energy capacity. The exact duration depends on the item being charged. Crystal Charging Cells can be recharged by placed in an active crystal array.

Tier 2: As tier 1, except the power cell lasts twice as long without running out of charge. =

Tier 3: As tier 1, except the power cell lasts eight times as long without running out of charge for normal items.

Description: Crystal Charging Cells are essential items for powering Protoss technology. While seemingly just glowing stones, these crystals are filled with Psionic energy that gives life to Protoss machinery.

Crystalline Computing Array

Worn Gear

Honor Cost: 6

Weight: 1lbs

Tier 1: While wearing the crystalline computing array, the wearer gains numerous benefits. Firstly, they gain a +1 bonus to all Tactics, Pilot, and Leadership skill tests to activate a combat augmentation. 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 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 crystalline computing array is used in conjunction with a protoss vehicle, they can view the outside of the ship through the ship's 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 crystalline computing array provides basic information to improve aim and guide the character in a variety of different actions. The crystalline computing array grants +1 equipment bonus to Instinct and +1 to all skill checks with the Acrobatics, Athletics, Computers, Medicine, Lore, Perception, Science, and Stealth skills.

Tier 3: As tier 2, except the Tactics, Pilot, and Leadership skill tests increase to +3, the bonus Acrobatics, Athletics, Computers, Medicine, Lore, Perception, Science, and Stealth increase to +2, and hidden targets detected by the crystalline computing array have no concealment against the character.

Description: Crystalline Computing Arrays are very similar to the digital uplinks used by terrans, and usually consist of an armor mount that displays all tactical information directly in front of the protoss' eyes. They are indispensable for teamwork in the field, and are commonly utilized by Protoss pilots.

Equipment Belt

Worn Gear

Honor Cost: 2

Weight: 2lbs

Tier 1: Worn on the waist, a backpack 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 has a carrying capacity of 8 items.

Tier 3: As tier 1, except has a carrying capacity of 10 items.

Description: Equipment belts are the same as the Terran equivalent of the same item, a simple harness or belt used to carry a variety of small items.

Grav Disk

Carried Gear

Honor Cost: 12

Weight: 50lbs

Tier 1: This long metal disk is large enough for the character to stand upon, and has anti-gravitational technology that allows it to hover over the surface of the ground. The character standing aboard the disk floats about 1 meter above the ground, allowing them to move uninhibited by ground based hazards, such as land mines, traps, or ground based attacks. The character, as long as they are a psychic, can move the disk at a rate of 4 squares per round with a typical move action. The disk cannot shift or evade, although a character aboard the disk can shift or evade off of it to avoid an explosive.

Tier 2: As tier 1, except the disk moves at a speed of 6 squares per round. Furthermore, the disk does not need to stay directly over the ground, and can fly up as high as the character wants

Tier 3: As tier 2, except the disk is much longer, and takes up a 2 by 2 area, possibly allowing it to transport multiple individuals. It is still steered by only one character, however. The disks speed increases to 12 squares per round.

Description: Grav Disks are round metal platforms that use hovering technology to transport an individual without their needing to walk or run. More potent disks also allow a character to fly and be transported safely regardless of elevation.



Gravity Boots

Worn Gear

Honor Cost: 6

Weight: 15lbs

Tier 1: This 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 anytime. 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 and to resist pushes, pulls, grabs, and any other effects meant to move the character. In addition, the boots is 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 increase 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). 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 similar to the Terran equivalent; a pair of reinforced metal boots that are designed to make sure the individual can stay grounded in zero gravity environments, such as aboard a space platform or a space ship without life support.

Hand Console

Carried Gear

Honor Cost: 6

Weight: 0.5lbs

Tier 1: The hand console can hold personal data, access to protoss digital information, and access to basic utility applications. In addition, the hand console can be used as a security device, allowing it to be scanned by security system, such as a door or camera, allowing access or passage if the correct clearance has been inputted into the machine. Security clearance can be uploaded onto the hand console from the appropriate computer console, or a direct hookup and a DC 25 computer check can allow someone to hack another's hand console and steal their security clearance. The hand console requires a crystalline charging cell, which grants 3 days of usage.

Tier 2: As tier 1, except the hand console can replicate the tier 1 varieties of the following items: Magnifying Lens, Crystalline Computing Array, Telepathic Amplifier, and Navigation Units. These all count as carried versions of those items. In addition, the hand console can be used to gain access the status of a Protoss Robot that is on the character's psionic network, and can view the status of their weaponry or defenses, as well as see that status of their defenses or condition. When accessing robots on the character's network, the character can issue orders or instructions to such entities.

Tier 3: As tier 2, except the hand console can replicate the tier 2 varieties of the following items: Magnifying Lens, Crystalline Computing Array, Telepathic Amplifier, and Navigation Units.

Description: The Hand Consoles are portable Protoss computers, that are used to access network information, issue command to security systems, and for advanced communication.

Laser Cutter

Carried Gear

Honor Cost: 5

Weight: 0.5lbs

Tier 1: A laser cutter can be used to cut open sealed metal objects, such as security doors and bulkheads. A single character using a laser cutter can open a tiny object in 1 full-round, small in 2, medium in 3, large in 10, or huge in 30. The laser cutter can also be used as an impromptu melee weapon, using the below Laser Cutter weapon profile. A crystal charging cells gives the laser cutter 30 rounds of usage.

Tier 2: As tier 1, except the Laser Cutter weapon increases by 1 tier, 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 1, except the laser cutter cuts through objects in a third of the time, rounded down, to a minimum of 1 standard action. Furthermore, by spending 5 charge per attack, the laser cutter weapon focuses in a concentrated beam, allowing it to be used as a pistol with the Line (6) weapon trait.

Description: The laser cutter emits a focused beam that is well suited to cutting through bulkheads, rubble, or debris, as well as amputating limbs. It is the Protoss equivalent of the plasma torch and serves much the same purposes.

Laser Cutter

One-handed Melee Weapon

Damage: 10

Accuracy: -2

RoF: Slow

Range: Melee

Shots: 30

Power Rating: +2

Weight: 0.5lbs

Special Trait: Piercing

Light Orb

Carried Gear

Honor Cost: 5

Weight: 1lb

Tier 1: This object can be released into the air, where it floats above the user's head and provides an area of light around the user. The Light Orb provides illumination in a Burst 4 area around the user while active. A crystal charging cell provides 1 hour of usage to the Light Orb.

Tier 2: As tier 1, except the area increases to a Burst 12.

Tier 3: As tier 1, except that the light orb also provides area scanning, and pin points the location of any target within the area of light, even if they are cloaked, hidden, or in concealment. They orb sends this information back to the Crystalline Computing Array of all allies within the area, who are instantly alerted to the presence and location of nearby enemies, who still have all normal concealment against the attack.

Description: Light Orbs replace flashlights for the Protoss, providing illumination in 360 degrees around them. More advanced light orbs are detectors that can scan and release the location of hidden individuals around them, even providing targeting data to make them easier to hit.

Magnifying Lens

Carried Gear

Honor Cost: 5

Weight: 2lbs

Tier 1: While taking a full-round action to look with magnifying lens, the character gains a +10 bonus to visual related perception tests.

Tier 2: As tier 1, except the bonus increases to +20, and the magnifying lens must be charged with a crystalline charging crystal. The tier 2 magnifying lens their vision ignores concealment and penalties related to darkness. The power cell allows for 30 minutes of use. In addition, the lens can be used to make spotter actions.

Tier 3: As tier 2, except the bonus increases to +30, and the lens also gain the Targeting Laser special ability. If the wielder aims at a target and marks them with the laser, all allies with crystalline computing arrays 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 purification, bombardment, or to warp in additional troops. The magnifying lens also gains inferred, allowing them to see living creatures even through cover. Finally, the lens can be used as a standard action to perform detector actions.

Description: The magnifying lens is a monocular prism used for enhancing sight and vision. When charged with a crystal charging cell, it allows the prism to see beyond the material world and see into the very essence of individuals.

Medipack, Protoss

Expendable Gear

Honor Cost: 2

Weight: 3lbs

Tier 1: These expendable kits allow healing through first aid, and cure a number of hit points equal to the medicine skill result +20. Note that using first aid consumes these kits, and any first aid check uses up one of the character's daily healing thresholds. In addition, the medipack has an assortment of anti-toxins and salves that can remove a poison from an affected character, and automatically removes any poison or disease effects on the target. Terrans without the racial familiarity 1 talent may not use this medipack.

Tier 2: As tier 1, except the bonus to the skill check increases to +40.

Tier 3: As tier 1, except the bonus to the skill check increases to +80.

Description: The Protoss Medipack is similar to a standard terran medipack, although it has bindings and chemicals more specialized towards a protoss body. It also has a bio cleansers and restorative nano machines that can remove contamination and toxin from the system. Their focus on physical purification rather than raw wound tending gives them less healing.

Memory Crystal

Carried Gear

Honor Cost: 4

Weight: 2lbs

Tier 1: A memory crystal is required to psychically store the user's knowledge. The user can store their memories, thoughts, or knowledge into a memory crystal. Different tiers of memory crystals can store different amounts of knowledge, and can hold much more complex knowledge, possibly allowing another individual to completely relive the experiences of the one who placed the knowledge into the crystal. A basic tier 1 memory crystal generally only carries basic memories and knowledge, while a tier 3 can contain a centuries worth of experiences.

Description: Memory Crystals are the Protoss equivalent of data disks, and are their methods of securing and spreading information and knowledge. They allow the user to store their own knowledge and experiences into the crystal, for others to relive and learn from.

Note: A memory crystal can be used as a llhan augmentation crystal. To do so, the protoss must bring it to a protoss library or archive, and have it instilled with memories of past warriors, or the character's ancestors. Doing so costs 10 honor, but then it can be used as an augmentation crystal or a memory crystal.

Navigation Unit, Protoss

Carried Gear

Honor Cost: 6

Weight: 0.5lbs

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 inputted 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 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.

Tier 3: As tier 2, except it displays terrain within 30 miles, and the bonus to Lore and Perception tests increase to +8. The display also picks up the presence and location of moving creatures and objects of large sized or larger, unless they are cloaked or burrowed.

Description: The protoss navigation unit is very similar to the terran device of the same name. It gives the character a view of the terrain around them, and how to best handle and overcome obstacles around them.

Psionic Amplifier

Worn Gear

Honor Cost: 40

Weight: 40lbs

Tier 1: This large device telekinetically attaches to the back of a suit of protoss powered armor, and floats directly behind the character. While attached, it greatly enhances the wielder's psionic prowess as long as they focus it. If the character performs the Focusing combat behavior while equipped with this device, all of their psionic powers have a bolstered manifestation at +1 Psi Level. As a bolster effect, this does not give extra effects, just increases the overall power of the power (see Boosting powers in the Psionics chapter).

Tier 2: As tier 1, except the character counts as 2 PL higher for the effect of their powers.

Tier 3: As tier 1, except the character counts as 3 PL higher for the effect of their powers.

Description: This large device appears cumbersome, but is designed as an augment to a protoss suit of powered armor. It channels and concentrates psychic ability, bolstering the user's psychic ability and the effect of their power. It is most often used by high ranking protoss Templar.



Repair Kit, Protoss

Expendable Gear

Honor Cost: 2

Weight: 5lbs

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 are essential for field repair. Most engineers will usually carry a few repair kits with them wherever they go.

Telepathic Amplifiers

Carried/ Worn Gear

Honor Cost: 5

Weight: 1lbs

Tier 1: A telepathic amplifier allows a Protoss to communicate with any intelligent creature through telepathy, supposing they are within 100 miles. They must be either able to see or must know about the target. It allows for two-way mental conversation. It must be carried in hand. A basic communicator is charged off a crystal charging cell, which gives it 24 hours of active use.

Tier 2: As tier 1, except the telepathic amplifier can reach anyone on the planet. Using it at this range uses twice as much charge life. The telepathic amplifier can be worn on the head or mounted on the collar and does not need to be carried.

Tier 3: As tier 2, except the telepathic amplifier can reach anyone in the sector. Using it at this range uses eight times as much charge life.

Description: A telepathic amplifier is used to extend the range of the Protoss' natural telepathic communication. While not extended the range of their offensive powers, it does allow extended conversations, such as talking from one ship to another, or making conversation across worlds.

Trauma Kit, Protoss

Carried Gear

Honor Cost: 5

Weight: 5lbs

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 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) on 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 tests +25. Finally, amputation checks automatically succeed.

Description: Trauma Kits are field surgical kits, containing all the supplies necessary to save valuable Protoss on the field of battle. They are the equivalents of the Terran item of the same name.

Cybernetics

Protoss use cybernetics to replace their lost limbs, just like terrans do. However, with protoss technology being incredibly more advanced, their cybernetics are more common, easier to produce, and simply more effective. Protoss do not generally have the customization that terrans have on their cybernetics, however.

Protoss cybernetics do not have equipment tiers, and do not have upgrades. Instead, they fully replace the limb, and give additional bonuses on top of them. Attaching a cybernetic limb requires a DC 25 medicine and science check, or a DC 30 for a cybernetic organ.

When a crippling wound is dealt to a cybernetic limb, it instead requires a science check and a repair kit to fix, instead of a medicine check and trauma kit. The DC, duration, and penalties of the science check is the same as it would be for the medicine check, and this does not expend the use of the repair kit. The character still restores hit points via the medicine skills, and repairing cybernetic limbs does not use healing thresholds. If the repair check fails by 10 or more, the limb is broken and must be repaired with a DC 25 science check that takes 1 hour.

Replacing a limb with a cybernetic replacement requires the character to invest their honor into the limb. It requires 15 honor to replace a limb with a cybernetic. The cybernetic limb counts in all ways as a regular limb, except it has the Reinforcement (1) weapon trait, reducing all crippling wounds it suffers by 1. The character loses the honor they spend on the replacement limb as long as they have it.



Chapter 5: Protoss Psionics

One of the important keystones of the Protoss race is their Psionic connection, which is both their greatest weapon, tool, and the way they interface with their technology.



Using Psionic Powers

To represent the 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, cause it to effect 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.

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 powers 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 powers costs energy fatigue at the start of every turn. You decide at the beginning of your turn whether you are sustaining a power. 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 or less, they cannot manifest or sustain powers or use psionic items or psionic energy shields.

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.**

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 points of energy fatigue
6-10	The character feels drained from their efforts, and their mind feels unfocussed. They gain 2 extra points of energy fatigue
11-12	The character feels drained from their efforts, and their mind feels unfocussed. They gain 5 extra points of energy fatigue
13-14	The character feels immensely drained from their efforts, and suffer 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 psychic 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 melee damage.
25-26	The character suffers 10xPL psychic damage to the head from mental backlash, and make a DC 25 Psionics check 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, or until wake as a full-round action.

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.

Aiur Protoss and Mental Discipline

Aiur Protoss have the Mental Discipline special trait, which represents the extreme control they have over their powers. A protoss with Mental Discipline never accidentally overloads by rolling poorly on a psionics check. Furthermore, when they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

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.

Psionic Traits

The following are a collection of traits and features that are common for psionic beings to have or are otherwise involved with psionics.

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 user's thoughts 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 find a partially burrowed lurker and has only partial concealment penalties against the lurker, all other linked protoss have only partial concealment penalties.

Psionic Power Source

Protoss have access to a unique set of psionic traits known as the Psionic Power Source. The power source shows where the protoss draws their energy and psionic power from.

The protoss power source determines two major factors. The first is what types of psionic weapons the character can utilize. The Psionic Weapon Origin item trait in the previous chapter refers to this. When a weapon with that trait is made, it corresponds with one of the Psionic Power Sources. Only characters with that power source can use the corresponding weapon. For example, a 'focus' psi blade can only be used by characters who channel the Khala, and therefore use the Khala power source.

The second major factor modified by the power source is the character's affinity with Energy psionic powers. While all protoss have access to the Energy psionic discipline through the use of classes, the protoss' power source modifies the powers from the Energy psionic discipline based on the parameters. Every energy power has a modification based on whether it comes from the Khala, Void, Corruption, or Purity power sources.



Tal'darim and Purifier Protoss

This supplement makes repeated reference to Corruption and Purity psionic power sources, which are both unavailable to the Aiur and Nerazim protoss described in this resource. These power sources are commonly used by two different protoss races, the Tal'darim and the Purifiers, respectively.

These power sources are listed here for completeness. More information about Tal'darim and Purifier protoss will be described in a future supplement.

Protoss Psychics

Every Protoss is a psychic character of no small ability and great potential. All Protoss begin with a Psi Level of 2, and have access to the Telepathy discipline. Unlike Terrans, Protoss do not have varying levels of Psychic Potential; every Protoss is capable of reaching maximum Psi Level. However, the mind is like any other muscle: it takes practice. While a High Templar may try to maximize his Psionic abilities to be more devastating against the foes of Aiur, an artisan may spend little time exercising their mental prowess, merely being content with their natural telepathic abilities. Thus, there is great variety of the potency of psychics in Protoss society.

While all Protoss have access to the Telepathy discipline, they can gain access to additional psychic disciplines through various classes. Therefore, all of a Protoss character's psychic potential is not available at character creation, but will be achieved over time.

Aiur Protoss Psionics

Aiur Protoss have a considerable amount of control over their powers compared to most other psychics, sharing a communal link with other Protoss with access to the Khala, which allows them to instantly share feelings, thoughts, and allows them to control their powers with greater stability.

One of the most important aspect of Aiur Protoss is that they possess an Instinctive Telepathic Link. All of these protoss use the Khala to instantly share their thoughts and feelings with one another. As such, it is impossible for protoss to lie, deceive, or hide from one another, as they are all linked through the Khala.

Nerazim Protoss Psionics

Nerazim Protoss have severed their nerve appendages that connect them to the Khala, leaving them alone in their thoughts. This has granted them great individuality and strong will, but lack the control of the Khala. Nerazim Protoss have no ability to use the khala, and do not have an instinctive telepathic link. Mechanically, they function very similarly to Terran Psychics.

Having severed their connection to the Khala, the Dark Templar now pull their power from the extra-dimensional void. This gives them a unique way of manifesting their powers, by channeling the energies of the void. Furthermore, their individuality gives them the ability to hide from sight, giving their warriors access to the Cloaking powers unavailable to the less subtle Aiur Protoss. However, they have less control over their powers, and the energies they use are, in general, less powerful.

New Psychic Disciplines and Powers

The Telepathy, Telekinesis, Augmentation, and Cloaking psionic disciplines are already described in full in the StarCraft Core Rulebook. This section contains two brand new psionic disciplines, Temporal and Energy. The Energy discipline has the modifications of each power based on psionic power source.

Powers Quick List

Power	Discipline	Requirements	Effect
Blink	Temporal	PL 4	Teleports a short distance
Revelation	Temporal	PL 4	Allows the caster to view a distant location
Acceleration	Temporal	PL 4	Caster moves fast than normally possible
Temporal Shade	Temporal	PL 4	Creates a 'ghost' of themselves which acts, and then the caster is teleported to the shade's location
Temporal Storage	Temporal	PL 4	Summons a rift that can be used to store objects
Phase Shift	Temporal	PL 5	Displaces a target out of the reality, making them unable to effect anything
Deceleration	Temporal	PL 5	Greatly slows a targets movements and actions
Envision	Temporal	PL 5; Revelation	Allows the caster to see the future around them
Recall	Temporal	PL 5; Blink	Caster teleports themselves and all allies to another, distant location
Stasis Field	Temporal	PL 6	Locks all targets in a massive area into stasis, where they cannot act or be harmed
Time Rift	Temporal	PL 7; Acceleration, Deceleration	Creates a zone where everyone within is sped up or slowed down
Wormhole	Temporal	PL 8; Intelligence 8	Creates a massive rift that entire fleets can use to travel rapidly through space
Vortex	Temporal	PL 10; Intelligence 10, Phase Shift, Wormhole	Creates a massive black hole that pulls in, consumes, and crushes everything in a large area
Psionic Bolt	Energy	PL 3	Fires a bolt of destructive energy
~Improved Psionic Bolt	Energy (Khala)	Psionic Bolt, Khala	Psionic bolt deals bonus damage, but more expensive
~Void Blast	Energy (Void)	Psionic Bolt, Void	Psionic bolt deals less damage, but more penetration and rending
~Life Drain	Energy (Corruption)	Psionic Bolt, Corruption	Psionic bolt deals less damage, but heals caster
~Incendiary Beam	Energy (Purity)	Psionic Bolt, Purity	Psionic bolt is flaming and a line, but loses range
Energize Shields	Energy	PL 3	Restores the casters energy shields
~Empowered Shields	Energy (Khala)	Energize Shields, Khala	Target regenerates shields every round in addition to instant gain
~Shadow Field	Energy (Void)	Energize Shields, Void	Target gains concealment
~Void Strength	Energy (Corruption)	Energize Shields, Corruption	Target gains bonus to melee attacks and damage threshold
~Molten Barrier	Energy (Purity)	Energize Shields, Purity	Energized shield project heat and reflect damage on enemies

Power	Discipline	Requirements	Effect
Psionic Burst	Energy	PL 4; Psionic Bolt	Releases destructive energy within an area
<i>~Improved Psionic Burst</i>	Energy (Khala)	Psionic Burst, Khala	Psionic burst is larger, but takes longer to manifest
<i>~Writhing Darkness</i>	Energy (Void)	Psionic Burst, Void	Psionic burst deals less damage but restrains targets
<i>~Dark Matter Surge</i>	Energy (Corruption)	Psionic Burst, Corruption	Psionic burst gains rending and deals terrible wounds, but loses penetration
<i>~Solar Blasts</i>	Energy (Purity)	Psionic Burst, Purity	Psionic burst gains flames and flash traits, but costs more energy
Psionic Missiles	Energy	PL 5; Psionic Bolt	Fires a collection of destructive missiles at different targets
<i>~Psionic Onslaught</i>	Energy (Khala)	Psionic Missiles, Khala	Psionic missiles gains additional strikes but costs more energy fatigue
<i>~Shadow Barrage</i>	Energy (Void)	Psionic Missiles, Void	Psionic missiles can all be aimed at a single target, but deal less damage and are shorter range
<i>~Chaos Missiles</i>	Energy (Corruption)	Psionic Missiles, Corruption	Psionic missiles ignore cover and knock targets prone, but deal less damage
<i>~Exploding Stars</i>	Energy (Purity)	Psionic Missiles, Purity	Psionic Missiles explodes for lesser damage to targets adjacent to primary targets; manifested as full-round action
Force Fields	Energy	PL 5	Summons a collection of energy barriers that block movement and activity
<i>~Force Network</i>	Energy (Khala)	Force Field, Khala	Force field blocks are larger, but power costs more energy fatigue
<i>~Void Prison</i>	Energy (Void)	Force Field, Void	Force field blocks can overwhelm and trap enemies, but have much shorter duration
<i>~Wall of Dark Matter</i>	Energy (Corruption)	Force Field, Corruption	Force field does not block movement, but deals damage to anyone adjacent or within it
<i>~Teleportation Network</i>	Energy (Purity)	Force Field, Purity	Force field costs more to summon, but Purity characters can teleport from one forcefield area to another
Guardian Shield	Energy	PL 6; Energize Shields	Projects a large barrier of energy that protects those within it
<i>~Guardian Shell</i>	Energy (Khala)	Guardian Shell, Khala	Guardian shield gains extra shield armor, but costs more to maintain
<i>~Void Armor</i>	Energy (Void)	Guardian Shell, Void	Guardian shell provides a separate energy shield to each ally, but does not last as long as has smaller shield pools
<i>~Chaos Field</i>	Energy (Corruption)	Guardian Shell Corruption	Enemies within the guardian shield take damage, but the shield loses shield armor
<i>~Reflection Barrier</i>	Energy (Purity)	Guardian Shell, Purity	Power grants improved concealment to those within, but is manifested as a standard action
Psionic Wave	Energy	PL 6; Psionic Burst	Releases a colossal wave of energy that cascades over an area
<i>~Improved Psionic Wave</i>	Energy (Khala)	Psionic Wave, Khala	Psionic wave gains stun and can emit squares from area of effect while focusing
<i>~Astral Winds</i>	Energy (Void)	Psionic Wave, Void	Psionic wave does not deal damage, but heals allies
<i>~Chaos Wave</i>	Energy (Corruption)	Psionic Wave, Corruption	Psionic wave has larger area and does knockback, but has higher energy fatigue cost
<i>~Thermal Currents</i>	Energy (Purity)	Psionic Wave, Purity	Psionic wave has flames trait and deals more damage, but is manifest as full-round action and costs more energy fatigue

Power	Discipline	Requirements	Effect
Psionic Discharge	Energy	PL 6; Psionic Bolt	Releases a blast of destructive energy that jumps to nearby targets
<i>~Improved Psionic Discharge</i>	Energy (Khala)	Psionic Discharge, Khala	Psionic Discharge deals bonus damage, but more expensive
<i>~Hungering Void</i>	Energy (Void)	Psionic Discharge, Void	Psionic discharge is more accurate and hits more targets, but loses penetration
<i>~Soul Eater</i>	Energy (Corruption)	Psionic Discharge, Corruption	Psionic discharge costs a healing threshold, does less damage, but heals the caster
<i>~Constellation</i>	Energy (Purity)	Psionic Discharge, Purity	Psionic discharge draws a pattern between struck targets, pattern is a destructive wall of energy, power deals much less damage initially
Psionic Fury Aura	Energy	PL 6; Psionic Bolt	Caster radiates an aura of destructive energy
<i>~Might of the Archons</i>	Energy (Khala)	Psionic Fury Aura, Khala	Fury aura gives caster an energy shield
<i>~Shadow Form</i>	Energy (Void)	Psionic Fury Aura, Void	Fury aura deals less damage, but cloaks the user and allows quick flight
<i>~Empowered Wrath</i>	Energy (Corruption)	Psionic Fury Aura, Corruption	Fury aura deals greatly enhanced damage, but deals damage to the caster
<i>~Solar Fury</i>	Energy (Purity)	Psionic Fury Aura, Purity	Fury aura blinds those it hits, but costs more energy fatigue
Psionic Blast	Energy	PL 7; Psionic Bolt	Release a long ranged orb that explodes in a wide area of destruction
<i>~Judicator's Vengeance</i>	Energy (Khala)	Psionic Blast, Khala	Psionic blast stuns and deals energy fatigue, but is shorter range and costs more energy fatigue
<i>~Void Explosion</i>	Energy (Void)	Psionic Blast, Void	Psionic blast gains extra penetration and rending, and causes targets to lose a healing threshold; power is shorter range and deals less damage
<i>~Chaos Orb</i>	Energy (Corruption)	Psionic Blast, Corruption	Psionic blast travels slowly for several rounds, deal persistent damage to everything it travels past; deals less damage
<i>~Solar Blast</i>	Energy (Purity)	Psionic Blast, Purity	After psionic blast explodes, it persists for several more rounds, exploding every round; more expensive and full-round action to cast
Psionic Storm	Energy	PL 7	Creates a massive zone of destruction that persists over multiple rounds
<i>~Templar's Fury</i>	Energy (Khala)	Psionic Storm, Khala	Psionic storm staggers struck targets, and caster can omit squares from being effected
<i>~Black Hole</i>	Energy (Void)	Psionic Storm, Void	Psionic storm deals less damage but pulls enemies into the area of effect
<i>~Dark Matter Storm</i>	Energy (Corruption)	Psionic Storm, Corruption	Psionic storm lasts longer and moves every turn, but deals less damage costs more energy fatigue
<i>~Vaporize</i>	Energy (Purity)	Psionic Storm, Purity	Psionic storm has much smaller area, but deals drastically more damage
Annihilator Beam	Energy	PL 10; Psionic Bolt, Psionic Blast	Releases a potent beam of energy that disintegrates everything within the area
<i>~Eradication</i>	Energy (Khala)	Annihilator Beam, Khala	Beam grows longer the more it is used, and knocks targets back
<i>~Destructor</i>	Energy (Void)	Annihilator Beam, Void	Beam is wider and easier to maintain, but deals less damage
<i>~Obliteration</i>	Energy (Corruption)	Annihilator Beam, Corruption	Beam deals terrible, terrible damage but quickly kills caster as well
<i>~Disintegration</i>	Energy (Purity)	Annihilator Beam, Purity	Beam is narrow, but gains considerable rending

Temporal Discipline

The temporal discipline allows the caster to control time and space. These powers are amongst the hardest to manifest, because using them requires a brilliant mind capable of unraveling the laws of reality. As such, these powers are only used by the most skilled and intelligent Protoss Psychics. These powers have a wide variety of combat and utility abilities. This is an advanced psionic discipline, and is not commonly witnessed

Manifesting Temporal powers requires an advanced mind, and some of the more powerful temporal powers have an Intelligence requirement. Offensive temporal powers usually do not deal damage, but sometimes require an attack roll versus toughness.

Blink

Temporal, PL 4, Instant Power

Action Type: Move Action

Manifestation DC: 26

Range: Self

Energy Fatigue: 4

Default Benefit: By casting *Blink*, the caster teleports themselves a short distance to another location. By manifesting *Blink*, the caster instantly teleports to any square in sight that is at most 2xPL squares away. This allows the caster to circumvent obstacles, cross gaps, or escape danger.

Psi Level	Benefit
4	Default Effect
5	Energy fatigue cost of this power is reduced by 1
6	Power can teleport a distance up to 3x PL squares away
7	Energy fatigue cost of this power is reduced by 2
8	Power no longer requires line of sight but does require prior knowledge of the location
10	Power can teleport a distance up to 5x PL squares away

Revelation

Temporal, PL 4, Sustained Power

Action Type: Full-Round Action

Manifestation DC: 26

Range: 1 mile per Psi Level

Energy Fatigue: 4, +2 per round sustained

Default Benefit: By casting *Revelation*, the caster gains the ability to see another location, and be aware of everything that happens there as long as they concentrate. The location they are viewing must be within 1 mile per PL. Once the caster decides to view a location, they are forced to maintain a fixed view, unable to turn their view, or move the location they are viewing from. Because of this, most casters of revelation choose to watch from a point where they can see as much as possible, such as a bird's eye view in the area. This power is sustained as a full-round action, and the caster is considered helpless while sustaining.

Psi Level	Benefit
4	Default Effect
5	Power's range increases to 10 miles per PL
6	Power's range increases to 100 miles per PL; caster can rotate their view, rather than be forced to a certain angle
8	Caster can reorient the view to another location within range once taking an action to sustain the view.
9	Power's range increases to 1,000 miles per PL

Acceleration

Temporal, PL 4, Sustained Power

Action Type: Move Action

Manifestation DC: 26

Range: Self

Energy Fatigue: 6

Default Benefit: *Acceleration* allows the caster or one of their allies to move much faster than normally considered possible. The target gains swiftness boost (2 + 1/2 PL) for ½ pl rounds. These boost effects do not stack with any other castings of acceleration.

Psi Level	Benefit
4	Default Effect
8	Power can target an ally at medium range

Temporal Shade

Temporal, PL 4, Channeled Power

Action Type: Move Action

Manifestation DC: 26

Range: Self

Energy Fatigue: 8

Default Benefit: By casting *Temporal Shade*, the caster creates a 'ghost' version of themselves in their own square. On the end of the caster's turn, the ghost can take a full-turns worth of actions every turn, except the ghost can only perform move actions. The ghost cannot attack, use powers, or at all interact with other beings. The temporal shade shares line of sight with the caster, but this does not allow the caster to interact with those outside of their own line of sight. The ghost lasts for a number of rounds equal to ½ PL, but can be dismissed as a free action on the caster's turn. At the start of the caster's next turn after the shades last round of action, the shade dissipates but the caster is instantly teleported to their location.

Psi Level	Benefit
4	Default Effect
5	The ghost created by this power can travel through hard surfaces, such as walls without penalty. It cannot end its turn within a solid surface
6	Power lasts for a number of rounds equal to PL, unless canceled
7	Ghost can fly its normal movement speed
8	Ghost deals 5x PL psionic damage to every enemy it moves through on its turn
10	Ghost moves at double its normal speed



Temporal Storage

Temporal, PL 4, Channeled Power

Action Type: Standard Action

Manifestation DC: 26

Range: Self

Energy Fatigue: 3

Default Benefit: When using *Temporal Storage*, the caster summons a temporal rift that he can place objects of tiny size or smaller into an extra dimensional pocket of space. Many objects can be stored at once, as long as they are all within the size restriction. It takes a move action to place each object in the temporal storage. These objects cannot be used, touched, or interacted with by anyone. Also by summoning the *Temporal Storage*, the caster can retrieve anything they may have stored in the past. Access to the Temporal Storage can be dismissed as a free action.

Psi Level	Benefit
4	Default Effect
5	Objects store can be small sized
6	Objects stored can be medium sized
7	Objects stored can be large sized
8	Objects stored can be huge sized
10	Objects stored can be gargantuan sized

Phase Shift

Temporal, PL 5, Persistent Power

Action Type: Standard Action

Manifestation DC: 28

Range: Medium

Energy Fatigue: 6

Default Benefit: *Phase Shift* allows the caster to phase a target of large sized or smaller out of reality, making it present on the battlefield but unable to attack, harm, or interact with other creatures. Phased out characters appear incorporeal and hazy. The character can move and take all their actions as normal, but nothing they do can affect anything in the real world. In addition, as the phased out target is out of sync with reality, they can pass through objects or creatures as if they were not there. This can be used on an enemy to take them out of the fight, or on an ally to protect them from harm. This power requires a psychic attack roll against a target's toughness to use it on an unwilling opponent. This power has duration of a number of rounds equal to the casters PL. A character can spend a full-round action to end the effect by making a DC 25 willpower test.

Psi Level	Benefit
5	Default Effect
6	Power can be used on huge-sized targets; power gains bonus accuracy equal to 2x PL
7	Power can be used on gargantuan-sized targets
8	Power effects a number of targets equal to ¼ PL
10	Power's bonus accuracy increases to 4x PL

Deceleration

Temporal, PL 5, Sustained Power

Action Type: Standard Action

Manifestation DC: 28

Range: Medium

Energy Fatigue: 6

Default Benefit: *Deceleration* slows the movement of time greatly around the target, causing them to move at a sluggish speed. A psionic attack roll against the target's resolve is required. The target gains Swiftness Drain (2 + 1/2 PL) for ½ pl rounds. The target can escape this affect early by succeeding a DC 10 + PL Willpower check as a move action.

Psi Level	Benefit
5	Default Effect
8	Power can target an enemy at long range

Envision

Temporal, PL 5, Sustained Power, Revelation

Action Type: Move Action

Manifestation DC: 28

Range: Burst centered on Self

Energy Fatigue: 4, +1 per round sustained

Default Benefit: While *envision* is active, the caster sees everything in the universe as it truly is, and nothing is a surprise. The caster is also dimly aware of what is going to happen before it actually happens. Within an area around the caster of 5xPL squares, the caster is aware of everything around them, and knows where everyone is and what they are doing. The caster automatically perceives cloaked, burrowed, or sneaking enemies with the area, and cannot be surprised in combat while this power is active. This power is sustained as a minor action.

Psi Level	Benefit
5	Default Effect
6	Power grants a +10 bonus on acrobatics tests to evade; caster cannot be flanked or flat-footed while power is active
7	Burst area increases to 10xPL squares
8	Power grants ¼ PL bonus to caster's accuracy and defense
9	Burst area increases to 20xPL squares
10	Bonus to accuracy and defense increases to ½ PL

Recall

Temporal, PL 6, Instant Power, *Blink*

Action Type: Move Action

Manifestation DC: 30

Range: Burst centered on Self

Energy Fatigue: 14

Default Benefit: When using *Recall*, the caster teleports themselves and all willing allies within an area around the caster to a location known to the caster that is within 10xPL miles. The teleportation circle around the caster is a burst area centered on the caster with a size of 4xPL squares.

Psi Level	Benefit
6	Default Effect
7	Teleportation distance increases to 100xPL miles away
8	Teleportation distance increases to 1,000xPL miles away; rather than the caster creating a teleportation circle around themselves and moving everyone away, the caster can cast a teleportation circle elsewhere and summon a group of willing allies to him. To do this, the caster must be very familiar with the area they are summoning from. For this to be used at best effect, the caster will generally organize a meeting place ahead of time where those waiting to be teleported gather, so the caster can summon everyone they intended.
12	Teleportation distance can be anywhere in the sector



Stasis Field

Temporal, PL 6, Persistent Power

Action Type: Standard Action

Manifestation DC: 30

Range: Long

Energy Fatigue: 16

Default Benefit: *Stasis Field* encases a number of targets in capsules out of place in time and space. Targets encased in a stasis field are trapped, having no idea what is going on around them, and can perform no actions. If the target was flying or in the air, they continue to be flying. In addition, targets imprisoned in a stasis field are unable to be harmed, healed, touched or interacted with. They suffer no ongoing penalties from conditions inflicted, and do not age or suffer any other penalties related to the passage of time. This can be used on enemies to take them out of the fight, or on a group of allies to protect them until reinforcements arrive. This power effects a number of targets of huge size or smaller equal to the casters PL. Each target must be within medium range of another target. This power requires a psychic attack roll against a targets toughness to use it on an unwilling opponent, although the attack gains an accuracy bonus equal to 2xPL. This power has duration of a number of rounds equal to the caster's PL. Once effected by stasis field, you cannot be targeted by it again for a 600 rounds (60 minutes).

Psi Level	Benefit
6	Default Effect
7	Power effects targets of up to gargantuan size; power is useable up to distant range and each target must be within long range of another target
8	Power can effect up to 2 targets per PL
9	Power effects targets of up to colossal size; power is useable at remote range and each target must be at least within distant range of another target
10	Power effects targets of up to massive size; power's accuracy bonus increases to 4xPL



Time Rift

Temporal, PL 7, Sustained Power, Acceleration, Deceleration

Action Type: Full-Round Action

Manifestation DC: 32

Range: Distant

Energy Fatigue: 11, +3 per round sustained

Default Benefit: A *Time Rift* is a massive area of altered time. Essentially, this creates a burst area with a size of 2xPL, where time is sped up or slowed down. In a fast time rift, all targets within gain swiftness boost $2 + \frac{1}{2}$ PL, and all ranged attacks that enter or pass through the area gain +PL accuracy. In a slow time rift, all targets within gain swiftness drain $2 + \frac{1}{2}$ PL, and all

ranged attacks that enter or pass through gain a -PL accuracy penalty. Anywhere a fast time rift intersects a slow time rift both effects are ignored. This power is sustained as a move action.

Psi Level	Benefit
7	Default Effect
8	Power's area increases to 3xPL, and lasts for 1 round after caster stops sustaining
9	Powers lasts for 2 rounds after caster stops sustaining
10	Power's area increases to 4xPL, and lasts for 3 rounds after caster stops sustaining
12	Power's area increases to 5xPL

Wormhole

Temporal, PL 8, Persistent Power, Intelligence 8

Action Type: 1 hour

Manifestation DC: 34

Range: Line of Sight

Energy Fatigue: 20

Default Benefit: The caster creates a massive *wormhole* in the void of space, allowing a fleet to use it as a one-way portal to another part of the galaxy. When manifested, any creature or object of massive size or smaller can fly through it and be deposited at the wormholes destination, which can be anywhere in the sector or a nearby adjacent sector. The wormhole persists for PL hours.

Psi Level	Benefit
8	Default Effect
10	Power's destination can be anywhere up to three sectors away
12	Power lasts 1 day per PL
15	Power's destination can be anywhere in the galaxy
20	Power can be used to access the void, or any other universe



Vortex

Temporal, PL 10, Persistent Power, Intelligence 10, Phase Shift, Wormhole

Action Type: 3 Full-Round Actions

Manifestation DC: 38

Range: Line of Sight

Energy Fatigue: 25

Default Benefit: Amongst the most terrifying of powers, a *Vortex* can only be summoned by the greatest of psychics, or the most terrifying constructs. The *Vortex* is a massive black hole that draws everything in its area inside and pulls them out of

reality. The area of the *Vortex* is a burst with an area of 10xPL. Everything within the area takes 8xPL damage each round as they are torn and pulled by the energies trying to swallow them, and must make a DC 50 strength test each round or be pulled into the *Vortex*. Once inside the *Vortex*, the inhabitants continue to take 15xPL damage each round, and are unable to perform any actions or use any of their senses or onboard systems. Once the vortex ends one minute after its manifestation, everything swallowed by the vortex is violently regurgitated, dealing 10xPL damage. All surviving character are automatically prone, and land 1d20x5 squares from the center of the vortex in a random direction, and are severely disoriented, taking +5 exhaustion points. Vehicles suffer the same fate, and their pilots must make DC 30 pilot tests. Aerial vehicle that fail begin to crash after being released, ground vehicles are flipped on their side or are upside down, and walkers become prone.

Psi Level	Benefit
10	Default Effect
12	Power increases to a burst area of 25xPL
14	Power increases to a burst area of 50xPL
16	Power increases to a burst area of 100xPL



Energy Discipline

The following are the Energy psionic discipline powers, where a caster tries to manifest actual energy to the material universe. This energy can be used for destruction, as a power source, or simply as a barrier. Protoss are the master of manipulating psionic energy in the universe, but their exact use of it varies based on where they call their power from. Therefore, it is the energy discipline that is completely altered and changed based on the character's psionic focus.

When a protoss manifests an energy power, they manifest a variation of the power based on their psionic power source. They do not have a choice in the matter; their source of energy is automatically altered by the source of their power. Therefore, if an Aiur protoss manifests Psionic Missiles, they cast the Psionic Onslaught variant instead. If a Nerazim protoss manifests Psionic Missiles, it is transformed into the Shadow Barrage instead.

Psionic Bolt

Energy, PL 3, Instant Power

Action Type: Standard Action

Range: Medium

Manifestation DC: 22

Energy Fatigue: 6

Default Benefit: The caster releases a *Psionic Bolt*, a focused blast of psionic energy that stretches out and strikes at a target. The attack does 20 +3xPL damage on a successful psionic attack. You gain +2 to psionic accuracy when using this power.

Psi Level	Benefit
3	Default Effect
4	Power gains penetration equal to PL
5	Power becomes Long range
6	Power increases penetration to 2xPL
10	Power gains Piercing

<i>Psionic Power Source</i>	<i>Power Change</i>
Khala	<i>Improved Psionic Bolt:</i> The power gains +5 damage, but costs 7 energy fatigue
Void	<i>Void Blast:</i> The power gains the twice as much penetration as normal; at Psi Level 10, it gains 5 rending. In addition, the power's range is reduced by one increment and it deals 20 +4x PL damage.
Corruption	<i>Life Drain:</i> The power only deals 12 +3x PL damage. However, upon wounding with this ability, the caster can spend a healing threshold to recover hit points equal to the damage dealt.
Purity	<i>Incendiary Beam:</i> Power gains the Flaming weapon trait but loses Medium range. Instead, the power effects a Line area, with a length equal to PL.

Energize Shields

Energy, PL 3, Instant Power

Action Type: Standard Action

Manifestation DC: 22

Range: Self

Energy Fatigue: 6

Default Benefit: The caster summons a well of energy that restores power to their own personal energy shields. This power can only be used if the caster has energy shields. The caster makes a Psionics skill test. They restore a number of shields to their Shield Pool equal to the skill test result.

Psi Level	Benefit
3	Default Effect
4	Power can target an adjacent ally, instead of self
5	Power restores twice as many shield points
6	Power can target an ally within short range
7	Power can target a number of allies within range equal to 1/3 PL. One of these targets can be the caster

<i>Psionic Power Source</i>	<i>Power Change</i>
Khala	<i>Empowered Shields:</i> Those effected by this power also recover 5 shield points at the start of their turn for caster's PL rounds afterwards.
Void	<i>Shadow Field:</i> Targeted individuals are cloaked in shadows, gaining concealment against all ranged attacks for a number of rounds equal to ½ PL
Corruption	<i>Void Strength:</i> The power not only recharges shields, but gives empowered strength as well. Targets effected with this power gains Mighty Boost (1/2 PL) for PL rounds.
Purity	<i>Molten Barrier:</i> The target's shields are protected by a barrier of thermal energy for ½ PL rounds. The first time the target is damaged in a round, a blast of heat comes off their shields. All adjacent enemies take 4x caster's PL damage, with the Energy Damage weapon trait.

Psionic Burst

Energy, PL 4, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 24

Range: Burst centered on self

Energy Fatigue: 8

Default Benefit: The caster releases a *Psionic Burst*, which is a massive burst of psionic energy centered on the caster. This power does not harm the caster. The burst area is equal to ½ the casters PL. The attack does 18+ 3x PL damage on a successful psionic attack, with a penetration of PL.

Psi Level	Benefit
4	Default Effect.
5	The power can be instead used to manifest in a line rather than a burst. The line has a size equal to 2xPL. Otherwise the power is the same.
6	Power's penetration increases to 2xPL. The power can be instead used to manifest a cone with a size equal to PL. Otherwise the power is the same.
10	Power gains Piercing

Psionic Power Source	Power Change
Khala	<i>Improved Psionic Burst:</i> The power gains +2 damage per PL, and the power counts as being manifested at 2 PL higher for determining the area of the power. However, the power is manifested as a full-round action instead of a standard action.
Void	<i>Writhing Darkness:</i> Power strangles enemies with strands of physical shadow. Targets whose defense and toughness are hit by the attack are immobilized for ½ PL rounds. Immobilized targets cannot move, shift, or evade and are flat-footed and can escape with a dc 15 + 2xPL athletics check as a standard action. However, the power only deals 14+ 3xPL damage.
Corruption	<i>Dark Matter Surge:</i> The power is released in a surge of volatile dark matter that rips apart its victims. Targets who receive crippling wounds from this power suffer an amount of bleed damage equal to PL and suffer 1 strength ability damage per crippling wound dealt. In addition, the power gains Rending equal to PL. However, the power loses all penetration, and never gains Piercing.
Purity	<i>Solar Blast:</i> The power explodes like a detonating star. Power gains the Flames and Flash weapon traits, but costs 10 energy fatigue to manifest.

Psionic Missiles

Energy, PL 5, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 26

Range: Long

Energy Fatigue: 8

Default Benefit: *Psionic Missiles* fires a volley of energy bolts that fly towards the enemies. The caster releases a number of bolts equal to ½ PL +1, which must be aimed at different targets. On a successful psionic attack, the bolts do 15 +3xPL damage, with penetration equal to PL.

Psi Level	Benefit
5	Default Effect
6	Penetration increases to 2xPL
8	Psychic can choose to double the energy fatigue cost of this power, to double the number of missiles fired
10	Power gains Piercing

Psionic Power Source	Power Change
Khala	<i>Psionic Onslaught:</i> The power creates a massive barrage of numerous missiles. Each missile attack gains +1 strike, and therefore +4 accuracy, for every 3 PL the caster has. The power has a higher than normal energy fatigue cost, requiring 12 energy fatigue to manifest.
Void	<i>Shadow Barrage:</i> The caster can focus all missiles towards a single target. More than one missile can be aimed on a single target; instead of rolling separate attacks, add +4 accuracy and damage for each. However, you only gain ½ your PL missiles, and the base damage of a missile is 5+ 3xPL.
Corruption	<i>Chaos Missiles:</i> The dark matter from these missiles avoids cover and pieces defenses. Each missile gains twice normal penetration and ignores cover and improved cover (but not total cover). In addition, if a missile surpasses defense and toughness, the target is knocked prone. However, the power's range is reduced to medium, and only deals 8+ 3xPL damage.
Purity	<i>Exploding Stars:</i> Each missile explodes upon impact, showering thermal energy on all around it. Upon striking a target, all adjacent to the hit target takes 2x PL damage with the same penetration as the power. The power gains the Flames weapon trait. This power is manifested as a Full-round Action.

Force Fields

Energy, PL 5, Persistent Power

Action Type: Standard Action

Manifestation DC: 26

Range: Long

Energy Fatigue: 12

Default Benefit: The caster summons a barrier of impenetrable *Force Fields*, blocking attacks and movement. The caster summons 1 cubic square of force fields per point of Psi Level, and places them anywhere within long range. The only restriction is each block of force field must touch at least one other block. The force fields do not need to touch the ground or any other solid surface. These force fields block all movement, attacks, and projectiles attempting to pass through them, and characters take a -10 to perception tests to see through them. The force fields are pure energy and cannot be destroyed. The force fields last a number of rounds equal to 2xPL.

Psi Level	Benefit
5	Default Effect
6	If the caster chooses, the force fields can also block line of sight
7	Power creates 2 squares of force field per PL.
8	Duration of the force fields increases to 5 rounds per PL
9	Power creates 3 squares of force fields per PL
10	The squares of force fields no longer need to be adjacent to one another.

Psionic Power Source	Power Change
<i>Khala</i>	<i>Force Networks:</i> Each 'block' created by this power is larger, and each block created by this power takes up a Burst 1 area, instead of a single square. All normal rules for block placement still applies. This power costs 15 energy fatigue to manifest.
<i>Void</i>	<i>Void Prison:</i> The void energies can be used to capture and imprison enemies. If an enemy has their entire space taken up by force field blocks, then they are imprisoned within them if the caster succeeds a psionic attack versus toughness against them. They gain a +5 accuracy bonus on this attack. Enemies within are Blinded, Stunned, and cannot suffer any damage until the force fields disappear. This power cannot be used in a target's squares unless all their squares are taken up by prison blocks. This power has a much shorter duration and only lasts a number of rounds equal to ½ PL.
<i>Corruption</i>	<i>Wall of Dark Matter:</i> Instead of an impenetrable force field, the caster creates a wall of destructive energies. Anything that starts its turn or moves through the wall suffers 10xPL damage. Anyone that starts or moves adjacent to one of the wall's squares suffers 5xPL damage. This damage has the Energy Damage trait.
<i>Purity</i>	<i>Teleportation Network:</i> This power functions as normal for any character other than those with the Purity power source. Any creature with the Purity power source can move into a square of the force field as normal, and can then instantly teleport to any other square of the force field. In addition, all of the blocks of the force field do not need to be touching or adjacent to one another. This power costs 14 energy fatigue to manifest.

Guardian Shield

Energy, PL 6, Sustained Power, Energize Shields

Action Type: Move Action

Manifestation DC: 28

Range: Burst centered on Self

Energy Fatigue: 6, +2 per round sustained

Default Benefit: A caster of this potent spell projects an energy shield that radiates from their person, moving with them, and protecting them and all allies from enemy attacks. This barrier functions as an energy shield with a Shield Pool equal to the caster's PLx25 and Shield Armor equal to PL. The shield is projected out in burst area centered on the caster with an area equal to 1/2 PL, and effects all attacks originating from outside the area to the targets within the area. Every character within the *Guardian Shield* shares to a single *Guardian Shield Pool*. This power takes a move action to sustain.

This power may not be manifested within the area of another guardian shield or any other form of area shield. If a character is attacked while within the area of multiple guardian shields, then the attacker may choose which shield protects the target from all of those that the attacker is outside of.

Psi Level	Benefit
6	Default Effect
7	Power's area increases to a burst equal to PL
9	Power's area increases to a burst equal to 2xPL
10	Power's shield armor increases to 2xPL

Psionic Power Source	Power Change
Khala	<i>Guardian Shell:</i> The power is a great deal more protective, granting shield armor to those within the area equal to 3xPL rather than normal. However, the power costs 3 energy fatigue to sustain each round.
Void	<i>Void Armor:</i> This power does not create a defensive bubble. Instead it creates an individual energy shield to each ally within a burst equal to PL. Any damage is subtracted from this energy shield first, and each effected target has their own shield pool, instead of an overall whole shield, and that shield moves with them. The power does not need to be sustained, and instead lasts ½ PL rounds. Each energy shield is smaller, only PLx7 shield pool, and the power costs 15 energy fatigue to manifest.
Corruption	<i>Chaos Field:</i> This power charges itself by draining the essence of those within it. Enemies within the burst of the guardian shield take 2xPL damage at the start of each of their turns. This has the Piercing weapon trait. Against swarms, this damage is considered to be coming from a burst attack with the burst size equal to the shield size. All damage dealt by the chaos field is added to the shield pool of the guardian shield, recharging it up to its normal maximum. However, the guardian shield loses all shield armor.
Purity	<i>Reflection Barrier:</i> The shield reflects light away, making it impossible to see through. All targets within the guardian shield have improved concealment against those outside of it. Those within the shield have no penalties from attacking outside it. However, this power is sustained as a standard action.

Psionic Wave

Energy, PL 6, Instant Power, Psionic Burst

Action Type: Standard Action

Manifestation DC: 28

Range: Self

Energy Fatigue: 14

Default Benefit: When the caster manifests a wave of psionic energy that falls like a tidal wave over an area. Originating from a square adjacent to the caster, this power manifests in a rectangular area of effect, a number of squares long equal to PL, and a number of squares wide equal to ½ PL. The attack does 10+5xPL damage on a successful psychic attack. This attack has an penetration equal to 2xPL.

Psi Level	Benefit
6	Default Effect
8	If caster's attack roll hits both defense and toughness, then the power staggers targets struck by it
9	Power's range increases to a number of squares long equal to 2xPL, and a number of squares wide equal to PL
10	Power gains Piercing

Psionic Power Source	Power Change
Khala	<i>Improved Psionic Wave:</i> Targets hit by this power must make an endurance test (DC 10 + 2x PL) or be staggered for 1 round. Furthermore, as long as the caster took a focus combat behavior, they can emit a number of squares from the affected area equal to their PL, possibly avoiding striking allies within the area. Power costs 17 energy fatigue to manifest
Void	<i>Astral Winds:</i> This power does not deal damage. Instead, it heals all allies within the area. It does not require an attack roll; instead, all allies within the area, as well as the caster themselves, can spend a healing threshold to recover 30+ 5xPL hit points.
Corruption	<i>Chaos Wave:</i> This power is much more powerful and destructive. Psionic wave has twice the length that it normally does. In addition, if the attack roll surpasses a target's defense and toughness, they are knocked back a number of squares equal to ½ PL. The power has an energy fatigue cost of 16.
Purity	<i>Thermal Current:</i> The power manifests a wave of molten, solar, heat. The power has the Flames weapon trait, and deals 15+ 8xPL damage. However, the power is manifested as a full-round action and costs 20 energy fatigue.

Psionic Discharge

Energy, PL 6, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 28

Range: Medium

Energy Fatigue: 14

Default Benefit: The caster releases a *Psionic Discharge*, a crackling blast of energy that rips a target apart, and then instinctively jumps to the next target. The attack does 10 +4xPL energy damage on a successful psychic attack, with a penetration of 2xPL. Afterwards the attack jumps to another target within short range. If the attack hits, it deals the same damage again, and jumps to another target within short range. The same target cannot be attack more than once. This continues on until the attack misses, it does not have a new target to jump to, or it strikes a number of targets equal to ½ the caster's PL.

Psi Level	Benefit
6	Default Effect
7	Power can be used at long range
8	Power can jump to a number of targets equal to PL
9	Power still jumps even if it misses a target, but still counts as one of the limited number of attacks
10	Power can be used at distant range, Power gains Piercing

Psionic Power Source	Power Change
Khala	<i>Improved Psionic Discharge:</i> The power deals +10 damage, but costs 17 energy fatigue to manifest
Void	<i>Hungering Void:</i> This power manifests as a devouring shadow that hunts down its prey. All attacks this power makes gains a +10 accuracy bonus, and it can strike twice as many targets as normal. However, the power generates 20 energy fatigue.
Corruption	<i>Soul Eater:</i> This power uses corrupted energies to seek out and drain targets of essence. In order to manifest his power, the caster must spend a healing threshold. The power only deals 8 +3xPL damage, but the caster heals 2xPL hit points for every target hit
Purity	<i>Constellation:</i> The power draws a path of light between all struck targets by the power. Draw a line following the power's movements as it moves between other targets. Each square it touches on its path is covered by a streak of thermal energy. Anyone that starts their turn or moves into the area takes 5xPL damage. These streaks of energy last a number of rounds equal to ½ PL. The downside is the initial power effect is much less effective, and the initial hits of the power only deal 5+ 4xPL damage.

Psionic Fury Aura

Energy, PL 6, Sustained Power, *Psionic Bolt*

Action Type: Move Action

Manifestation DC: 28

Range: Self

Energy Fatigue: 6, +6 per round sustained

Default Benefit: The caster surrounds himself with an aura of destructive energy. Any target passes through or ends their turn within 1 square of the caster takes 10 +3x PL damage, with no attack roll required. The hit has a penetration value of 3xPL. This power is sustained as a minor action.

Psi Level	Benefit
6	Default Effect
8	Powers area increases to any targets within ¼ PL squares of the caster
10	Power gains Piercing

Psionic Power Source	Power Change
<i>Khala</i>	<i>Might of the Archon:</i> In addition to the power's normal effect, the fury aura protects the caster with an energy shield. This energy shield has a shield pool of 20xPL. The power is sustained as a standard action.
<i>Void</i>	<i>Shadow Form:</i> This power conceals the character and transform them into pure darkness. While this form is active, the user is Cloaked, cannot suffer damage, and can fly at a speed of 3xPL. They cannot make physical or psionic attacks while in this form. Once the power ends, the character rematerializes in their physical form. However, the destructive energies are vastly less deadly. The fury aura only deals 3xPL damage to nearby targets, has no penetration, and loses the Piercing weapon trait.
<i>Corruption</i>	<i>Empowered Wrath:</i> This power channels the user's wrath as a deadly weapon of destruction. The power effects a burst area centered on the caster equal to PL, and deals 20 +6xPL damage to all within the area. However, this power harms the caster as well, and deals 10 +3xPL damage, with normal penetration, to the caster. Energy shields do not protect against the damage the caster deals to themselves.
<i>Purity</i>	<i>Solar Fury:</i> Any target hit by these radiant energies is blinded for 2 rounds. Each time a target is hit by these powers, they are blinded for an additional round. This power costs 8 energy fatigue to manifest, and 5 energy fatigue per round sustained.

Psionic Blast

Energy, PL 7, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 30

Range: Long

Energy Fatigue: 16

Default Benefit: The caster releases a *Psionic Blast*, an explosive blast of psionic energy that explodes and incinerates an entire area. The attack does 10xPL damage in a Burst area equal to ½ PL, with a penetration of 3xPL.

Psi Level	Benefit
7	Default Effect
8	Power can be used at distant range
9	Power can be used at remote range
10	Power gains Piercing

Psionic Power Source	Power Change
Khala	<i>Judicator's Vengeance:</i> The power gains +4 accuracy. In addition, if it successfully hits a psychic, the target gains energy fatigue equal to the caster's PL. However, the power is reduced to medium range and costs 18 energy fatigue to manifest.
Void	<i>Void Explosion:</i> This power weakens those hit by it by diminishing their life essence. The power gains rending equal to 1/2 PL, but its damage is reduced to 7xPL.
Corruption	<i>Chaos Orb:</i> This power creates a small orb that unleashes beams of destruction on those around it. The caster creates the orb adjacent to them, which then moves a number of squares equal to PL. It then makes an attack against every target that was within 5 squares of it during any part of its move or where it ended. This attack is a single psionic attack roll against all possible targets, that deals 5xPL damage to every struck target. It has the same penetration as normal. The power continues on for a number of rounds equal to 1/2 PL, moving at the start of the caster's turn, making its attack at every target it passes by.
Purity	<i>Solar Blast:</i> After this power is manifested, it persists at its location for another round afterwards, glowing like a dormant, miniature sun. At the start of the caster's next turn, it explodes again, doing the same effect in the same area. This power is manifested as a full-round action and costs 15 energy fatigue to manifest.

Psionic Storm

Energy, PL 7, Persistent Power

Action Type: Standard Action

Manifestation DC: 30

Range: Long

Energy Fatigue: 20

Default Benefit: The caster summons a terrible *Psionic Storm*, a deadly frenzy of swirling psionic energy. This power is useable at long range. The storm fully takes form in a burst area equal to PL; all targets in the area are automatically dealt 10 +5xPL damage, no attack roll required, with a penetration of 2xPL. The power persists one more round, striking again at the start of the caster's next turn, dealing damage again, after which it dissipates. Due to its massive size, this power may gain up to 8 hailfire against swarms, instead of the normal maximum of 4.

Psi Level	Benefit
7	Default Effect
8	Power can be used at distant range
9	Power's area increases to a burst equal to 2xPL
10	Power gains Piercing weapon trait; can be used at remote range; lasts 1 additional round
13	Power's area increases to a burst equal to 3xPL
15	Power lasts 2 additional rounds

Psionic Power Source	Power Change
Khala	<i>Templar's Fury:</i> The power is much more controlled in the hands of a skilled templar. All enemies hit by it must make an Endurance test (DC 10 + 2x PL) or be staggered, and the caster can omit a number of squares equal to their PL, changing the omitted squares each round the power strikes. This allows them to avoid hitting allies.
Void	<i>Black Hole:</i> This power manifests as a vortex that pulls enemies towards the center of it. All enemies wounded by the power are pushed a number of squares equal to PL towards the center square of the power. The targets closest to the power's center are pushed first. In addition, the black hole is considered difficult terrain. The power deals less damage, however, and only deals 4xPL damage every time it hits. Targets within the area are pushed every round.
Corruption	<i>Dark Matter Storm:</i> This power has a life of its own, the void energies seeking out and consuming victims. The power lasts a number of rounds equal to 1/2 PL, and can move a number of squares every turn equal to PL. It moves before doing damage. However, the power only deals 5+ 4xPL damage every time it hits, and costs 25 energy fatigue to manifest.
Purity	<i>Vaporize:</i> The psionic storm is much more focused and powerful, and incinerates anything that it hits. The storm only effects a 1/2 PL burst area, and never increases, but it deals 20 +6xPL damage, and deals +2 crippling wounds to any limbs crippled in the area.

Annihilator Beam

Energy, PL 10, Sustained Power, Psionic Bolt, Psionic Blast

Action Type: Full-Round Action

Manifestation DC: 36

Range: Special

Energy Fatigue: 12, +6 per round sustained

Default Benefit: The caster thrusts their hands outwards and releases an *Annihilator Beam* from their palms, a massive pillar of incredibly destructive force. The beam is 2 squares wide, and 3xPL squares long. All characters, creatures, objects, and terrain within the area take 10xPL damage each round, with the Piercing weapon trait. This power is sustained as a full action, and each round it is sustained the beam can be rotated in a different direction. This power gains Hailfire (1/3 PL) against swarms.

This power can only be successfully manifested once per day. You regain use of this power on a long rest. Furthermore, using this power gives a character 2 exhaustion.

Psi Level	Benefit
10	Default Benefit

Psionic Power Source	Power Change
<i>Khala</i>	<i>Eradication:</i> The beam gains in power the longer that it is used, and is massive blast of concussive force follows with it. At the start of every round the power is sustained, the beam grows 3 squares longer. In addition, also at the start of every turn, the caster makes a psionic attack role against the toughness every target in the beam or within 6 squares of it. All struck targets are pushed back 1 square away from the caster for every point the attack surpassed their toughness. However, the power costs 8 energy fatigue to sustain every round.
<i>Void</i>	<i>Destructor:</i> This void powered beam is larger but less effective than normal. The beam is a number of squares wide equal to 1/2 PL, and only costs 2 energy fatigue to sustain every round. The downside is the beam only deals 8xPL damage every round.
<i>Corruption</i>	<i>Obliteration:</i> This power is the ultimate power in the character's hands, but costs the character their lifeforce. The power deals 25xPL damage each round, but deals 15xPL damage to the caster every round as well. Damage to caster ignores their energy shields and their damage resistance.
<i>Purity</i>	<i>Disintegration:</i> The power becomes more focused and able to cut apart their foes. The beam is only 1 square wide, but gains 10 rending. This rending increases to 25 against massive targets.

Chapter 6: Protoss

Constructs

Much like Terrans, the advanced Protoss make free use of vehicles and robots. However, Protoss technology tends to be much more advanced, and their capabilities far outshine those of their Terran counterparts.

While Protoss technology is significantly more advanced than Terran technology, their normal vehicles follow all of the same rules of movement, maneuverability, piloting, and any other rules. Some rules all very different however.

Protoss Cybernetic Walkers

In the struggling Protoss society, even mortal injury is not enough to retire a venerable warrior. Protoss long since have designed cybernetic walkers to house the bodies of dying or gravely injured Protoss warriors. These vessels greatly enhance the strength and stamina of these heroic fighters, allow them to fight just as well, if not better, than they did in life.

Aiur Protoss generally place their wounded veterans inside the liquid filled capsules of either a Dragoon or Immortal walker. Nerazim instead place the shadow essence of their fallen into a Stalker, allowing their fallen to control the metallic construct, while occasionally placing their most veteran soldier's bodies into an Annihilator mech, much like the Aiur protoss do with Immortals.

When a Protoss character is placed into a cybernetic walker, they modify their statistics based on their new body. They gain a permanent bonus to their strength and fortitude. In addition, their maximum ability scores are modified by their new size. This is not considered an armor bonus; this is their new statistics from now on. Therefore, the character's hit points are re-done based on the construct's size and fortitude. Essentially, the construct and the character are one, and not two separate entities as is normally the case with vehicles.

For characters that have features that effect their performance with vehicles, the cybernetic walkers are largely treated as characters, not vehicles, for the purpose of abilities that modify them. However, cybernetic walkers do use vehicle weapons, so any effect that boost a vehicle weapon would effect a cybernetic walker's weapons.

The character uses the base speed of the construct modified by their agility as normal. They determine their damage resistance as normal, using the character's fortitude as normal, and gaining the damage resistance of the construct on top of their inherent sources of damage resistance. Those interred within a cybernetic walker cannot wear any armor or have any equipment within the walker, so there is not a chance of stacking personal armor with the cybernetic walker's armor. The character can still manifest Psionic powers but cannot affect themselves with powers from the *Cloaking* or *Augmentation* psychic disciplines unless they have a specific rule that states otherwise.

Cybernetic Walkers do not have healing thresholds and cannot be healed through usage of the medicine skill and are instead repaired like vehicles. However, they are still able to be healed via morale or psionic based healing. This includes psionic powers such as *Astral Winds*, *Regeneration*, or *Soul Eater* and effects that would grant healing based on gaining morale points. This is because these walkers are enhanced cybernetics that draw strength from the psionic prowess of the wielder.

All Cybernetic Walkers have a number of Augmentation Crystal sockets, allowing them to be customized to some degree by their user. This is all the customization available to them, however, as walkers cannot use weapons, armor, garments, or gear items other than what is built into the armor.

Cybernetic walkers do not receive disfigurements upon being reduced to 0 hit points. Upon reaching 0 hit points, they check to see if they explode or are wrecked, as normal for constructs. If the vessel explodes, the pilot is killed. If the vehicle is wrecked, they count as suffering a 31+ torso disfigurement. If they survive, they can be interred in another walker.

Dragoon

Large-sized Cybernetic Walker, High Threat

Strength: +8

Fortitude: +3

Space: 2 by 2 squares

Reach: 2

Base Speed: 6

Defense: 6 +Defense Training +Agility

Equipment Loadout: Phase Disruptor, Large-sized Bash, Crystalline Computing Array, Heavy Plated Hull

Sockets: 1 Immortality Socket, 1 Vengeance Socket, 2 Normal Sockets

Special Ability (Power of Spirit): The stronger of character the pilot within is, the stronger the exoskeleton becomes. At 10th level, the dragoon's weapon and armor increase to tier 2. At 20th level, the dragoon's weapons and armor increase to tier 3.

Special Ability (Strider): The dragoon ignores all difficult terrain.

Special Ability (Very Cumbersome): The cumbersome exoskeleton gives the character a -3 penalty to athletics, acrobatics, and stealth checks.

Description: The original and most well-known cybernetic walker, the dragoon model was used for millennia before the Great War. It combines durability with reliability, and serves as a mobile weapon's platform for Protoss military forces. It was phased out and replaced by the Immortal following the Brood War, due largely to protect the remaining Dragoon Pilots with a defensively superior construct.

Restriction: A Dragoon only supports an Aiur protoss. That protoss must be 8th level.



Stalker

Large-sized Cybernetic Walker, High Threat

Strength: +6

Fortitude: +2

Space: 2 by 2 squares

Reach: 2

Base Speed: 6

Defense: 7 +Defense Training +Agility

Equipment Loadout: Twin-linked Particle Disruptor, Large-sized Bash, Reinforced Hull

Sockets: 1 Dominance Socket, 1 Vengeance Socket, 1 Normal Socket

Special Ability (Blink): The character imbedded within the stalker gains the *Blink* psionic power if they did not already possess it, and even if they were incapable of casting or meeting the requirements for it. In addition, the *Blink* power of the stalker has half as much energy fatigue cost (base of 2), does not require a manifestation check, and the caster never overcharges when casting *Blink*.

Special Ability (Power of Spirit): The stronger of character the pilot within is, the stronger the exoskeleton becomes. At 10th level, the stalker's weapon and armor increase to tier 2. At 20th level, the dragoon's weapons and armor increase to tier 3.

Special Ability (Strider): The stalker ignores all difficult terrain.

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

Description: The Stalker is the Nerazim equivalent to the Dragoon. Rather than containing the wounded remnants of a fallen protoss warrior, the Stalker contains the very essence of a fallen dark templar, who acts as the animating and controlling spirit for the Staliker. Stalkers are lighter and weaker than Khalai walkers, but much more agile, and capable of teleporting quickly to outmaneuver enemies.

Restriction: A Stalker only supports a Nerazim protoss, and one that is at least 8th level.



Immortal

Huge-sized Cybernetic Walker, Extreme Threat

Strength: +10

Fortitude: +7

Space: 3 by 3 squares

Reach: 2

Base Speed: 6

Defense: 5 +Defense Training +Agility

Equipment Loadout: Tier 2 Twin-linked Phase Cannon, Tier 2 Huge-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull

Sockets: 2 Immortality Sockets, 1 Vengeance Socket

Special Ability (Hardened Shields): The Immortal can focus to activate their hardened shields, causing their shields to take very little oncoming damage. Any round they perform a Focus combat behavior, the immortal gains +20 shield armor.

Special Ability (Empowered Shield Generator): The Immortal gains +100 shield pool over what the character would normally possess.

Special Ability (Power of Spirit): The stronger of character the pilot within is, the stronger the exoskeleton becomes. At 20th level, the immortal's weapons and armor increase to tier 3.

Special Ability (Extremely Cumbersome): The cumbersome exoskeleton gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Description: The Immortal is the modern era replacement to the aging dreadnought walker. Possessing heavy artillery and a powerful, stocky, frame, the immortal's greatest asset is its hardened shields. These shields fully protect the immortal from powerful attacks, causing the walker to not take as much of a scratch of damage from incoming fire until its shields are fully depleted. This new system has caused these machines to become an invincible line breaker, and allow their venerable pilots to last even longer in the heat of battle.

Restriction: An Immortal only supports an Aiur protoss, and one that is at least 15th level. A protoss must have at least 600 total honor to be worthy of an immortal.



~Protoss Immortal (Left)



~Protoss Annihilator (right)

Annihilator

Huge-sized Cybernetic Walker, Extreme Threat

Strength: +9

Fortitude: +6

Space: 3 by 3 squares

Reach: 2

Base Speed: 6

Defense: 5 +Defense Training +Agility

Equipment Loadout: Tier 2 Twin-linked Phase Cannon, Tier 2 Huge-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull

Sockets: 2 Dominance Sockets, 1 Vengeance Socket

Special Ability (Shadow Cannon): The Annihilator is able to channel void energies to empower its cannon. The pilot makes a DC 20 psionics check as a full-round action. Afterwards, if they are successful, the Annihilator instantly makes a single empowered phase disrupter attack, which gains a +1 strike and +1 hailfire if the psionics check was successful, +1 additional strike and hailfire every 5 they surpassed the psionics DC. After the attack is resolved, the character cannot make this attack again until a number of rounds equal to the attacks hailfire rating has passed.

Special Ability (Empowered Shield Generator): The Annihilator gains +100 shield pool over what the character would normally possess.

Special Ability (Power of Spirit): The stronger of character the pilot within is, the stronger the exoskeleton becomes. At 20th level, the annihilator's weapons and armor increase to tier 3.

Special Ability (Extremely Cumbersome): The cumbersome exoskeleton gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Description: The Nerazim designed the Annihilator as their equivalent to the Aiur protoss Immortal. Its chassis and weapon systems are very similar, although it lacks the improved defensive capacity of the immortal. Instead, it possesses a super charged shadow cannon upgrade on its phase disrupters. This cannon becomes further enhanced the closer to death the pilot is, as death strengthens their connection to the void.

Restriction: An Annihilator only supports a Nerazim protoss, and one that is at least 15th level. A protoss must have 600 total honor to be worthy of an annihilator.

Protoss Robot Rules

Much of Protoss society is maintained by their many robotic creations. As such, the Protoss have since perfected the art of having robotic followers. Protoss robotics are very commonplace in their society, and perform many of the maintenance tasks around their communities.

Designing Protoss Robot NPCs

Protoss robots follow the same rules for creature creation as described in the Core Rulebook, and they use the Robot creature type. They also are able to use the same Parameter creature abilities available in the Core book, as well as the overclocking feature. In addition, there are a few new creature abilities for Protoss constructs. All of this will be repeated here for simplicity's sake.

Robot Creature Type

Characteristic Points: 4, requires being a manufactured construct

Strength: +1 **Instinct:** +1 **Fortitude:** +1 **Agility:** -1

Skill Focuses: Ranged, Durability

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 uses the construct crippling wound table, and 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. For the full list of rules relating to constructs, see Chapter 7 in the Core Rulebook.

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

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: Energy Shields

Effect: This robot has a protective energy shield, much like protoss warriors do. The exact amount depends on the construct's level and size. These energy shields automatically recover while outside combat, at a rate of 20% per minute.

Size	Energy Shields
Tiny-Medium	5 x level
Large-Huge	10 x level
Gargantuan-Colossal	20 x level
Massive	50 x level

Generally, only protoss robots have energy shields. Exceptions are possible.

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 averages. 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: Support Parameters

Effect: The construct is designed for a battlefield support function, aiding their allies with a variety of advanced technology that seems like magic. The robot is able to manifest a number of abilities that replicate the effects of psionic powers. The robot has an effective Psi Level of 1/3 its total level. It has a number of psionic powers equal to its intelligence. It still does not have a willpower score or the psionics skills. It does not need to test to manifest its powers, cannot overload, and does not gain energy fatigue. It uses its Ranged skill for psionic attack rolls. However, it has an energy reservoir equal to 8x its intelligence. Any energy fatigue that it would gain from manifesting or sustaining powers goes against its energy reserve. It must have the requisite energy to maintain or sustain its powers. The construct recovers 1 energy point per round.

This parameter can be selected twice. The second time it is selected, the robot has an effective Psi Level equal to ½ its total level, gains an amount of additional powers equal to its intelligence, and recovers 2 energy per round.

Only protoss robots can chose to have support parameters.

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.

Protoss Robot Examples

This section lists some of the most common and well-known protoss robots.

Colossus Description

The Colossus is an ancient war machine designed ages ago by the Protoss and has only recently been returned to service. This creation was so horribly effective that the thought of reactivating them terrifies even the protoss who would be controlling them. Unlike other constructs, the protoss is solely a device of war and murder, and many protoss find the aggressive personality and mindset of a Colossus to be unsettlingly. Their effectiveness cannot be denied, however, as a single colossus can route an entire oncoming army.

Colossus are towering behemoths that stride over a battlefield with callous disregard. They terrifying siege weapons that sweep their thermal lances across wide swaths of battlefield, instantly reducing trained soldiers into ash smears in mere seconds. Thankfully, they are only found as part of the largest protoss warhosts.

Tactics

Colossus fight simply and use their thermal lances to sweep through foes from range. They always dual-wield to use both thermal beams in a single round, and usually focus them so they have some level of overlap. Their strategy is to completely purge an area of all life before moving on to a new group of targets.

Colossus use tactics to increase their accuracy most of the time, but also use it for defense when under attack by groups of vehicles or rival war machines. Colossus biggest concern is keeping enemies away from them, because they are easily swarmed under foot, and their shields are less effective up close. For this reason, colossus try to always remain at least 30 squares from their foes, and prefer to stay atop cliff walls, buildings, or across chasms. If they are engaged in melee, they do everything they can to escape, usually making stomp attacks to crush their foes, while moving to get as far as possible away. They are generally not worried about provoking opportunity attacks with their movement.

In case that a foe is trying to pursue them in close combat, they focus their thermal lances on those targets to ensure their immediate demise.

Colossus

Level 26 Colossal-sized Construct (Non-heroic Robot), Formidable Threat

Skill Purchases: 20

Talent Purchases: 21

Ability Score Purchases: 39

Hit Points: 1,150

Healing Threshold: NA

Damage Threshold: 83

Defense: 21

Toughness: 83

Resolve: NA

Speed: 16

Shift Speed: 2

Morale Bonus: NA

Space: 8 by 8 (36 tall)

Reach: 4 square

Initiative: +8

Damage Resistance: 44

Psionic Resistance: NA

Shield Pool: 520

-Thermal Lance w/ Dual-Wielding 1d20+29 accuracy, 100 damage, 1 strike maximum x2, distant range +20; *Special Traits:* Piercing, Hailfire 1, Flames, Energy Damage, Sweep

-Colossal Bash 1d20+43 accuracy, 79 damage, +2 strikes maximum; *Special Traits:* Penetration 15, Cleaving 2, Smashing

Skills: Acrobatics 10, Athletics 10, Defensive Training 11, Durability 11, Melee 10, Perception 10, Ranged 12, Tactics 10

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

Talents: Awesome Abilities (intelligence), Close Combat Shot, Combat Reflexes, Devastating Cripple (ranged), Dual-Weapon Skill II, Far Shot, Master Tactician, Penetration V, Power Strike II, Resilience, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Creature Abilities: Focus Fire, Energy Shields, Stomp*

Strength: 30

Instinct: 8

Agility: 8

Fortitude: 25

Intelligence: 4

Willpower: NA

Gear: Tier 3 Thermal Lance x2, Tier 3 Heavy Plated Hull, Tier 3 Colossal-sized Bash

Special Ability (Thermal Lance Sweep): When the colossus attacks with a thermal lance, mark two targetable points within 20 squares of one another, and then draw a line between. This weapon makes its attack to every target touched by the line, dealing half damage on a missed attack. When targeting a swarm, a sweep attack counts as a Line (20), gaining +4 hailfire. The colossus makes two thermal lance attacks every turn, with either overlapping or different areas.

Special Ability (War Strider): The Colossus can ignore all difficult terrain, and can pass through the squares of targets up to huge size without penalty, while moving through the square of a gargantuan creature counts as difficult terrain. The colossus can also walk over cliffs or chasms up to 4 squares tall/wide without slowing its movement speed.

Special Ability (Focus Fire): When aiming, the colossus gains +6 accuracy and counts its instinct as 16 for overages.

Special Ability (Stomp): The colossus can attack with its bash attacks as a minor action, with no penalties for dual-wielding. It can also use multiple minor actions to do bash attacks. In addition, if any of its bash attacks surpass both the target's defense and toughness, it can make the attacks count as knock down or push attempts towards the target.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 520. These energy shields automatically recover while outside combat, at a rate of 104 shield points per minute.

Special Ability (Reinforcement): The reinforcement value from the colossus' plated hull reduces all crippling wound points it suffers by 4.

Special Ability (Inside Shield Radius): Due to its great size, the colossus shields extend a great deal, and it is possible to get within its energy shields. Any directly adjacent melee attacks against the colossus, or attacks from within the colossus' square, bypass the energy shields of the colossus. When a target from within the colossus space is attacked from outside, they get the benefit from the colossus energy shield.



Observer Description

The Observer is the dedicated scout and explorer for the Protoss. It soars across the countryside or the reaches of space picking up data on enemy movements or defenses, as well as scouting the perimeter of protoss settlements using its scanners to detect hidden enemies. It comes stock with a stealth field generator that allows it to observe while hidden from standard sight, making it a spy as well as a scout. However, once detected by an enemy, these observers have no way to defend themselves, and are easy prey.

Observers are often found on their own, spying on and surveying tracks of enemy controlled territory. They are also found attached to protoss warhosts as secret guardians, providing their allies protection from cloaked or burrowed threats.

Tactics

Observers are non-combatants, and do not directly contribute to a combat. If they are running their own reconnaissance, they retreat if they are detected and attacked. If part of a warhost, they will flee only if their presence is deemed unnecessary by the protoss commander. Otherwise, they will simply evade their attacker without leaving their post.

When fighting over body of land, observers are rarely found less than 40 squares off the ground. They use their Evasive Maneuvers to increase their defense and further evade destruction.

Observer

Level 8 Medium-sized Construct (Non-heroic Robot), Low Threat

Skill Purchases: 4	Talent Purchases: 4	Ability Score Purchases: 3
Hit Points: 61	Healing Threshold: NA	Damage Threshold: 23
Defense: 19	Toughness: 18	Resolve: NA
Acceleration: 25	Max Speed: 150	Morale Bonus: NA
Space: 1	Reach: 0	Initiative: +3
Damage Resistance: 15	Psionic Resistance: NA	
Shield Pool: 40	Energy Pool: 16	

Skills: Defensive Training 5, Durability 4, Perception 5, Pilot 4

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

Talents: Awesome Abilities (intelligence), Keen Senses, Resistant II, Survival Instincts

Creature Abilities: Support Parameters, Energy Shields

Strength: 3 **Instinct:** 3 **Agility:** 4 **Fortitude:** 3

Intelligence: 2 **Willpower:** NA

Gear: Light Hull

Special Ability (Support Parameters): The Observer can manifest the *Acute Senses* and *Cloaking* psionic powers in a non-psionic manner. They do not need to make manifestation checks to use these powers, and any energy fatigue goes against their energy pool. They recover 1 point to their energy pool every round. It manifests its powers as if it had a Psi Level of 2.

Special Ability (Advanced Cloaking Device): The Observer has advanced capacities to cloak. When it uses its *Cloaking* power, it loses energy every minute instead of every round. It cannot regain energy to its energy pool while *Cloaking* is active.

Special Ability (Flight): The Observer is capable of full flight, and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

Special Ability (Advanced Sensors): Observers have advanced sensors. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares (2 starship squares), even if they are not within line of sight. They can then relay this information to every allied protoss robot, vehicle, or any protoss character with a crystalline computing array.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 40. These energy shields automatically recover while outside combat, at a rate of 8 shield points per minute.



Photon Cannon Description

A common sight in Protoss military bases, the photon cannon is a construct designed to repel enemy attacks and defend the perimeter of protoss settlements. They are eternal guardians, ever watchful against threats to their community, able to repel enemies with barrages of energy, re-energize their shields to increase their survivability, and even use advanced scanning equipment to identify hidden threats trying to sneak their way through their borders.

Tactics

Photon Cannons are simple adversaries. They use tactics to increase their accuracy, aim every round, and fire their phase disruptor wherever it will do the most possible damage. They are relentless foes and have no mercy in regards to allowing enemies to retreat and target the wounded and dying like anyone else. Any round that they do not use a tactics combat augmentation, they use their advanced sensors to detected hidden targets.

Photon Cannon

Level 15 Huge-sized Construct (Non-heroic Robot), Extreme Threat

Skill Purchases: 13

Talent Purchases: 16

Ability Score Purchases: 17

Hit Points: 320

Healing Threshold: NA

Damage Threshold: 44

Defense: 5

Toughness: 32

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 0

Initiative: +10

Damage Resistance: 39

Psionic Resistance: NA

Shield Pool: 150

-Phase Disruptor 1d20+20 accuracy, 50 damage, 1 strike maximum, distant range +40; *Special Traits:* Penetration 20, Burst 4, Energy Damage

Skills: Computers 6, Defensive Training 6, Durability 7, Perception 5, Ranged 9, Tactics 6

Skill Focuses: Ranged +4, Durability +2

Talents: Awesome Abilities (intelligence, instinct), Balanced Shot, Far Shot, Penetration V, Rain of Firepower, Resistant V, Weapon Mastery (ranged)

Creature Abilities: Focus, Impact Brace, Energy Shields

Strength: 8

Instinct: 10

Agility: 1

Fortitude: 13

Intelligence: 3

Willpower: NA

Gear: Tier 2 Phase Disruptor, Tier 2 Heavy Plated Hull, Advanced Sensors

Special Ability (Focus Fire): When aiming, the photon cannon gains +5 accuracy and counts its instinct as 20 for overages.

Special Ability (Impact Brace): By spending a move action to brace, the photon cannon gains 15 protection points.

Special Ability (Reinforcement): The reinforcement value from the photon cannon's plated hull reduces all crippling wound points it suffers by 2.

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 (2 starship squares), even if they are not within line of sight.

Special Ability (Immobile): The photon cannon has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 150. These energy shields automatically recover while outside combat, at a rate of 30 shield points per minute.

Special Ability (Psi Matrix Reliance): The Photon Cannon is completely reliant on a nearby Psi Matrix, provided either by a Warp Prism or a nearby Protoss base. Without a Psi Matrix to power it, the Photon Cannon deactivates and is an inert object.



Probe Description

The Probe is the workhorse of the Protoss race. They maintain their communities, gather resources, perform upkeep, aid in construction and crafting, and even create summoning rifts to warp in structures from a long distance away. Probes are found by dozens, possibly hundreds, at a protoss city or settlement. They tirelessly slave away for the general upkeep and maintenance of their communities, even when threatened or faced with destruction.

Tactics

Probes do not fight. If they are threatened, they typically just avoid their attackers and continue on with their duties. Probes do sometimes help in the defense of a protoss settlement, however. They will use their manipulation beams to create barricades and defenses to obstruct enemy paths, or use their particle beams to destroy bridges or walkways that their enemies rely on. In last resort, probes will rush their enemies in great numbers, and try to wound them with their particle beams. This is usually a last ditch or stalling maneuver at best, however.

Probe

Level 5 Medium-sized Construct (Non-heroic Robot), Low Threat

Skill Purchases: 6

Talent Purchases: 0

Ability Score Purchases: 3

Hit Points: 54

Healing Threshold: NA

Damage Threshold: 22

Defense: 16

Toughness: 16

Resolve: NA

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 13

Psionic Resistance: NA

Shield Pool: 25

-Particle beam 1d20 accuracy, 8 damage, 1 strike maximum; *Special Traits:* Piercing

Skills: Computers 1, Defensive Training 3, Durability 3, Melee 3, Perception 3, Ranged 2, Science 3

Skill Focuses: Ranged +2, Durability +2

Talents: Awesome Attributes (intelligence)

Creature Abilities: Energy Shields

Strength: 3

Instinct: 3

Agility: 3

Fortitude: 3

Intelligence: 2 **Willpower:** NA

Gear: Particle Beam, Light Hull

Special Ability (Manipulation Beam): The probe has a manipulator beam that it can release to move, lift, or interact with objects. This beam lets it interact with targets as if it had arms or manipulator limbs, and this lifting capacity counts as being a large creature with a strength of 8 for carrying capacity. This beam cannot be used to interact or harm creatures unless they are helpless or otherwise unable to move or act.

Special Ability (Hover): The Probe can hover over the ground indefinitely, and avoids ground based hazards such as difficult terrain and land mines. It does not possess actual flight, however.

Special Ability (Create Portal): As a full-round action, the probe can create a miniature micro beacon that begins warping in a pre-built protoss structure from the location of choice. This structure will usually appear after a certain amount of minutes or hours. Given the right circumstances, the Probe can warp in powerful Photon Cannon constructs. The area must be covered in a Psi Matrix, and therefore have close proximity to a protoss pylon or support structure.

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



Reaver Description

The reaver is a mobile manufacturing facility that constructs demolition robots known as scarabs. These tiny robots race towards a target and explode with unrivaled devastation. Originally designed for civilian use, reavers are now used by protoss military forces as siege engines and base defenders. Their scarabs pack enough explosives to topple buildings or eliminate entire swarms of invading zerg.

The sight of an approaching reaver usually sends a military base into a panic, as soldiers are mobilized to intercept it. Amongst protoss ground forces, only the colossus inspires greater dread.

Tactics

Reavers are simple and slow. They ponderously approach the enemy location, building as many scarabs as they can, up to their maximum storage capacity. Usually, once they are within 60-100 squares from their target, they begin their bombardment, focusing on buildings, bunkers, swarms, and enemy artillery.

Reavers possess no means to defend themselves up close, so they rely on allied infantry to protect them. A reaver is usually supported by zealots, adherents, and dragoons. Robotic shuttles are usually found nearby to evacuate these valuable machines or simply to transport them quickly to a new location. When they are attacked by nearby foes, reavers use tactics to increase their already formidable damage resistance, then try to move away from their foe and reunite with allied forces.

Reaver

Level 23 Gargantuan-sized Construct (Non-heroic Robot), Formidable Threat

Skill Purchases: 23 **Talent Purchases:** 16 **Ability Score Purchases:** 39

Hit Points: 880	Healing Threshold: NA	Damage Threshold: 66
Defense: 15	Toughness: 58	Resolve: NA
Acceleration: 5	Max Speed: 10	Morale Bonus: NA
Space: 6 by 6 squares	Reach: 0 squares	Initiative: +10
Damage Resistance: 51	Psionic Resistance: NA	
Shield Pool: 460		

-Scarab Blast 1d20+25 accuracy, 190 damage, 1 strike maximum; *Special Traits:* Penetration 45, Burst 12, Reaving*

Skills: Acrobatics 4, Athletics 8, Computer 10, Defensive Training 10, Durability 12, Endurance 10, Melee 10, Perception 10, Pilot 10, Ranged 10, Science 10, Tactics 8

Skill Focuses: Ranged +3, Durability +4

Talents: Awesome Abilities (intelligence, fortitude III), Penetration V, Resistant V, Resilience, Weapon Mastery (ranged II)

Creature Abilities: Energy Shields, Impact Brace, Automated Repair

Strength: 22 **Instinct:** 7 **Agility:** 1 **Fortitude:** 28

Intelligence: 5 **Willpower:** NA

Gear: Tier 3 Heavy Plated Hull

Special Ability (Manufacturing Facility): The Reaver can create a single scarab as a move action. They can store up to 10 scarabs in them at once.

Special Ability (Launch Scarab): The Reaver can let lose one of its scarabs as a standard action. The scarab is created adjacent to one of the front facing squares of the reaver. All scarabs go at the end of the reaver's turn. They move at a speed of 30 squares per round, ignoring difficult terrain, seeking out enemies. Once they become adjacent to an opponent, they explode in a massive blast of electromagnetic energy, using the below listed attack profile. Like all burst attacks, this deals half damage even if it misses. If the Scarabs do not reach an enemy within 5 rounds, they automatically explode. Scarabs can be attacked, although they have 40 defense and the same damage resistance as their host Reaver. If the scarab takes 1 point of damage, it explodes in its location. The attack counts as missing, but still deals half damage.

Scarab Blast

Damage: 150 **Accuracy:** +15
RoF: Slow **Range:** Special
Shots: NA **Power Rating:** +15
Special Traits: Penetration (40), Burst (12), Reaving

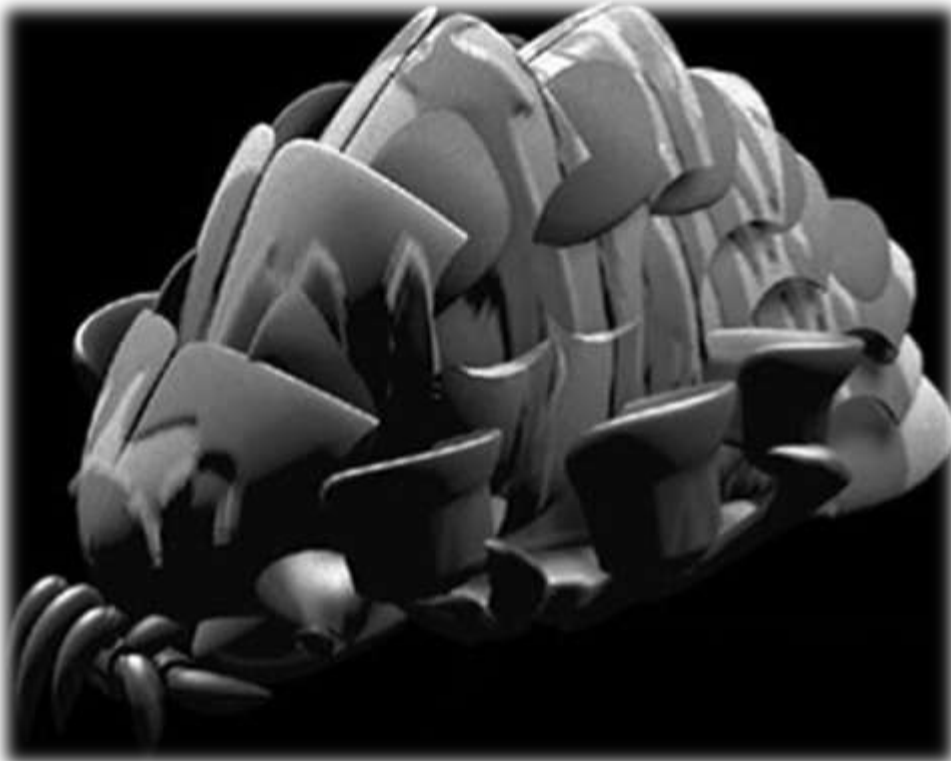
Special Ability (Reinforcement): The reinforcement value from the reaver's plated hull reduces all crippling wound points it suffers by 4.

Special Ability (Reaving): When a scarab explodes, it makes a lasting impact on the detonation area. The area is turned into a crater that counts as difficult terrain, and the area is filled with a lingering electrical storm. The storm deals 30 piercing damage with the Energy Damage weapon trait against anyone who ends their turn in it. This storm lasts 2 rounds.

Special Ability (Impact Brace): By spending a move action to brace, the reaver cannot move on its turn but gains 25 protection points.

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 20 hit points.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 460. These energy shields automatically recover while outside combat, at a rate of 92 shield points per minute.



Robotic Shuttle Description

The robotic shuttle is a large aerospace transport craft dedicated to transporting Protoss on instruction without the need for a pilot. These craft are common in military zones, where they are used as troop and artillery transport. The shuttle possesses no weapons, but it is a durable craft, and it is programmed to fly defensively, tactically navigate warzones, and avoid enemy fire.

There are also many forms of shuttles that can be piloted, but those are less common in warzones. During the Second Great War, the Daalam Protoss began the phase out the use of robotic shuttles in favor of warp prisms.

Tactics

Shuttles are programmed to have two overriding directives. The first is the survival of its passengers. The second is the completion of its mission. Neither one directly involves the shuttle's personal survival, or that it flies offensively. The shuttle travels towards its objective location as fast as it while avoiding enemy contacts. It also uses its pilot skill to do Evasive Maneuvers and increase its defense when engaged with enemies.

When not on assignment, or without passengers, a shuttle flees from enemies that attack it.

Robotic Shuttle

Level 15 Colossal-sized Construct (Non-heroic Robot), Extreme Threat

Skill Purchases: 11

Talent Purchases: 1

Ability Score Purchases: 17

Hit Points: 988

Healing Threshold: NA

Damage Threshold: 81

Defense: 10

Toughness: 76

Resolve: NA

Acceleration: 80

Max Speed: 800

Morale Bonus: NA

Space: 15 by 15 squares

Reach: 0 squares

Initiative: +3

Damage Resistance: 34

Psionic Resistance: NA

Shield Pool: 300

Skills: Defensive Training 7, Durability 9, Endurance 3, Perception 5, Pilot 9

Skill Focuses: Ranged +2, Durability +3, Pilot +2

Talents: Awesome Abilities (intelligence), Resistant

Creature Abilities: Surge, Energy Shields

Strength: 27

Instinct: 3

Agility: 1

Fortitude: 24

Intelligence: 2

Willpower: NA

Gear: Tier 2 Reinforced Hull, Tier 2 Navigation Unit, Warp Drive

Special Ability (Cargo Capacity): The shuttle has room for 20 Protoss passengers, four large Protoss constructs, or two huge Protoss constructs. It can also carry a comparable amount of cargo.

Special Ability (Flight): The robotic shuttle is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

Special Ability (Surge): The robotic shuttle can increase its acceleration rating to 160 but suffers 15 damage at the end of its turn, ignoring damage resistance and shields.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 300. These energy shields automatically recover while outside combat, at a rate of 60 shield points per minute.

Special Ability (Reinforcement): The reinforcement value from the robot shuttle's plated hull reduces all crippling wound points it suffers by 2.



Sentry Description

Sentries are protoss support combat robots that are used to aid their ground forces. Their abilities are primarily defensive or designed to gain control of a battlefield, turning the tides in the Protoss' favor in order to prevent needless deaths. Beyond their powerful abilities, Sentries can aid in the fight by firing a powerful disruption beam to eradicate foes more directly.

Sentries primary purposes are protection of personnel and area denial. They are more frequently found defensively than on an aggressive push but can be found amongst offensive forces. Their key goal is always to prolong the survival of allied protoss soldiers.

Tactics

Sentries are able to replicate various psionic powers through their emitters. They are very reactionary in general, and whatever power they use depends on battlefield conditions. *Force Fields* are used to allow allies to retreat, or cut off lanes of attack. *Hallucinations* are used when allied forces are greatly outnumbered, so the illusions soak up enemy fire. *Hallucinations* are also used to feint attacks or persuade enemies to retreat, for example showing a pair of immortals marching up the battlefield. Finally, *Guardian Shell* provides a barrier that protects forces from long ranged attacks, such as marine squadrons or siege tanks artillery attacks. The sentry usually travels with clustered protoss infantry to ensure as many soldiers are protected with the barrier as it can, and that they barrier moves with the soldiers.

Sentries will use *Energize Shields* to replenish the shields of protoss soldiers whose protections have been breached and are actively taking fire. They will rarely use this on themselves, unless robotic warriors are the only ones that remain. Once they have expired their energy reservoir, or their services are no longer needed, they focus their disruption beam on a lightly armored foe. Remember that their beam requires a targeting check, and deals extra hailfire for attack overages (see the Focusing Beam weapon trait in the equipment chapter).

Sentry's Favored Psionic Powers: Psi Level 6, 48 energy reservoir, recovers 2 energy per turn

-**Energize Shields;** Manifested as standard action; 6 energy cost; make a science check, 1 targets within short range (one of which can be the sentry) regain twice that many shield points (normally d20+12 x2)

-**Force Field;** Manifested as standard action; 12 energy cost; creates 6 cubic squares of unbreachable terrain that cannot be passed or attacked through, and perception tests through them take a -10 penalty. Squares must be adjacent to another square, and last 12 rounds.

-**Guardian Shield;** Manifested as a move action; 6 energy cost, +2 per round sustained; creates a protective shield centered on the caster in a Burst 3 area; everything within area are protected by a single energy shield against outside attacks, shield pool of 150 with shield armor of 6, power sustained as a move action

-**Hallucination;** Manifested as standard action; 4 energy cost; creates 2 hallucinations within distant range that last 18 rounds, hallucinations can be anything up to huge size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

Sentry

Level 12 Medium-sized Construct (Non-heroic Robot), High Threat

Skill Purchases: 10

Talent Purchases: 6

Ability Score Purchases: 10

Hit Points: 95

Healing Threshold: NA

Damage Threshold: 27

Defense: 25

Toughness: 22

Resolve: NA

Speed: 6

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 18

Psionic Resistance: NA

Shield Pool: 60

Energy Reservoir: 48

-**Disruption Beam** 1d20+10 accuracy, 14 damage, 1 strike maximum, long range; *Special Traits:* Penetration 7, Energy Damage, Focusing Beam

Skills: Computers 6, Defensive Training 8, Durability 6, Lore 4, Perception 6, Ranged 8, Science 6, Stealth 2, Tactics 6

Skill Focuses: Ranged +2, Durability +2, Defensive Training +2, Perception +2

Talents: Awesome Abilities (intelligence), Defensive Fighting, Penetration III, Precision Shot, Weapon Mastery (ranged)

Creature Abilities: Support Parameters II, Energy Shields

Strength: 4

Instinct: 7*

Agility: 5

Fortitude: 5

Intelligence: 6

Willpower: NA

Gear: Tier 2 Disruption Beam, Tier 2 Light Hull, Tier 2 Crystalline Computing Array

Special Ability (Power Manifestation): The sentry is able to manifest a number of abilities that replicate the effects of psionic powers. The robot has an effective Psi Level of 6. It has access to the following powers: *Hallucination*, *Hidden Sight*, *Manipulate*, *Move Object*, *Energize Shields*, *Force Fields*, *Guardian Shield*, *Telekinetic Push*, *Levitation*, *Telekinetic Impact*, *Feedback*, and *Stop Organ*. It still does not have a willpower score or the psionics skills. It does not need to test to manifest its powers, cannot overload, and does not gain energy fatigue. It uses its Ranged skill for psionic attacks. However, it has an energy reservoir of 48. Any energy fatigue that it would gain from manifesting or sustaining powers goes against its energy reserve. It must have the requisite energy to maintain or sustain its powers. The sentry recovers 2 energy points per round.

Special Ability (Shield Recharge): When the sentry manifests *Energize Shields*, they use the Science skill to determine the amount of shields they restore.

Special Ability (Hover): The Sentry can hover over the ground indefinitely, and avoids ground based hazards such as difficult terrain and land mines. It does not possess actual flight, however.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 60. These energy shields automatically recover while outside combat, at a rate of 12 shield points per minute.



~Sentry (above)

~Warp Prism (below)



Warp Prism Description

The Warp Prism is an advanced construct using psionic crystal lattices designed to manipulate matter and energy to aid the Protoss war effort. They can transport soldiers, even large war constructs, by inscribing their essence onto their crystalline computer, and reforming them into matter at the chosen location. They also can provide a Psi Matrix allowing reinforcements to teleport any, and support allies with Psionic manipulation.

Warp Prisms are generally regarded as ‘advanced transports’ by other races. However, the warp prism is capable of a great deal of different effects by manipulating and overcharging its crystal core, even allowing it to manipulate temporal space. This can make the warp prism a dangerous support machine when it needs to.

Tactics

Warp Prisms generally serve as transports. They ‘upload’ individuals to their core, then recreate them elsewhere. When carrying living protoss within its core, the warp prism dedicates itself to the survival of its passengers. It quickly travels to unload its precious cargo, using tactics to increase defense. Because of the way it works, warp prisms do not need to touch ground to upload or recreate personnel, and can do so within long range. Once it unloads its cargo, it usually either returns to base or shifts into projection mode releases a psi matrix. Cunning commanders have troops in wait for this exact moment, who begin warping in as soon as the field is available. A GM who uses this method may chose to have certain troops spawn in whenever they want (as fitting the story), can use the random method for reinforcements, or can chose to have nothing happen in the encounter.

The surprise ability that warp prisms have is using by tapping or overloading their crystalline core to effect space and matter. This allows it to replicate various psionic powers. The most common power it uses is *Deceleration*, where it partly draws a target into its core, weakening them as their essence is drawn away. The typically use this against the most lethal and damaging enemy in an encounter. They can transform in an enemy into energy without drawing them into their core, replicating the *Phase Shift* power. This power is typically used on high threat opponents, such as huge zerg monsters, terran tactical fighters, and siege tanks. This will often use this power as soon as a major enemy enters the combat.

While Warp Prisms have no weapon systems, their final trick is to overcharge their core and release it as a focused blast of force. They usually use this to replicate the *Telekinetic Shockwave* power, throwing enemies around and dealing significant damage. This is commonly their method of protecting themselves when isolated in projection mode.

Warp Prism’s Favored Psionic Powers: Psi Level 8, 48 energy reservoir, recovers 2 energy per turn

-Deceleration; Manifested as standard action; 6 energy cost; +14 attack versus resolve against a target at long range , struck target gains swiftness drain (6) for 4 rounds. Target can escape with a DC 18 willpower test as a move action

-Phase Shift; Manifested as standard action; 6 energy fatigue; +30 attack versus toughness against two gargantuan-size or smaller targets within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 8 rounds or until target succeeds DC 25 willpower check as full-round action

-Telekinetic Shockwave; Manifested as a full-round action; 5 energy fatigue; +14 accuracy versus defense and toughness against all targets in a Burst 8 centered on caster, striking defense deals 60 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.



Warp Prism

Level 16 Gargantuan-sized Construct (Non-heroic Robot), Extreme Threat

Skill Purchases: 12

Talent Purchases: 10

Ability Score Purchases: 21

Hit Points: 494

Healing Threshold: NA

Damage Threshold: 46

Defense: 15

Toughness: 45

Resolve: NA

Acceleration: 50

Max Speed: 300

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 0 squares

Initiative: +10

Damage Resistance: 35

Psionic Resistance: NA

Shield Pool: 320

Energy Reservoir: 48

Skills: Computers 6, Defensive Training 8, Durability 8, Perception 8, Pilot 8, Ranged 8, Stealth 6, Tactics 8

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

Talents: Awesome Abilities (intelligence), Defensive Fighting II, Keen Senses, Resilience, Resistant V, Survival Instincts

Creature Abilities: Support Parameters II, Surge, Energy Shields

Strength: 14

Instinct: 5

Agility: 5

Fortitude: 14

Intelligence: 6

Willpower: NA

Gear: Tier 2 Reinforced Hull

Special Ability (Power Manifestation): The warp prism is able to manifest a number of abilities that replicate the effects of psionic powers. The robot has an effective Psi Level of 8. It has access to the following powers: *Temporal Storage*, *Phase Shift*, *Acceleration*, *Deceleration*, *Manipulate*, *Move Object*, *Telekinetic Push*, *Telekinetic Impact*, *Telekinetic Shockwave*, *Energize Shields*, *Force Fields*, and *Guardian Shell*. It still does not have a willpower score or the psionics skills. It does not need to test to manifest its powers, cannot overload, and does not gain energy fatigue. It uses its Ranged skill for psionic attacks. However, it has an energy reservoir of 48. Any energy fatigue that it would gain from manifesting or sustaining powers goes against its energy reserve. It must have the requisite energy to maintain or sustain its powers. The warp prism recovers 2 energy points per round.

Special Ability (Energy Transfer): The warp prism can, as a standard action, choose to transform one or more willing allies within 30 squares into pure energy, and load their energy signature onto the warp prism. Size is no limitation, and the Warp Prism can contain as many entities as it needs to. As another standard action, it can restore those imbedded within it back into physical form within any location within 30 squares. If the Warp Prism is destroyed, all those imbedded in the prism are also destroyed.

Special Ability (Psi Matrix Projection): As a full-round action, the warp prism can enter a stationary form, hovering over the ground providing a Psionic energy matrix in a Burst (15) area around it. This area allows the Warp Prism to activate powerless devices, such as Photon Cannons, or allow Protoss reinforcements to warp in. While the Warp Prism is in stationary mode, roll a d20 at the start of each of its turns. On an 11-20, the Warp Prism will warp in reinforcements, either 4 Zealots, 4 Dark Templar, or 2 Stalkers, or any reinforcements the GM finds to be suitable. It can still use its actions to manifest Psionic powers while stationary. It takes a full-round action to switch back into its mobile form.

Special Ability (Reinforcement): The reinforcement value from the warp prism's reinforced hull reduces all crippling wound points it suffers by 3.

Special Ability (Surge): The warp prism can increase its acceleration rating to 100 but suffers 16 damage at the end of its turn, ignoring damage resistance and shields.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 320. These energy shields automatically recover while outside combat, at a rate of 64 shield points per minute.

Special Ability (Flight): The warp prism is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

Protoss Vehicles

Protoss Vehicles follow all of the same rules as other vehicles. Two noticeable differences are worth mentioning with protoss vehicles.

-Most protoss vehicles have energy shields. When protoss vehicles increase in tier, their energy shields improve as well. When large or huge vehicles increase in tier, they gain +50 energy shields. When gargantuan or colossal vehicles increase in tier, they gain +100 energy shields. When massive vehicles increase in tier, they gain +250 energy shields.

-Some protoss vehicles augment or support their psionic crew. They allow their pilot's to manifest psionic powers through their vehicles. To do this, the vehicle must be active, being piloted, and the character is within the vessel actively performing the required. Oftentimes, these characters will manifest powers at a higher range or Psi Level when casting through their vessel. They still suffer energy fatigue as normal.

Arbiter

Massive Protoss Aerial Vehicle, Epic Threat

Hit Point: 1,916

Damage Threshold: 122

Toughness: 116

Strength/ Fortitude: 32

Structure Rating: 10

Damage Resistance: 48

Pilot Requirements: 8

Space: 100 by 100 squares

Reach: NA

Acceleration Rating: 40

Max Speed: 600

Defense: 0 +Defensive Training +Agility

Energy Shield: 1,000

Crew: Pilot, Gunner, Commander, Room for 50 passengers or equivalent vehicles or cargo

Base Gear: Tier 3 Front-Mounted Warspace Cannon, Navigation System, Target Guidance System, Telepathic Augmenter, Advanced Thrusters, Tier 3 Heavy Plated Hull

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

- Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.
- Extra Attacks:** All the vehicle's attacks for the next turn gain Hailfire (1).
- Use Scanners:** The vehicle makes a spotter action against all targets within 600 squares (4 squares starship scale)
- Activate Thrusters:** The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.
- Psionic Power:** The ship can spend a crew action to manifest a psionic power.
- Cloaking Field:** The ship can maintain its cloaking field as a crew action every turn.

Special Ability (Temporal Distortion Engine): The arbiter is capable of manifesting the following psychic powers, as cast by the ship's commander: *Temporal Storage*, *Phase Shift*, *Recall*, *Stasis Field*, and *Wormhole*. The commander counts as having a Psi level of 4 higher than normal when manifesting powers through the arbiter and gains +20 to psionic attack rolls with these powers. All the arbiter's powers can be used at remote range. They can be manifested with a crew action.

Special Ability (Cloaking Field): The arbiter can activate a massive cloaking field that surrounds it will. Maintaining the cloaking field is a crew action. All allies that the arbiter's commander chooses within its area count as being cloaked. This area extends 2 kilometers in tactical scale, or a Burst 2 area in starship scale. The area is always centered on the arbiter. The arbiter is not cloaked by this effect, and cannot be cloaked by any means, including by another arbiter.

The Arbiter is a command ship designed for the use of the Judicator caste of Aiur protoss, who used this vessel to supervise and support in massive fleet battles. These ships possess powerful psycho-reactive crystals that allow the vessel to distort space-time, and bring about massive effects, such as teleporting in an entire army of reinforcements, or locking a section of the enemy army in stasis. In addition, these vessels have large-scale cloaking fields that can mask the presence of an entire fleet of warships.



Corsair

Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 460

Strength/ Fortitude: 15

Pilot Requirements: 6

Acceleration Rating: 100

Energy Shield: 180

Crew: Pilot

Base Gear: Tier 2 Front-Mounted Twin-linked Neutron Flare, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 2 Reinforced Hull

Damage Threshold: 54

Structure Rating: 7

Space: 4 by 4 squares

Max Speed: 1,000

Toughness: 48

Damage Resistance: 28

Reach: NA

Defense: 4 +Defensive Training +Agility

Special Trait (Focused Firepower): When the corsair is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the corsair gains Hailfire (+2) against swarms.

Special Ability (Disruption Web): The corsair is capable of interfacing with its pilot to create a disruption web, that disorients and disables the electrical impulses in circuitry and organic brains. Using this requires a DC 20 psionics check by the pilot, made as a standard action. Successful manifestation costs the pilot 10 energy fatigue and allows them to create a disruption web on the surface of the ground within distant range. The web has a burst area equal to 2x the pilot's Psi Level. Everything fully within the area is Staggered for as long as it remains within the web. The web lasts a number of rounds equal to $\frac{1}{2}$ the pilot's Psi Level +1.

Special Ability (Evasive Flight): The Corsair is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

The Corsair is a Nerazim flyer designed for raiding. Its Neutron Flares are able to clear the skies in front of them, and the disruption web is capable of removing ground based defenses. In addition, the craft is highly mobile and accelerates quickly, making it an ideal raiding and 'search and destroy' craft.



Hovercraft

Huge Protoss Aerial Vehicle, Medium Threat

Hit Point: 214	Damage Threshold: 40	Toughness: 34
Strength/ Fortitude: 12	Structure Rating: 4	Damage Resistance: 18
Pilot Requirements: 1	Space: 3 by 3 squares	Reach: NA
Acceleration Rating: 30	Max Speed: 240	Defense: 8 +Defensive Training +Agility

Crew: Pilot, 1 passenger
Base Gear: Headlights, Advanced Thrusters, Navigation Unit, Light Hull
Optional Gear: Encasement, Extra Armor, Telepathic Augmenter, Improved Capacity (up to 4)

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 Hovercraft is a typical civilian vehicle for the Protoss, which allows them to navigate their towering city spires. It is fast, mobile, and capable of flight. It is not suited as a combat craft, though, as it has no slots for weapons.

Oracle

Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 415	Damage Threshold: 53	Toughness: 47
Strength/ Fortitude: 15	Structure Rating: 6	Damage Resistance: 28
Pilot Requirements: 7	Space: 4 by 4 squares	Reach: NA
Acceleration Rating: 60	Max Speed: 600	Defense: 4 +Defensive Training +Agility

Energy Shield: 150
Crew: Pilot
Base Gear: Tier 2 Pulsar Beam, Navigation System, Telepathic Augmenter, Advanced Thrusters, Tier 2 Reinforced Hull

Special Ability (Psychic Focusing Vessel): The oracle is a psychically attuned craft. The pilot of the vehicle counts their Psi Level as 2 higher when manifesting powers from the Temporal psionic discipline through their vehicle. In addition, all temporal psionic powers have their range increased by 1 increment when manifested through the oracle.

Special Ability (Stasis Trap): The oracle can hold up to three stasis traps, special mines that create a temporal distortion when triggered. As a standard action, the oracle can deploy a stasis trap on the ground anywhere within distant range. This trap has a defense of 10, but is permanently cloaked and only takes damage from attacks which it is the primary target of. It is destroyed upon taking any damage. When an enemy force enters within 10 squares of the trap, it detonates, making a +15 attack against toughness of all targets within 20 squares of the trap. All struck targets are imprisoned as the *Stasis Field* power for 5 minutes.

Special Trait (Barrel Roll): The Oracle can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Oracle 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 oracle performs a barrel roll; missiles suffer a -10 accuracy against them.

The Oracle is a new Protoss support vessel used for exploration and battlefield support. It has a psychically charged core, and its pilot is usually more trained with their psychic powers than other pilots. They are capable of many powers that are able to unravel and effect time and reality, and are capable of producing a beam that eliminates whatever it touches. They are relatively fragile craft, however, and will not survive long in a sustained fight with other aircraft.



~Protoss Oracle (left)



~Protoss Phoenix (right)

Phoenix

Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 480

Strength/ Fortitude: 17

Pilot Requirements: 6

Acceleration Rating: 120

Energy Shield: 180

Crew: Pilot

Base Gear: Tier 2 Front-Mounted Twin-linked Ion Cannon, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 2 Reinforced Hull

Damage Threshold: 56

Structure Rating: 7

Space: 4 by 4 squares

Max Speed: 1,000

Toughness: 50

Damage Resistance: 29

Reach: NA

Defense: 4 +Defensive Training +Agility

Special Ability (Mobile Craft): The phoenix has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Ion Barrage): When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for every speed interval they are moving faster than them. They can only receive a number of bonus strikes this way equal to their agility.

Special Ability (Gravity Beam): As a standard action, the phoenix can fire a gravity beam against a target. This is a ranged skill attack against defense and toughness at long range, with a +15 accuracy bonus. If the attack hits, the target is Stunned and Immobilized and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while the gravity beam is active. The gravity beam does not end unless the phoenix moves or chooses to stop sustaining it.

The Phoenix is a new model of space superiority fighter designed by the Protoss. It is designed to be able to outmaneuver and out shoot other superiority fighters and smaller Zerg organisms. While designed for air-to-air combat, it also possesses a gravity beam that allows it to move or grapple enemy targets, possibly taking ground-based artillery out of commission.

Scout

Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 549

Strength/ Fortitude: 19

Pilot Requirements: 5

Acceleration Rating: 60

Energy Shield: 200

Crew: Pilot

Damage Threshold: 59

Structure Rating: 8

Space: 4 by 6 squares

Max Speed: 800

Toughness: 53

Damage Resistance: 36

Reach: NA

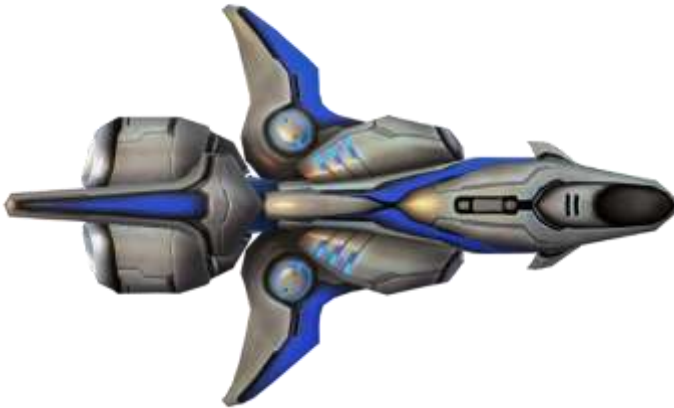
Defense: 3 +Defensive Training +Agility

Base Gear: Tier 2 Front-Mounted Twin-linked Photon Blaster, Tier 2 Front-Mounted Anti-Matter Missile Battery, Navigation System, Target Guidance System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 2 Heavy Plated Hull

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue but restores a number of points to the shield pool equal to 10x Psi Level.

The Scout is the primary superiority fighter of the Protoss. It is designed as an independent surveillance and exploratory vehicle, although the advanced technology it possesses makes it an even more dangerous space combatant than the equivalent of other races.



Protoss Vehicle Equipment List

Below are the details on most of the gear options of the vehicles and constructs of this chapter.

Advanced Sensors

Vehicle System

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 (2 starship squares), even if they are not within line of sight.

Advanced Thrusters

Vehicle System

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

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.

Telepathic Augmenter

Vehicle System

Benefit: The vehicle has built in communication systems that allows a vehicle to link up with another vessel with a communication system, telepathic augmenter, or just psionic capability. The target must be somewhere in the same star system. The telepathic augmenter allows the pilot to psionically transmit his voice, image, and receive any messages sent to them by their target communication system.

Encasement

Vehicle System

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.

Hover

Hull Upgrade

Description: This vehicle now counts as follows all of the rules for a hovercraft (see Construct rules above).

Improved Handling

Vehicle System

Description: The vehicle is more receptive to the user's commands. The vehicle gains +2 defense when piloted.

Jamming System

Vehicle System

Benefit: This vehicle has built in electronic countermeasures that disable scanning and surveillance equipment around the vehicle with a range up to 1 kilometer. Enemy vehicles within that range lose benefit of the Advanced Sensors system, and any Navigation Systems within the area lose their ability to detect hostile targets. As long as the Jamming System is active, all electronic communications in the area do not function. It takes a passenger of a vehicle a standard action every round to maintain the jamming system.

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.

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.

Navigation System

Vehicle System

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

Description: The vehicle has an advanced missile launching system, applying extra rocket boosters on any launched vehicle or rocket. These increases the range of any rocket battery or missile battery attacks on the vehicle by 1 range increment.

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.

Warp Drive

Vehicle System

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.

Protoss Construct Weapons

The following is the list of vehicle weapons used by the cybernetic walkers, robots, and vehicles used by the Protoss.

Antimatter Missile Battery

Vehicle Ordnance

Damage: 40 **Accuracy:** +2
RoF: Slow **Range:** Strategic
Shots: 36 Missiles **Power Rating:** +5

Special Traits: Penetration (50), Burst (2), High Explosive, High Velocity, Missile

Description: These terrifying missiles are charge with pure anti-matter, making them almost impossible to resist. They annihilate even the secure hulls of starships, and will disintegrate smaller ships with incredible ease.

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 and accuracy from bash scales based on what size the vehicle is. If it is large-sized, add +2 power ratings to damage and +4 accuracy; huge is +4 power ratings and +8 accuracy; and gargantuan is +6 power ratings, +16 accuracy, and gives the attack the Cleaving (1) weapon trait; and colossal is +8 power ratings, +32 accuracy, and gives the attack Cleaving (2).

Vehicle Armor List

Heavy Plated Hull

Vehicle Super Heavy Armor

Damage Resistance 24

Defense Penalty: -2

Resistance Rating: +4

Special Traits: Reinforcement (1)

Description: Heavy Plated Hull is the quintessential tank armor; a strong bulwark that is designed to fully stop bullets, as well as even providing protection against armor piercing rounds. These vessels are made out of reinforced neosteel, and are often on the front lines, preparing to take incoming fire.

Light Hull

Vehicle Heavy Armor

Damage Resistance: 12

Defense Penalty: 0

Resistance Rating: +3

Special Traits: None

Description: This level of vehicle armor isn't real armor, but merely the framing of the vehicle and enclosed plating. It is typically found on civilian vessels that are not designed to be used in combat or take oncoming fire.

Reinforced Hull

Vehicle Heavy Armor

Damage Resistance: 18

Defense Penalty: -1

Resistance Rating: +3

Special Traits: Reinforcement (1)

Description: Reinforced Hull has some level of protection, with light armor over the framing of the vehicle, so it can sustain fire but not be too encumbering to the vehicle. It is typically used on military vehicles that still prize mobility and speed.

War Machine Hull

Vehicle Super Heavy Armor

Damage Resistance: 30

Defense Penalty: -3

Resistance Rating: +5

Special Traits: Reinforcement (2)

Description: War Machine Hull is only used on the largest and toughest of vehicles that are designed for the thick of combat. This type of armor is typically found on capital ships or other large combat vessels.



Chapter 7: Protoss Warriors

This section includes statistics on the varied example Protoss warriors that players in a StarCraft Campaign might come across, either as allies or enemies. These examples cover every aspect of Protoss society, from the civilian workers to the great warriors and psychics of their race. This section also covers the psychic beings that the Protoss have learned to summon, namely the mighty archons, and example vehicles statistics with pilots included in them.

Adept Description

The adepts are a caste of warrior-leaders that Hierarch Artanis formed after the fall of Aiur. Their primary purpose was to be battlefield commanders to replace the Judicators that fell during the Great War. These individuals combine the brawn and might of the Templar, with the temporal powers and leadership that was found amongst the ranks of the Judicators.

Adepts have highly demanding positions, and have more responsibilities than tie in with being both soldiers and administrators. Their lives are built around balancing the tactical considerations and the long term factors involved with the protoss race survival as a whole. Much of their time is spent understanding history, engaging in protoss council meetings, overseeing tactical briefings, and running the day to day operations of their society. Thankfully, they have no better benefactor for their courses than Artanis, who rose from being a military commander to being the supreme Hierarch of the entire protoss race.

Tactics

Adepts are usually found leading protoss forces. A solitary squad of protoss warriors, between 6-12 individuals will likely only have a single adept with them. However, a protoss legion will have entire squads of adepts as part of it, forming their own command units that work together to devise strategy for their assigned battalions.

Unlike most protoss, Adepts prefer ranged combat. They tear foes apart from afar with their Glaive Cannons, aiming their strikes to do maximum damage. They target artillery and other ranged strike forces above all others, to cover for their brethren battling on the front lines.

At the beginning of combat, adepts use tactics to improve their attack accuracy and, when accompanied by melee troopers such as zealots or warriors, use leadership to help them adopt a defensive formation. They use rally sporadically, must often when they trying to take down a difficult opponent. They use their *toughness* psionic power when they are forced to hold the line against an enemy attack, and repositioning is not an option.

Their *temporal shade* power plays directly into many of an adept's strategies. They will summon a shade when they are covering the retreat of their soldiers, relying on their shields to weather the enemy's attacks, then let the shade teleport them safely away in two rounds. Alternatively, they use the shade to sneak past enemy defenses or ambush vulnerable assets. Upon arrival, they tear into the enemy's critical resources, such as artillery tanks, supply caches, or toiling SCVs, and then prepare another temporal shade to escape when the enemy realizes what has happened.

Adept's Favored Psionic Powers: Psi Level 4, +14 psionic manifestation bonus, recovers 1 energy fatigue per turn

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; gains +4 damage resistance and +2 damage threshold for 3 rounds

-Hallucination; DC 18 manifestation standard action; 6 energy cost; creates a hallucination within medium range that last 12 rounds, hallucinations can be anything up to medium size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-Temporal Shade; DC 26 manifestation as a move action; 8 energy fatigue; creates a temporal 'ghost' image of self that can take full-round actions at the end of the adept's turn, can only perform move actions, lasts 2 rounds or dismissed as a free action on the caster's turn, when power ends, adept is instantly teleported to the ghost's location

Adept, Aiur

Level 13 Aiur Protoss Heroic Character (Judicator 6, Zealot 7), High Threat

Skill Purchases: 16

Talent Purchases: 9

Ability Score Purchases: 7

Hit Points: 139

Healing Threshold: 7

Damage Threshold: 33

Defense: 22

Toughness: 25

Resolve: 20

Speed: 7	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 15	Psionic Resistance: 34	Energy Shields: 90 (7 Shield Armor)

-Glaive Cannon 1d20+7 accuracy, 55 damage, 1 strike maximum, 22 shots at medium range; *Special Traits:* Penetration 8, Rending 2, Burst 2, Implement

-Focusing Psi Blade 1d20+6 accuracy, 18 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 2, Defensive, Focusing

Skills: Acrobatics 2, Athletics 2, Defensive Training 8, Durability 7, Endurance 4, Influence 6, Leadership 6, Melee 4, Mental Training 4, Pilot 2, Psionics 8, Ranged 6, Tactics 5

Talents: Dual-Weapon Skill, Endless Energy, Enduring Shields II, Implement Focus, Intimidating Presence, Psi Level 3, Psi Level 4, Psychic Discipline Focus (telepathy), Psychic Power x2, Weapon Mastery (ranged)

Skill Focuses: Defensive Training +2, Psionics +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Influential, Doomsayer, Fateweaver Mastery III, Proficient Mind, Judgement*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion, Psychic Block, Acute Senses, Hallucination, Temporal Storage, Temporal Shade*

Strength: 7* **Instinct:** 5 **Agility:** 4* **Fortitude:** 5

Intelligence: 4 **Willpower:** 6

Gear: Protoss Heavy Power Suit (Plasma Shield in Immortality Socket, Ilhan Crystal in Vengeance Socket, Khalis Fragment in Normal Socket), Glaive Cannon, Focusing Psi Blade, Psionic Amplifier

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

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

Special Ability (Judgement): All enemies within 6 squares of the adept drop a morale level at the start of the adept's turn.

Special Ability (Influential): When the adept uses combat influence, they can affect three targets with a single combat influence attempt.

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

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



Adherent Description

The templar adherent is an Aiur protoss that has passed the basic trials to become a warrior of their race, and has branched off to master their own psionic potential. Adherents are usually apprenticed to high templar, and often serve with their masters, helping fuel their powers in combat. Occasionally, an adherent will be found supplementing a squad of zealots.

Adherents spent much of their time studying, meditating, and working to mastery their psionic powers. Most high templars have anywhere between one and six adherents that study under them. Adherents greatest lesson is understanding the mysteries of the Khala, and the strength that it can give to those who perfect its understanding. In such times of darkness, their training is often supplemented with practical field expertise, and adherents spend much of their time traveling back and forth between the front lines of battle and templar archives, the later to reflect on what they learned.

When not shadowing their master, adherents are often assigned as supporting agents for squads of templar. While not leaders in these units per say, more common zealots defer to the sage council and learned expertise of an adherent, for they are the voice of the master templars.

Tactics

Adherents have walked the path of the zealot, and are deadly warriors in melee. However, this is no longer their chosen path. Adherents now dedicate themselves to mastery of their mind, and prefer to support their allies from afar with their psionics.

The adherent usually begins an encounter by using *Move Object* to manipulate boulders, trees, debris, or whatever they find laying around, and hurling them at their foes. They use the focus combat behavior to enhance their psionic accuracy with these attacks. They prefer to use *Move Object* whenever possible; it is their most efficient power as long as there are plenty of objects to throw, and they can do so endlessly without accumulating any energy fatigue. Adherent's prioritize targets that are safely away from their own warriors so there is no friendly fire.

Mind Blast is used when a threat needs to be eliminated quickly, such as defeating a powerful combatant or prevent an allied warrior from being killed. Alternatively, it is used when there is nothing to throw with *Move Object*. *Hallucination* is manifested when the enemies have reinforcements that need to be distracted, or the protoss are trying to cover their own retreat. When all else fails, Adherents will use tactics to increase their accuracy, and perform aim actions to perform bursts with their electro rods. They only move to fight in melee when they have exhausted all of their mental energy and their electro rods, or are directly engaged.

- **Adherent's Favored Psionic Powers:** Psi Level 5, +13 psionic manifestation bonus (+14 with telekinesis), recovers 2 energy fatigue per turn

-**Hallucination;** DC 18 manifestation as standard action; 7 energy cost; creates 2 hallucinations within long range that last 15 rounds, hallucinations can be anything up to large size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-**Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +11 attack versus resolve at medium range, target takes 60 psionic damage.

-**Move Object;** DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within long range and move them 6 squares per round, objects can instead be hurled up to 18 squares dealing damage as the type of object they are, +6 accuracy with thrown objects

Adherent, Templar

Level 10 Aiur Protoss Heroic Character (Zealot 7, High Templar 3), High Threat

Skill Purchases: 11	Talent Purchases: 4	Ability Score Purchases: 8
Hit Points: 106	Healing Threshold: 7	Damage Threshold: 31
Defense: 20	Toughness: 24	Resolve: 21
Speed: 7	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 9	Psionic Resistance: 28	Energy Shields: 75

-**Focusing Psi Blade** 1d20+8 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Defensive, Psionic, Focusing

-**Electro Rod** 1d20+4 accuracy, 20 damage, +2 strikes maximum, 100 shots at medium range; *Special Traits*: Penetration (10), Rending (10 versus constructs), Implement, Energy Damage, Full Automatic

-**Psionic Lightning** 1d20+11 accuracy, 23 damage, 1 strikes maximum, 1 shot at special range; *Special Traits*: Line (5), Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 2, Athletics 1, Defensive Training 6, Durability 6, Endurance 2, Lore 3, Melee 6, Mental Training 4, Psionics 6, Ranged 4, Tactics 3

Talents: Dual-Weapon Skill, Psi Level 3, Psi Level 4, Psi Level 5, Psychic Discipline Focus (telekinesis), Psychic Power

Skill Focuses: Defensive Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, High Templar Mastery II, Psionic Lightning*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion, Stop Organ, Hallucination, Mind Blast, Manipulate, Move Object, Levitation*

Strength: 8* **Instinct**: 2 **Agility**: 4 **Fortitude**: 4

Intelligence: 5 **Willpower**: 7

Gear: Tier 2 Focusing Psi Blade, Tier 2 Electro Rod, Protoss Light Power Suit (Plasma Shield in Wisdom Socket, Khaydarin Crystal in Normal Socket), Light Orb

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

Special Ability (Psionic Charge): When the adherent charges, they gain +5 movement speed and deal +25 damage at the end of the charge.

Special Ability (Levitation): The adherent can always choose to be levitating, and always counts as having the *Levitation* psychic power manifested with no energy fatigue cost and no manifestation check. They can dismiss or activate this power at will.

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

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



~Art by yy6242 (<https://www.deviantart.com/yy6242/art/High-Templar-184123794>)

Artisan Description

The Khalai caste is made of the workers, artists, laborers, and engineers of the Aiur protoss. These individuals take great pride in their diligence and upkeep of protoss society, making sure their cities, streets, and starships are kept in pristine condition. Unlike many terran workers who complain about pay, hours, and boredom, the Khalai take pride in their duty to society and view it as an honorable task.

The Khalai Artisan represents a common civilian member of the Protoss populace. Even the basic civilian of the Protoss is blessed with decades or centuries of experience beyond their Terran counterparts, and as part of civilian life are accompanied by a robotic probe that aids them in their duties. These statistics can be used to represent nearly any civilian amongst the Aiur protoss.

Tactics

Artisans are not combatants. They have no training, offensive psionics, or advanced weaponry. Their training is to retreat and stay out of the way of the templar when they come to help. However, they are not cowards, as all protoss are warriors at heart. If there are no reinforcements to aid them, artisans will fight furiously to defend their homes, slashing with knives and claws if they must.

Artisan, Aiur

Level 3 Aiur Protoss Heroic Character (Engineer 3), High Threat

Skill Purchases: 5	Talent Purchases: 2	Ability Score Purchases: 2
Hit Points: 65	Healing Threshold: 6	Damage Threshold: 21
Defense: 15	Toughness: 15	Resolve: 14
Speed: 6	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 4	Psionic Resistance: 14	Energy Shields: 24

-Strife Dagger 1d20+3 accuracy, 14 damage, +2 strikes maximum; *Special Traits*: Penetration 2, Defensive, Throwing

Skills: Athletics 2, Computers 3, Defensive Training 2, Durability 2, Influence 1, Lore 1, Medicine 2, Melee 2, Perception 3, Pilot 1, Psionics 1, Science 5

Talents: Penetration II, Structural Weakness, Sabotage

Class Traits: *Probe Familiar*

Psionic Powers: *Reading, Messaging*

Strength: 3 **Instinct**: 3 **Agility**: 3 **Fortitude**: 3

Intelligence: 6 **Willpower**: 4

Gear: Protoss Armor Suit (Plasma Shielding in Normal Socket), Strife Dagger, Laser Cutter, Backpack, Equipment Belt, Light Orb, Crystal Charging Cell x2, Protoss Medipack x2, Protoss Repair Kit x2

Special Ability (Probe Familiar): The artisan has a Probe robot that accompanies them at all times and obeys their will. The probe acts on the character's initiative, and can perform all the actions of a normal probe. The probe is controlled by the character purely through telepathy. See the constructs entry for the statistics of a probe.

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

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



Assassin Description

The dreaded Nerazim assassins come from especially brutal clans of dark templar, who wear armor made of dead Zerg and carry double-bladed warp scythes. They are the most dangerous of all predators, able to eliminate an entire platoon of enemy soldiers without ever being seen. They are masters of the Void, and the energies they channel invoke fear and terror into their foes.

Assassins are loners who venture the stars in solitude. They act on great missions assigned them by their prelates or their own consciousness. They peruse vendettas against those who have wronged their people, traveling across the universe to rid a single for their trespasses. Others perform acts of sabotage against enemy war machines, where one dark templar would be more efficient than an invading legion. They are sent to rescue captured allies, recover stolen technology, or find ancient Xel'naga ruins and uncover the mysteries they left behind. No matter whether they follow their own directives or that of others, the assassins serves their people, not themselves.

While they typically walk the path of solitude, assassins are occasionally called back to their people in times of great distress. No matter how far they travel, they will always return to Shakuras if it is under siege. It is these noble vagabonds that are credited to kill many cerebrates on the surface of their twilight world during the Brood War, only to disappear once more into the cosmos without a word to anyone.

Tactics

Assassins have no desire to fight fairly. They aim to end conflict decisively, without the enemy knowing they were being hunted, preferably. As long as they are fighting on their terms, which they usually are, assassins begin every fight cloaked. They then sneak up on their primary target, and use a dual-wielding heavy strike attack with their double scythes to exterminate their prey quick. This usually kills their mark without competition. If their primary target was their only prey that warranted elimination, they will usually sneak away and leave the marks allies in confusion.

If all other prey requires elimination, they will maintain their cloaked status and tear apart their foes one by one. They will rely on their revitalizing strike power keep their energy up, so they can maintain their cloaking. If the enemy has significant detection, they will drop their veil of shadows to save energy. Afterwards, they will move into clusters of foes and activate *Writhing Darkness* to damage groups of foes and restrain them for multiple rounds to prevent escape. They use *Mind Blast* to kill enemies that are outside of their immediate reach. While it is costly to use, and they cannot maintain it long, assassins use *Shadow Form* to reposition, retreat, or deal with more foes they cannot normally handle. Their primary method of attack is always using their double scythes to tear apart foes, however.

When assisting in major combat operations, assassins tend to be the first into combat, although they prefer to maintain their cloaked effects. In pitched battles, they will often drop their shroud in mid-fight so they can save their energy for the *Astral Winds* power, which gives a substantial heal to a large group of allies.

- Assassin's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus (+20 with cloaking)

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

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +13 attack versus resolve at medium range, target takes 68 psionic damage, Rending 3, Burst 1.

-Writhing Darkness; DC 24 manifestation as a standard action; 10 energy fatigue; +12 attack versus defense and toughness in a burst 3 centered on caster, target whose defense is struck suffers 32 damage with Penetration 12, target whose defense and toughness are surpassed are Immobilized for 3 rounds and cannot move, shift, or evade and can escape with a dc 15 + 2xPL athletics check as a standard action.

-Astral Winds; DC 28 manifestation as a standard action; 14 energy fatigue; healing energies flow in rectangular area 6 squares long and 3 squares deep. All allies within the area can spend a healing threshold to recover 60 hit points.

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

Assassin, Nerazim

Level 18 Nerazim Protoss Heroic Character (Dark Templar 7, Assassin 5, Centurion 6), High Threat

Skill Purchases: 17

Talent Purchases: 11

Ability Score Purchases: 6

Hit Points: 124

Healing Threshold: 7

Damage Threshold: 28

Defense: 28

Toughness: 22

Resolve: 23

Speed: 9

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 17

Psionic Resistance: 32

Energy Shields: 60 (4 Shield Armor)

-Warp Double Scythe 1d20+9 accuracy, 48 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Rending 7, Warp

-Warp Double Scythe w/ Dual Wielding 1d20+9 accuracy, 48 damage, +2 strikes maximum x2; *Special Traits:* Penetration 16, Rending 7, Warp

Skills: Acrobatics 6, Athletics 4, Defensive Training 8, Durability 8, Endurance 3, Melee 8, Mental Training 5, Perception 4, Pilot 6, Psionics 10, Stealth 8, Survival 4, Tactics 4

Talents: Defensive Fighting II, Dual-Weapon Skill, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, cloaking II), Psychic Powers x3, Swift Strikes, Weapon Mastery (melee II)

Skill Focuses: Psionics +2, Stealth +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Assassin Mastery III, Revitalizing Strike, Instant Recovery, Dark Embrace, Centurion Mastery II, Art of Avoidance, Armored Defender, Shadow Walk*

Psionic Powers: *Reading, Messaging, Cloaking, Hidden Sight, Void Blast, Move Object, Writhing Darkness, Stop Organ, Mind Blast, Void Prison, Compulsion, Shadow Form, Command, Astral Winds*

Strength: 4

Instinct: 2

Agility: 8

Fortitude: 4

Intelligence: 4

Willpower: 8

Gear: Tier 2 Warp Psi Double Scythe, Tier 2 Heavy Carapace Armor (Plasma Shield in Vengeance Socket, Khalis Crystal in Vengeance Socket, Ilhan Crystal in Dominance Socket), Cloak (Argus Crystal in Immortality Socket), Ring (Khalis Crystal in Normal Socket)

Special Ability (Extermination): While cloaked, the assassin can choose to instantly assassinate an unaware target with their warp blade. The character makes a d20+8 test against a target's damage threshold. If the check succeeds, the target instantly dies without ever knowing what happened. This causes no noise, although others might see the blood spray. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Special Ability (Revitalizing Strike): Whenever this assassin deals a crippling wound point to a biological target with a psi-weapon, the character recovers from 4 points of energy fatigue.

Special Ability (Dark Embrace): Whenever the assassin manifests a Psionic power, they instantly regain a number of hit points equal to 6 plus the energy fatigue of the power.

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

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

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

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

Special Ability (Shadow Walk): As a standard action, the assassin can spend 1 energy fatigue to teleport 14 squares in any direction.

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



~Nerazim Assassin (above)

~Nerazim Centurion (below)



Centurion Description

Centurions are the sacred guardians of Shakuras. Unlike the hidden Dark Templar, these Nerazim engage their enemies face on, relying on armor and sheer will to defeat their adversaries. They are shadowy zealots who are prepared to give everything to defend their culture and customs.

Centurions are the protectors of their people and culture. They act as the judicial branch of their cities, keeping the peace and preventing any foreign intrusion, sometimes serving as investigators also. They also serve as the guards to nerazim elders and commanders, and will gladly give their lives in defense of these venerable individuals. While the nerazim prize individuality, they do not shirk from duty and performing the greater good. Centurions are patriots rather than fanatics.

Tactics

In times of hardship, centurions gather in great hosts to face off against the enemy. They serve as a distraction, bait for the enemy to face against so they do not attack civilians or structures. In this purpose, centurions usually use tactics to increase their defense and damage resistance (thanks to their Tactical Devotion feature) and bob and weave rather than heavy strike. If possible, they go into every combat with *Muscular Enhancement* active.

Once the melee begins, centurions are clever fighters. They coordinate with their peers using flanking strikes and flat-footed attacks. To confuse their opponents, they will periodically cloak for two rounds and then decloak, then allowing another group of centurions to cloak instead. On top of this, they periodically shift around in combat. This is very confusing for most foes, who find it difficult to eliminate single targets before they disappear again and a new threat is facing them. Their use of Shadow Strike to rapidly blink across the battlefield, striking multiple different foes, further sows confusion in the enemy ranks. Overall, it prolongs the survivability of the centurions in combat, and gives reinforcements time to prepare effective aid.

-Centurion's Favored Psionic Powers: Psi Level 4, +10 psionic manifestation bonus

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

-Muscular Enhancement: DC 22 manifestation as a minor action; 4 energy fatigue; for 4 minutes, caster gains +4 to athletics, acrobatics, endurance, and stealth checks, and +2 melee damage and penetration

Centurion, Nerazim

Level 11 Nerazim Protoss Heroic Character (Centurion 7, Shadow Guard 4), High Threat

Skill Purchases: 15

Talent Purchases: 4

Ability Score Purchases: 8

Hit Points: 115

Healing Threshold: 7

Damage Threshold: 27

Defense: 25

Toughness: 27

Resolve: 17

Speed: 8

Shift Speed: 3

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 17

Psionic Resistance: 20

Energy Shields: 40 (5 Shield Armor)

-Warp Psi Blade 1d20+7 accuracy, 26 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Defensive, Warp

Skills: Acrobatic 2, Athletics 2, Defensive Training 8, Durability 6, Endurance 3, Medicine 1, Melee 6, Mental Training 2, Perception 2, Psionics 5, Stealth 2, Survival 4, Tactics 3

Talents: Defensive Fighting, Psi Level 3, Psi Level 4, Psychic Power, Weapon Mastery (melee)

Skill Focuses: Defensive Training +2

Class Traits: *Armored Defender II, Centurion Mastery III, Art of Avoidance, Shadow Charge, Psychic Champion Mastery II, Energizing Shields, Omniscient Stance, Shadow Strike, Tactical Devotion*

Psionic Powers: *Reading, Messaging, Cloaking, Stop Organ, Hidden Sight, Muscular Enhancement, Sheer Climb, Feedback*

Strength: 9*

Instinct: 2

Agility: 7*

Fortitude: 5

Intelligence: 3

Willpower: 5

Gear: Warp Psi Blade x2, Protoss Heavy Power Suit (Plasma Shield in Vengeance Socket, Ilhan Crystal in Immortality Socket), Hood (Khalis Fragment in Dominance Socket)

Special Ability (Shadow Strike): The centurion can perform a shadow strike as a full-round action. The centurion instantly teleports 30 squares to be adjacent to an enemy, and makes a free, single-strike melee attack against that foe treating them as flat-footed. If the attack hits, the centurion can then teleport 6 squares and repeat the above attack against a new target. They can then continue to make teleportation attacks against additional targets so long as they continue to hit. Each successful teleportation and attack costs the shadow guard 4 energy fatigue, and must be made against a new target. Once the centurion

is reduced to a +0 manifestation bonus or has no new targets to attack, then the effect ends. This power can only be used once per minute.

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

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

Special Ability (Khalis Fragment): Once per encounter, the centurion can manifest a psionic power without requiring a manifestation check or gaining any energy fatigue. This power can be boosted, but the character still must roll on the overload table.

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

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



Nerazim Commander Description

Once a Nerazim pilot has proven themselves both reliable and skilled, they are often called to retire and captain larger vessels. These individuals are wise and powerful, and perfectly adjusted to leading the great war vessels of Nerazim fleets. They are lethal combats as well, able to disappear from sight and then strike suddenly with a great killing blow.

Commanders are respected as elders in Nerazim society. They've traveled from one end of the sector to the other, seeing incredible sights and lived to tell about them. Most of their time is spent aboard the bridge of their ship, overseeing operations and managing their crew. They spend the rest of their time serving as mentors to younger protoss, especially pilots, or meeting with other elders to discuss political matters.

Nerazim commanders show a great deal more initiative than the ship captains of other species, including other protoss. They are likely to perform missions on their own, or determine the best use of their vessel in void combat rather than waiting for orders. However, they will not counteract a respected superior's standing order, and rather act on their own prerogative when battlefield conditions change.

The Nerazim Commander NPC can also be used to represent a battlefield general, or a dark templar elder in their society.

Tactics

Nerazim commanders are most commonly encountered captaining a nerazim capital ship, namely void rays. They lead the ship in its operations, and also serve as the void lens for the ship's weapons. Therefore, their presence aboard the bridge is paramount importance. Nerazim commanders most often battled when their bridge is boarded, or on the surface of a planet when they are faced away from their ships. They are also found guarding protoss cities.

Like most dark templar, the commander's preferred method of combat is to cloak, and quickly eliminate their foes. They prioritize support targets such as medics, defilers, and psychics, and try to eliminate the target quickly with a heavy strike from their warp spear, synergizing with Avenger if possible. They typically use tactics to increase their damage resistance, and use leadership to Coordinate and set up additional flanking opportunities with their soldiers. They use rally only when they have nothing else to spend their actions on.

If cloaking or assassination fails, the commander will rely on their telekinetic powers to barrage their enemies. They use Move Object to crush their foes, or rearrange the terrain to their advantage, cutting off escape points or funneling enemy advances. *Telekinetic Impact*, however, is their primary offensive ability, which they use rapidly to tear their foes apart. *Telekinetic Push* is instead used to free them from being surrounded, throw their foes off ledges, or manipulate the location of a single powerful foe so they are easier to pin down and surround.

While in psionic attack mode, they use bob and weave to constantly evade incoming attacks and take full advantage of their *Shadow Curtain* ability, which allows them to have concealment whenever they manifest a psionic power.

- **Commander's Favored Psionic Powers:** Psi Level 6, +18 psionic manifestation bonus (+20 with cloaking), regains 1 energy per round

-**Cloaking;** DC 14 Manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained, +3 shift speed while active; sustained as a free action

-**Telekinetic Push;** DC 20 manifestation as a standard action; 5 energy fatigue; +16 attack versus toughness of up to 2 targets at distant range, targets are pushed by 1 square, +1 square for every 5 points attack surpassed target's toughness, struck targets also take 28 damage +5 damage for every square moved

-**Telekinetic Impact;** DC 22 manifestation as a standard action; 6 energy fatigue; +16 attack versus defense at long range, target takes 55 damage with Close Quarters weapon trait

-**Move Object;** DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within long range and move them 6 squares per round, objects can instead be hurled up to 21 squares dealing damage as the type of object they are, +11 accuracy with thrown objects

Commander, Nerazim

Level 22 Nerazim Protoss Advanced Heroic Character (Dark Templar 7, Steersman 7, Astral Steersman 4, Prelate 4), High Threat

Skill Purchases: 24

Talent Purchases: 13

Ability Score Purchases: 21

Hit Points: 214

Healing Threshold: 7

Damage Threshold: 32

Defense: 37

Toughness: 28

Resolve: 25

Speed: 9

Shift Speed: 3

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 18

Psionic Resistance: 35

Energy Shields: 70 (9 Shield Armor)

-Warp Psi Spear 1d20+14 accuracy, 49 damage, +2 strikes maximum; *Special Traits:* Penetration 18, Rending 2, Reach 1, Warp

Skills: Acrobatics 7, Athletics 6, Computers 6, Defensive Training 12, Durability 9, Endurance 5, Leadership 6, Melee 10, Mental Training 10, Perception 4, Pilot 10, Ranged 8, Psionics 10, Science 5, Stealth 6, Survival 6, Tactics 6

Talents: Defensive Fighting III, Devastating Cripple (melee, ranged), Endless Energy, Enduring Shields, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Psychic Power, Resilience, Weapon Mastery (ranged II, melee II)

Skill Focuses: Defensive Training +3, Pilot +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Steersman Mastery III, Spiral Motion, Distortion Field, Reflection Shielding, Fearsome Barrage, One with the Vessel, Void Jump, Protoss Commander Mastery II, Prelate Mastery II, Fast Dodge, Shadow Walk, Resilience of the Firstborn*

Psionic Powers: *Reading, Messaging, Cloaking, Move Object, Hidden Sight, Manipulate, Telekinetic Push, Levitation, Telekinetic Impact, Telekinetic Shockwave*

Strength: 6

Instinct: 8*

Agility: 9

Fortitude: 7

Intelligence: 6

Willpower: 8

Gear: Tier 3 Protoss Flight Suit (Plasma Shielding in Vengeance Socket, Uraj Fragment in Normal Socket), Tier 3 Warp Psi Spear, Robe (Argus Crstal in Immortality Socket, Khalis Fragment in Wisdom Socket, Khalis Fragment in Normal Socket)

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

Special Ability (Extermination): While cloaked, the commander can choose to instantly assassinate an unaware target with their warp blade. The character makes a d20+10 test against a target's damage threshold. If the check succeeds, the target instantly dies without ever knowing what happened. This causes no noise, although others might see the blood spray. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

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

Special Ability (Fast Dodge): The commander is always considered Bobbing and Weaving for the purposes of being able to evade and can make up to 2 evade attempts in a single turn.

Special Ability (Resilience of the Firstborn): When the commander rallies an allied protoss with a leadership check, those allies regain 22 shield points.

Special Ability (Khalis Fragment): Once per encounter, the commander can manifest a psionic power without requiring a manifestation check or gaining any energy fatigue. This power can be boosted, but the character still must roll on the overload table.

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

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

Templar Commander Description

The Templar Commander is a long-time veteran of war, participating in both ground battles and struggles in space. Most of these protoss no longer participate directly in combat, but chose to lead and organize their allies from the command deck a capital ship. However, should these individuals choose to participate in combat, they will prove that there is no finer pilot, and even their personal combat skills are to be reckoned with.

Templar Commanders are loyal and militaristic leaders. They are soldiers bound by honor and duty, who faithfully serve the needs and desires of their superior. While they are stern taskmasters that expect the utmost obedience out of each of their soldiers, they would gladly give their lives for any soldier under their command.

These commanders rarely see the front lines of war anymore, but they always prepare for the inevitability that they will. When left to their own devices, protoss commanders practice their blade work and spar with their greatest soldiers. They expect all under their command to do the same. Templar commanders expect nothing short of perfection, not just from others but themselves. Aspiring anything less than that is a failure in their eyes.

These commanders notoriously frown upon the shipmasters of other races. Nerazim commanders are undisciplined, tal'darim are untrustworthy, and terrans are cowardly. For this reason, templar commanders have other officials aboard their ships, such as a preserver, judicator, or high templar, that deals with the other races.

Tactics

Templar commanders are brash. Their first turn of every encounter is used to manifest *Regeneration*, followed by tactics to improved defense, and a defensive formation leadership. From there, they charge forward towards the enemy leader or command strain to engage in close combat with their psi double blades. They empower their duel by activating their Avenger ability once they get attacked back by the enemy leader. If there is no such obvious individual, then they charge whoever seems most threatening. If it takes several rounds to engage their foes, they will soften up their targets with *Mind Blast* attacks.

In melee, commanders use their full number of strikes, 2 from each weapon, to attack their foes. This allows their focusing blades to recover 4 energy fatigue per turn. Once they are full on energy, they instead resort to heavy strike attacks. If there are more than a single foe left, they will use their newly recovered energy to manifest *Command* to take control of one of their foes and turn the numbers against their adversaries. If that is not necessary, or there is only a single damaging foe remaining, they will instead use their energy to maintain *Toughness* to increase their survivability.

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

-Command; DC 20 manifestation as standard action; 10 energy cost; +15 attack versus resolve of a target at long range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 21 willpower test.

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +15 attack versus resolve at medium range, target takes 64 psionic damage; Rending 3

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +6 damage and psionic resistance and +2 threshold for 8 rounds

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes

Commander, Templar

Level 22 Aiur Protoss Advanced Heroic Character (Zealot 7, Aerial Sentry 7, Aerial Commander 4, Praetor 4), High Threat

Skill Purchases: 22

Talent Purchases: 15

Ability Score Purchases: 23

Hit Points: 274

Healing Threshold: 8

Damage Threshold: 39

Defense: 26

Toughness: 29

Resolve: 24

Speed: 8

Shift Speed: 2

Morale Bonus: +7

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 20

Psionic Resistance: 32

Energy Shields: 125 (14 Shield Amor)

-Focusing Psi Double Blade 1d20+13 accuracy, 40 damage, +1 strike maximum; *Special Traits:* Penetration 8, Rending 2, Defensive, Focusing

-Focusing Psi Double Blade w/ Dual-Wielding 1d20+10 accuracy, 40 damage, +1 strike maximum x2; *Special Traits:* Penetration 8, Rending 2, Defensive, Focusing

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

Talents: Devastating Cripple (melee, ranged) Dual-Weapon Skill, Enduring Shields, Hardened Survivalist, Honor and Glory, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power, Resilience, Weapon Mastery (melee II, ranged II)

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

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

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

Strength: 10* **Instinct:** 9* **Agility:** 7 **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Tier 2 Protoss Commodore Flight Suit (Ilhan Crystal in Vengeance Socket, Uraj Crystal in Dominance Socket, Uraj Crystal in Normal Socket, Khalis Crystal in Normal Socket), Tier 3 Focused Psi Double Blade, Cloak (Plasma Shield in Immortality socket)

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

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

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

Special Ability (Battle Synergy): The commander can forgo all actions on their turn to give all allies currently under one of their leadership combat augmentations a +6 bonus to all attacks and checks. This only affects Aiur Protoss allies.

Special Ability (Power of Opportunity): While an ally is under a leadership function of this character, they can manifest an offensive psychic power instead of making an attack whenever someone provokes an opportunity attack from them. This power must be able to be manifested as a standard action or less. They cannot boost this psionic power.

Special Ability (Resilience of the Firstborn): When the commander rallies an allied protoss with a leadership check, those allies regain 22 shield points.

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

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

Special Ability (Uraj Dominance): The commander can manifest any augmentation psionic power as a free action. They still must succeed their manifestation check.



~Nerazim Commander (left)



~Templar Commander (right)

Dark Templar Description

The Nerazim Dark Templars are the primary warriors of the Nerazim. Rather than being standard front-line fighters, dark templar fight from the shadows, ambushing and assassinating their prey with lethal prejudice, without ever breaking the cover of invisibility. This does not mean the dark templar are cowardly or without honor, but are merely extremely efficient killers.

Dark Templars follow the war philosophy of the hunter; to wait in the shadows and eliminate their prey with sudden, lethal strikes, often before they knew what was coming. As part of their warrior training, they lurk the twilight dunes of Shakuras, hunting the dangerous fauna that wanders across those lands.

These dark templar warriors have completed the 'shadow walk' a ritual voyage for all shadow hunters to undertake. It involves a great and dangerous journey across the wilderness, where the nerazim must weather attacks by their brethren along the way. To survive the journey without being defeated by their peers marks a nerazim as an official dark templar.

Dark templar serve most aspects of the military branch of the nerazim, serving the roles of assassins, combatants, saboteurs, infiltrators, and scouts.

Tactics

Dark Templar usually strike in groups of 3-6 individuals. They seek to surround and overwhelm their prey, striking fear into the hearts of the enemy ranks by tearing them apart. They always begin a combat with *Cloaking* activated, or activate it on their first turn. They maintain their invisibility as long as they can, while using heavy strike attacks to quickly cut their opponents limb from limb. As long as they deal a steady stream of crippling wounds, their revitalizing strike ability will help maintain their cloaking. For this reason, they attempt to assassinate weaker targets first.

If the cloaking expires, they will alternate from using heavy strikes to instead bobbing and weaving. If their cloaking ends in a location where they are dangerously exposed, a dark templar pack will scatter and hide amongst the terrain. Otherwise, they will continue to tear apart their foes, piece by piece. Once their energy recharges, they may reactivate cloaking if the outcome of the battle is still nebulous. Otherwise, they may use *Void Blast* or *Move Object* to deal with flying foes, or those outside accessible reach.

Dark Templar will give their lives if it means completing their mission. However, if the mission is not complete and they are on the verge of losing, dark templar will scatter to avoid elimination. Dark Templar do not have escape mechanisms built into their armor, so have no way of instantly being freed from battle. Once they escape a lost battle, the survivors will gather at another time, and form a new plan to strike their opponents.

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

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

-Void Blast; DC 22 manifestation as a standard action; 6 energy fatigue; +11 attack at short range, target takes 36 damage, Penetration 8.

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 2 large size or smaller objects within distant range and move them 5 squares per round

Dark Templar, Nerazim

Level 10 Nerazim Protoss Heroic Character (Dark Templar 7, Assassin 3), High Threat

Skill Purchases: 17

Talent Purchases: 4

Ability Score Purchases: 6

Hit Points: 106

Healing Threshold: 7

Damage Threshold: 26

Defense: 24

Toughness: 20

Resolve: 19

Speed: 8

Shift Speed: 2

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 9

Psionic Resistance: 18

Energy Shields: 48

-Warp Psi Blade 1d20+10 accuracy, 34 damage, +3 strikes maximum; *Special Traits:* Penetration 8, Rending 6, Defensive, Warp

Skills: Acrobatics 4, Athletics 3, Defensive Training 6, Durability 6, Endurance 3, Melee 8, Mental Training 3, Perception 3, Psionics 6, Stealth 5, Survival 4

Talents: Defensive Fighting, Psi Level 3, Psi Level 4, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Weapon Mastery (melee II)

Skill Focuses: Melee +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Assassin Mastery II, Revitalizing Strike, Instant Recovery, Shadow Walk*

Psionic Powers: *Reading, Messaging, Cloaking, Hidden Sight, Void Blast, Move Object, Writhing Darkness*

Strength: 4 **Instinct:** 2 **Agility:** 6 **Fortitude:** 4

Intelligence: 3 **Willpower:** 6

Gear: Tier 2 Warp Psi Blade, Tier 2 Protoss Armor Suit (Plasma Shield in Normal Socket, Khalis Fragment in Normal Socket), Hood (Khalis Fragment in Dominance Socket)

Special Ability (Shadow Walk): As a standard action, the dark templar can spend 1 energy fatigue to teleport 4 squares in any direction.

Special Ability (Revitalizing Strike): Whenever this templar deals a crippling wound point to a biological target with a psi-weapon, the character recovers from 4 points of energy fatigue.

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

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

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

Special Ability (Khalis Crystal Mastery): The dark templar can, once per encounter, become completely invisible as the *Cloaking* psionic power. Using this function is activated as a free action, and has no energy fatigue cost or restrictions of actions in the character's turn. This power lasts until the start of the character's next turn.

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



Engineer Description

The Khalai Engineer is a professional at constructing and upkeep of the various components of Aiur Protoss society, whether it be their robots, infrastructure, or star cruisers. These veterans often have some experience in combat, as they have often been forced to be prepared to lead groups of probes in battlefield repair.

In comparison to the Khalai Artisan, engineers are more senior members of their caste. They lead the artisans, and maintain most of the equipment for the templar. Since the zerg invasion of Aiur, the engineers have been forced more and more to more actively participate in combat, both in defending their homes and assisting the templar with battlefield repairs. As such, many engineers now carry psionic weapons wherever they go, and have some level of training to go with them.

When an Aiur protoss character goes to requisition gear from a protoss armory, an Aiur Engineer is usually who they deal with to build, customize, or design their equipment.

Tactics

Engineers usually rely on the Templar to fight for them. They spend most of their time in combat around various protoss robotic constructs, such as reavers, shuttles, or sentries, using their combat mechanic ability to ensure the construct stays in combative shape. When there is no repairs that can be done at the time, engineers use their *Move Object* power to manipulate the battlefield and try to create cover for their allies, or wall enemies off. Only when they the templar's lines are broken, or there is no one else to fight, do engineers dive in with their psi spears.

- Engineer's Favored Psionic Powers: Psi Level 3, +10 psionic manifestation bonus (+11 with telekinesis)

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to a medium size or smaller object within medium range and move it 3 squares per round

Engineer, Aiur

Level 8 Aiur Protoss Heroic Character (Engineer 7, Phase Smith 1), High Threat

Skill Purchases: 10

Talent Purchases: 5

Ability Score Purchases: 5

Hit Points: 88

Healing Threshold: 7

Damage Threshold: 24

Defense: 18

Toughness: 18

Resolve: 16

Speed: 6

Shift Speed: 1

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 7

Psionic Resistance: 18

Energy Shields: 36

-Focused Psi Spear 1d20+5 accuracy, 24 damage, 1 strike maximum; *Special Traits:* Penetration 6, Reach 1, Psionic Infusion, Focusing

Skills: Athletics 3, Computers 6, Defensive Training 4, Durability 4, Influence 2, Lore 3, Medicine 3, Melee 3, Perception 5, Pilot 5, Psionics 5, Science 7

Talents: Penetration II, Psi Level 3, Psychic Power, Sabotage II, Structural Weakness

Skill Focuses: Science +3

Class Traits: *Probe Familiar, Improved Probe, Combat Mechanic, Improved Shields, Prestige*

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

Strength: 4

Instinct: 3

Agility: 3

Fortitude: 4

Intelligence: 6

Willpower: 5

Gear: Tier 2 Protoss Armor Suit (Khaydarian Crystal in Normal Socket, Plasma Shielding in Normal Socket), Cloak (Ilhan Crystal in Immortality Socket), Focused Psi Spear, Backpack Equipment Belt, Tier 2 Light Orb, Tier 2 Crystal Charging Cell x2, Tier 2 Protoss Medipack x2, Tier 2 Protoss Repair Kit x2

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

Special Ability (Robotic Domination): The engineer's probe familiar can move adjacent to any deactivated constructs and implant its will into it as a full-round action. This can affect constructs of any race. Once it has 'downloaded' itself into a construct, that construct uses the probe's prowess skills for all its attacks and functions, and continues to follow the character's will. If the possessed construct is destroyed, the probe automatically transfers back to its normal shell, supposing it is still intact. The probe can use this ability up to 6 minutes per day.

Special Ability (Probe Familiar): The engineer has a Probe robot that accompanies them at all times and obeys their will. The probe acts on the character's initiative, and can perform all the actions of a normal probe. The probe is controlled by the character purely through telepathy. See the constructs entry for the statistics of a probe. The probe is enhanced by the character, and gains +50 shield pool and +10 shield armor.

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

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



Fanatic Templar Description

A subset of the more common zealot, fanatics are veteran templar that are known for their fearless nature and unshaking loyalty to their culture. Their sole goal is die an honorable and valorous death for the furtherance of the Children of Aiur. They are single minded in their dedication to glorious warfare.

Fanatics are often found amongst groups of zealots, or amongst their own number. Amongst zealots, these senior warriors are a great boon due to their unstoppable warrior prowess, but can also be a crutch as well. Fanatics sometimes ignore crucial mission objectives or overarching plans to engage the enemy. Often, they will charge the foe even against impossible odds, leaving the zealots forced to decide whether to back the fanatics play, or go off on the mission alone.

In groups of other fanatics, these individuals form terrifyingly effective death squads. They fearless dive directly into combat with any number of foe, and often still win. For this reason, commanders send squads of fanatics on kill missions into any territory, trusting them to eliminate several times their number in enemies, until the enemy is destroyed or the fanatics achieve the glorious death they so crave.

Tactics

Always assume that fanatics have the *Muscular Enhancement* psionic power active. They keep it active at all times, even times of peace. Fanatics are strictly melee combatants, they possess no implements and have no offensive psionic powers. Their only method of engagement is close combat, but they are amongst the very best imaginable at it.

Fanatics use tactics to increase their accuracy and defense and use the bob and weave combat behavior. If possible, at the beginning of an encounter they will manifest *Toughness*, or possibly *Rush* instead if their foes are a notable distance away. In combat, they will always attack with their psi blades using both dual wielding, with free hailfire on their attacks. Also, due to their augmentation crystals, their psionic blades can set foes on fire and gain additional hailfire against light armored targets.

Seeking glorious death, Fanatics fight to the death in combat. The only exception is if innocent lives are on the line, or if a respected commander pleads for them not to.

-Fanatic's Favored Psionic Powers: Psi Level 4, +14 psionic manifestation bonus

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +4 damage resistance and +2 threshold for 3 rounds

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

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

Fanatic, Templar

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

Skill Purchases: 16

Talent Purchases: 8

Ability Score Purchases: 13

Hit Points: 261

Healing Threshold: 8

Damage Threshold: 40

Defense: 29

Toughness: 31

Resolve: 22

Speed: 8

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 20

Psionic Resistance: 28

Energy Shields: 90 (Shield Armor 10)

-Focusing Psi Blade 1d20+12 accuracy, 32 damage, +3 strikes maximum; *Special Traits:* Penetration 5, Hailfire 1, Energy Damage, Flames, Defensive, Focusing

-Focusing Psi Blade w/ Dual-Wielding 1d20+7 accuracy, 32 damage, +3 strikes maximum x2; *Special Traits:* Penetration 5, Hailfire 1, Energy Damage, Flames, Defensive, Focusing

Skills: Acrobatics 4, Athletics 4, Defensive Training 10, Durability 8, Endurance 6, Melee 10, Mental Training 6, Psionics 8, Tactics 4, Survival 4

Talents: Dual-Weapon Skill, Hardened Survivalist, Inspirational Presence, Penetration, Power Strike II, Psi Level 3, Psi Level 4, Swift Strikes, Weapon Mastery (melee II)

Skill Focuses: Melee +2, Defensive Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Psychic Champion III, Energizing Shields, Psychic Ward, Tactical Devotion, Omniscient Stance, Overwhelming Fury, Protoss Commander Mastery III, Praetor Mastery II, Power of Opportunity, Bulwark of Faith, Resilience of the Firstborn*

Psionic Powers: *Reading, Messaging, Toughness, Rush, Muscular Enhancement*

Strength: 10* **Instinct:** 2 **Agility:** 7* **Fortitude:** 7

Intelligence: 4 **Willpower:** 6

Gear: Tier 2 Focusing Psi Blade x2, Tier 2 Protoss Heavy Power Suit (Plasma Shield in Immortality Socket, Khalis Crystal in Vengeance Slot, Ilhan Crystal in Normal Socket, Focused Weapon), Bracer (Uraj Crystal in Vengeance slot)

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

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

Special Ability (Battle Synergy): The fanatic can forgo all actions on their turn to give all allies currently under one of their leadership combat augmentations a +4 bonus to all attacks and checks.

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

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

Special Ability (Protoss Psychic): The fanatic is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source. The character adds ½ their Psi Level to defense, as well as Athletics and Arobatics tests.

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



High Templar Description

The High Templar is a leader amongst the Protoss, a veteran of ages of war that has perfected their mental prowess beyond most of their kin. Such individuals can tear apart entire armies of foes with blasts of pure energy or through conjured storms of psychic energy.

High Templars have near infinite wisdom and intelligence. They have a clear understanding of the nature of the universe and the mysteries of the Khala. All other protoss seek them out for knowledge, training, and understanding. For this reason, High Templar spend most of their lives secluded within the Templar Archives, teaching and educating not only the next generation of protoss, but even their elders and commanders who are in need of guidance.

All High Templar have a number of students who study and learn under them, known as Adherents. The High Templar teach and guide these aspirants, so they can replace them eventually should their day come. Their lessons come in the form of practicing psionic manifestation, meditating and succumbing to the Khala, and studying the archives for lore on the science of the universe.

These elder combatants are often called forth by protoss commanders to assist in in the largest battlefields, for High Templars are the masters of manifesting psionic energy. Their abilities are, without a doubt, epic. High Templars can summon psionic storms to eliminate entire armies in seconds; cities in minutes. In the face of such power, what can the enemies of the protoss do?

Tactics

High Templar's are mighty and dangerous blade masters, but that is not their chosen course of combat. They only resort to close combat as a last resort. Instead they rely on their amazing psionic powers to quickly disintegrate their enemies.

In close tactical combat, where players are most likely to face them, High Templar levitate over the battlefield and release overwhelming devastation upon their foes. They usually begin combat with an *Improved Psionic Wave* psionic power. Powerful enough to destroy a city block, this wave of psionic energy will cripple, stun, or kill most enemies, causing battles with the high templar to end quite quickly. They use their special power to emit up to 11 squares from the burst area in order shield their allies from the effects of the power. If possible, they will follow up the power with additional *Improved Psionic Waves* to purge the resistance with impunity. Their energy fatigue naturally recovers fast enough they can use this devastating power with some regularity.

If the battlefield does not allow it, the high templar will instead rely on individual targeting power to due vast amount of damage to single targets. They will strike a target with *Improved Psionic Bolt*, and then use their Rapid Channeling ability to use *Mind Blast* as a minor action. With their 6 energy recovery, this combination only costs them 8 energy fatigue per turn, so they can do this for longer than most opponents are able to survive.

High Templar have specialty powers to deal with much more dangerous targets. Enemy psychics that pose a threat are hit with a quick *Feedback* power to take them out of the fight, while they use *Telekinetic Grasp* to snare and crush large, threatening targets, such as enemy vehicles or zerg monsters.

The most infamous power the High Templar wields is *Templar's Fury*, more commonly known as the Psionic Storm. This ability is a city killer, dealing considerable damage that staggers and ignores damage resistance over several rounds. However, this power has such a large area, Burst (44), that it is simply not suitable for tactical combat and is used more like protoss artillery. Therefore, players generally do not have to worry about facing psionic storms in close combat.

High Templar's Favored Psionic Powers: Psi Level 8, +39 psionic manifestation bonus (+23 with energy), recovers 6 energy fatigue per turn

-**Feedback;** DC 18 manifestation as a standard action; 6 energy fatigue; +17 attack versus resolve of another psychic within long range, target gains 13 energy fatigue and suffers 85 psionic damage

-**Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +17 attack versus resolve at medium range, target takes 76 psionic damage; Rending 4, Burst 2.

-**Telekinetic Grasp;** DC 24 manifestation as a standard action; 8 energy fatigue, +5 per round sustained; +32 attack versus toughness at distant range, target must be gargantuan-sized or smaller, target takes 60 damage per round, is Staggered, Tormented, and Immobilized sustained, can attempt to escape with a DC 30 strength at end of turn, caster sustains as a standard action

-Improved Psionic Bolt; DC 22 manifestation as a standard action; 6 energy fatigue; +17 attack versus defense at long range, struck takes 48 damage with Piecing, Stun

-Improved Psionic Wave; DC 28 manifestation as a standard action; 17 energy fatigue; +17 attack versus defense, effects an area adjacent to the character that is 22 squares long and 11 squares wide, struck targets take 65 damage with Piecing and staggers them if they fail a DC 28 endurance; powers area can omit up to 11 squares from being effected

-Templar's Fury Psionic Storm; DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (22) area at distant range, deals 65 damage to everyone within area and staggers them if they fail a DC 28 endurance test ;Piercing trait, lasts 3 rounds; powers area can omit 11 squares from being effect, these squares can change every round

High Templar

Level 19 Aiur Protoss Heroic Character (Zealot 7, High Templar 7, Master Templar 5), High Threat

Skill Purchases: 17

Talent Purchases: 13

Ability Score Purchases: 12

Hit Points: 133

Healing Threshold: 7

Damage Threshold: 29

Defense: 25

Toughness: 26

Resolve: 30

Speed: 6

Shift Speed: 1

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +9

Damage Resistance: 17

Psionic Resistance: 45

Energy Shields: 120

-Focusing Psi Blade 1d20+10 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 8, Defensive, Focusing

-Staff of Force 1d20+7 accuracy, 51 damage, +1 strikes maximum, 25 shots at medium range; *Special Traits:* Penetration 14, Telekinetic Weapon, Stun, Implement

-Psionic Lightning 1d20+17 accuracy, 48 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Penetration 10, Line 10, Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 3, Athletics 3, Computers 4, Defensive Training 10, Durability 9, Endurance 5, Melee 8, Mental Training 9, Pilot 4, Psionics 11, Ranged 6, Survival 4, Tactics 9

Talents: Awesome Abilities (Willpower), Dual-Weapon Skill, Endless Energy III, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telepathy, telekinesis II, energy II), Psychic Powersx3, Resilience

Skill Focuses: Defensive Training +2, Psionics +3

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Psionic Lightning, High Templar Mastery III, Rapid Channeling, Master Templar Mastery III, Energy Shock, Psionic Shade, Instant Recovery*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion, Hallucination, Feedback, Manipulate, Move Object, Mind Blast, Levitation, Telekinetic Impact, Improved Psionic Bolt, Improved Psionic Burst, Telekinetic Grasp, Mind Ripple, Improved Psionic Wave, Psionic Maelstrom, Templar's Fury, Imbue Form*

Strength: 8* **Instinct:** 2 **Agility:** 4 **Fortitude:** 4

Intelligence: 6 **Willpower:** 10

Gear: Tier 2 Focusing Psi Blade, Tier 2 Staff of Force, Tier 2 Protoss Light Power Suit (Plasma Shield in Wisdom Socket, Khaydarin Crystal in Vengeance Socket, Ilhan Crystal in Normal Socket), Amulet (Khaydarin Crystal in Wisdom Socket), Cloak (Ilhan Crystal in Immortality Socket)

Special Ability (Focusing Weapon): Whenever the high templar makes a successful weapon attack with their psi blade, they remove 6 energy fatigue.

Special Ability (Psionic Charge): When the high templar charges, they gain +8 movement speed and deal +40 damage at the end of the charge.

Special Ability (Levitation): The character can always choose to be levitating, and always counts as having the *Levitation* psychic power manifested with no energy fatigue cost and no manifestation check. They can dismiss or activate this power at will.

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

Special Ability (Instant Recovery): The high templar can check to remove energy fatigue as a standard action instead of a full-round action. In addition, they can sustain powers when they check to remove energy fatigue. In addition, once per day, the High Templar can spend a minor action to remove all of their energy fatigue.

Special Ability (Psionic Shade): Whenever the high templar moves, they are accompanied by a series of psychic echoes of themselves, making it hard to line up a direct hit on the actual caster. They gain concealment against all ranged attacks any round they move.

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

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



Adviser Judicator Description

The Judicator caste are the ancestral leaders of the Aiur Protoss. Judicator advisers are the most common senior administrators found as part of the Aiur protoss culture. They advise the Conclave, serve as ambassadors and judges, lead the people, and serve as the crew aboard the dreaded Arbiter star ships.

Advisers are commonly seeing service as the leaders of all aspects of protoss culture. They oversee the Khalai in their construction efforts and work with them to design new technology for society. They oversee the templar, giving them their instructions or acting as the will of the Conclave in military campaigns. Tactics and strategy are still for the templar commanders to determine, but the will of the judicators determines the direction of military campaigns.

Judicators are notorious for being cold, pragmatic, logical, and detached. Their sole overarching goals are twofold. First is the dominance of protoss culture. The second is securing their own command. Judicators are known to be dogmatic to protoss traditions, and unwavering of those customs even they are weight dragging them down.

Tactics

Judicators are not Templar, and do not have much formal warrior training. They have, however, mastered their psionic abilities. They focus in telepathy and temporal manipulation above other forms of combat.

Advisers cannot last long in sustained combat, so they will usually use *Blink* to maintain a safe distance from their foes. From there, they begin combat by using *Phase Shift* with a Focusing action to take several prominent targets out of a combat, to limit the number of foes that need to be fought at any one time. Once the threat is narrowed down, they use their Staff of Command to make psionic smites on their foes. If the battle becomes pitched, they instead use *Mind Blast* to exterminate the most troublesome opponent.

Unless there is a senior commander in the room, they use leadership combat augmentations for Coordinate and Defensive Formation. Advisers rarely use Rally, even if it is necessary, due to their arrogant belief that their soldiers should not feel fear or hesitation. Advisers use focus actions when they are using offensive psionic powers; otherwise use bob and weave to stay alive.

The mere psionic presence of a judicator has a dangerous effect on the minds of those nearby. All enemies within 6 squares of the Judicator suffer -1 morale level per turn.

Judicator Adviser's Favored Psionic Powers: Psi Level 5, +16 psionic manifestation bonus (+15 with telekinesis or temporal), recovers 2 energy fatigue per turn

-**Mind Blast;** DC 20 manifestation as a standard action; 5 energy fatigue; +12 attack versus resolve at medium range, target takes 68 psionic damage; Penetration 10, Rending 3, Burst 1, +1 crippling wound point.

-**Blink;** DC 26 manifestation as a move action; 3 energy fatigue; character instantly teleports to any location within sight that is up to 10 squares away

-**Phase Shift;** DC 28 Manifestation as standard action; 6 energy fatigue; +12 attack versus toughness against are large-size or smaller target within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 5 rounds or until target succeeds DC 25 willpower check as full-round action

Judicator, Adviser

Level 12 Aiur Protoss Heroic Character (Judicator 6, High Templar 6), High Threat

Skill Purchases: 16

Talent Purchases: 8

Ability Score Purchases: 6

Hit Points: 97

Healing Threshold: 6

Damage Threshold: 25

Defense: 20

Toughness: 19

Resolve: 25

Speed: 6

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 8

Psionic Resistance: 36

Energy Shields: 50

-**Strife Blade** 1d20+7 accuracy, 24 damage, 1 strikes maximum; *Special Traits:* Defensive, Versatile

-**Staff of Command** 1d20+8 accuracy, 50 psionic damage, 1 strike maximum, 10 shots at medium range; *Special Traits:* Implement, Mental Weapon, Hold

-**Psionic Lightning** 1d20+14 accuracy, 23 damage, 1 strikes maximum, 1 shot at special range; *Special Traits*: Line (5), Energy Damage, Energy Fatigue Cost (1)

Skills: Computers 2, Defensive Training 6, Durability 6, Endurance 6, Influence 6, Leadership 6, Lore 6, Medicine 2, Melee 5, Mental Training 6, Perception 4, Pilot 6, Psionics 8, Ranged 6

Talents: Endless Energy II, Intimidating Presence, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psychic Discipline Focus (telepathy II, telekinesis II), Psychic Powers2,

Skill Focuses: Psionics +2

Class Traits: *Fateweaver Mastery III, Doomsayer, Proficient Mind, Influential, Judgement, High Templar Mastery III, Levitation*

Psionic Powers: *Reading, Messaging, Levitation, Psychic Block, Compulsion, Manipulate, Move Object, Blink, Command, Mind Blast, Temporal Storage, Phase Shift*

Strength: 3 **Instinct**: 3 **Agility**: 3 **Fortitude**: 3

Intelligence: 6 **Willpower**: 7

Gear: Tier 2 Protoss Armor Suit (Ilhan Crystal in Normal Socket, Khaydarin Crystal in Normal Socket), Tier 2 Staff of Command, Tier 2 Strife Blade, Robe (Plasma Shield in Wisdom Socket, Ilhan Crystal in Immortality Socket)

Special Ability (Fateweaver Mastery): The judicator's telepathy powers ignore 10 points of psionic resistance, and deal an additional crippling wound point when they deal a wound. The manifestation costs of telepathy powers are reduced by 1.

Special Ability (Levitation): The judicator can always choose to be levitating, and always counts as having the *Levitation* psychic power manifested with no energy fatigue cost and no manifestation check. They can dismiss or activate this power at will.

Special Ability (Judgement): All enemies within line of sight of the judicator gain disadvantage on morale checks.

Special Ability (Influential): When the judicator uses combat influence, they can affect three targets with a single combat influence attempt.

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

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



Conclave Judicator Description

The Conclave was the ruling body over the Aiur Protoss. All the major decisions of the Protoss people is decided by members of this esteemed ruling council. The Conclave Judicator represents a common member of the conclave, if common can be used to apply to such a powerful individual. The Conclave was destroyed during the Great War, but some of these esteemed members managed to survive the war.

Conclave Judicators are the most dispassionate of their aloof and cold clans of individuals. Before the zerg invasion, they enjoyed ultimate power over their empire. They brought order to the clans after the Aeon of Strife, ordered the execution of the dark templar and later banished them, and ordered the templar to incinerate multiple terran worlds that suffered under a zerg infestation.

Conclave Judicators were not approachable by common protoss, and typically only interacted with other judicators or the highest of the other castes. They were utterly logical and unfeeling, and reaching them through the Khala could be unnerving in the utter lack of empathy they possessed.

Tactics

Conclave Judicators despise close combat, viewing it as beneath them. Instead they rely on their overwhelming psionic powers to decimate their foes. Judicators begin a serious combat by manifesting *Stasis Field* to entrap the majority of the enemy targets if they are facing a large enemy force, or *Phase Shift* if they are fighting a smaller squad. Afterwards, they use Dominate take control of the two strongest enemies, and turn them against their allies. With the majority of their foes either out of the fight or mind controlled, a councilor teleports to a safe location in order to recharge their energy fatigue.

Within a few rounds, councilors will *Blink* back and use their telepathic powers to eliminate their foes. *Mind Overload* is their preferred offense, as it can quickly kill most remaining enemies that have been weathered by the dominated minions. If they are confronted by swarms of smaller foes, they use *Mind Ripple* to eliminate them in mass.

Councilors almost always use focusing or bob and weave combat behaviors. They use their leadership on allies for Defensive Formation or Coordinate combat augmentations.

The Judicator's greatest defenses do not come from their psionics, but their special traits. Their Aura of Terror means that non-constructs must spend a morale point or a move action to be able to attack a conclave councilor. Their judgement ability gives automatic negative morale levels. The most terrifying, however, is their Presence of Will trait, which causes them to deal 20 psionic damage to all enemies with 6 squares of them at the start of their turn. They gain penetration 10 versus the psionic resistance of target struck by this ability, or targeted by any other psionic power of the fateweaver.

Conclave Judicator's Favored Psionic Powers: Psi Level 8, +22 psionic manifestation bonus (+24 with telepathy), recovers 2 energy fatigue per turn

-Mind Overload; DC 24 manifestation as one or more full-round actions; 6 energy fatigue; +17 attack versus resolve at medium range, target takes 120 psionic damage, and then 60 psionic damage at the start of the caster's next turn, and 25 psionic damage at the turn after that, targets are staggered for 1 round for every crippling wound they suffer from this power; Penetration 10, +1 crippling wound point.

-Mind Ripple; DC 22 manifestation as a full-round action; 11 energy fatigue; +17 attack versus resolve in a Burst 20 centered on the caster, targets takes 80 psionic damage; Penetration 10, Rending 5, +1 crippling wound point.

-Dominate; DC 26 manifestation as a standard action; 17 energy fatigue; +17 attack versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, caster can have up to 10 dominated targets.

-Blink; DC 26 manifestation as a move action; 2 energy fatigue; character instantly teleports to any location that is up to 24 squares away, does not require line of sight to target

-Phase Shift; DC 28 manifested as standard action; 6 energy fatigue; +33 attack versus toughness against up to 2 gargantuan-size or smaller target within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 8 rounds or until target succeeds DC 25 willpower check as full-round action

-Stasis Field; DC 30 manifested as standard action; 16 energy fatigue; +33 attack versus toughness against up to 8 gargantuan-size or smaller target, all targets must be within long range of at least one other target and within distant range of the caster, struck targets are imprisoned and cannot be healed, harmed, interacted with, do not suffer from ongoing conditions such as bleed or regeneration, imprisoned targets can perform no actions; power lasts 8 rounds.

Judicator, Conclave

Level 20 Aiur Protoss Heroic Character (Judicator 6, High Templar 7, Conclave Councilor 4, Praetor 3), High Threat

Skill Purchases: 21

Talent Purchases: 14

Ability Score Purchases: 11

Hit Points: 169

Healing Threshold: 7

Damage Threshold: 31

Defense: 23

Toughness: 23

Resolve: 28

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 18

Psionic Resistance: 42

Energy Shields: 80 (5 Shield Armor)

-**Focusing Psi Spear** 1d20+12 accuracy, 28 damage, 1 strikes maximum; *Special Traits*: Penetration 16, Reach 1, Psionic Infusion, Energy Damage, Flames, Focusing

-**Staff of Command** 1d20+12 accuracy, 70 psionic damage, 1 strike maximum, 10 shots at medium range; *Special Traits*: Implement, Mental Weapon, Hold

-**Psionic Lightning** 1d20+20 accuracy, 32 damage, 1 strikes maximum, 1 shot at special range; *Special Traits*: Line (8), Energy Damage, Energy Fatigue Cost (1)

Skills: Computers 4, Defensive Training 9, Durability 9, Endurance 8, Influence 11, Leadership 9, Lore 9, Medicine 5, Melee 9, Mental Training 9, Perception 9, Pilot 9, Psionics 12, Ranged 9

Talents: Air of Authority, Awesome Abilities (Willpower), Emotionless, Endless Energy II, Intimidating Presence, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telepathy II, telekinesis II), Psychic Power s3, Weapon Mastery (ranged II)

Skill Focuses: Psionics +3, Influence +2

Class Traits: *Fateweaver Mastery III, Doomsayer, Proficient Mind, Influential, Judgement, High Templar Mastery III, Levitation, Presence of Will, Battle Sense, Aura of Terror, Rapid Channeling, Protoss Commander Mastery II, Bulwark of Faith, Praetor Mastery I, Resilience of the Firstborn*

Psionic Powers: *Reading, Messaging, Levitation, Psychic Block, Compulsion, Manipulate, Move Object, Blink, Command, Mind Blast, Temporal Storage, Phase Shift, Mind Ripple, Recall, Stasis Field, Mind Overload, Psionic Maelstrom, Dominate*

Strength: 5* **Instinct**: 2 **Agility**: 3 **Fortitude**: 4

Intelligence: 8 **Willpower**: 10

Gear: Tier 3 Protoss Light Power Suit (Argus Crystal in Wisdom Socket, Uraj Crystal in Vengeance Socket), Tier 3 Staff of Command, Tier 2 Psi Spear, Robe (Plasma Shield in Wisdom Socket, Ilhan Crystal in Immortality Socket), Hood (Ilhan Crystal in Dominance Socket)

Special Ability (Presence of Will): The Judicator has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the character within short range suffer an automatic hit of 20 psionic damage at the start of the fateweaver's turn. This power is enhanced by the Fateweaver Mastery ability, ignoring the first 10 points of psionic resistance. Any enemy who takes a crippling wound loses a morale level for every crippling wound suffered.

Special Ability (Focusing Weapon): Whenever the judicator makes a successful weapon attack with their psi blade, they remove 6 energy fatigue.

Special Ability (Judgement): All enemies within line of sight of the judicator gain disadvantage on morale checks.

Special Ability (Influential): When the judicator uses combat influence, they can affect three targets with a single combat influence attempt.

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

Special Ability (Aura of Terror): The judicator's air of authority has become a palpable aura, a psionic ward that interferes within even the most fearless beasts. The character's Air of Authority talent increases, and now effects targets that are immune to combat influence, are emotionless, or of another race, including beasts, and Zerg. It still does not affect constructs. For creatures without a morale bonus, they simply test their willpower plus ½ their ranks in Mental Training.

Special Ability (Doomsayer): The judicator can perform a special Doomsayer combat influence action against protoss, zerg, infested terrans, and animals. The judicator makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they cause them to suffer disadvantage on all checks for 1 round.

Special Ability (Battle Sense): The judicator cannot be flanked, and enemies gain no bonus for flanking the character. The character is not flat-footed when they are flanked. In addition, the character gains +8 to acrobatics tests to evade.

Special Ability (Emotionless): The judicator must make a DC 10 intelligence check to act with self-preservation, including fleeing from a hopeless battle. The character cannot raise or decrease in morale. At the start of each turn in an encounter, the character gains 14 protection points.

Special Ability (Resilience of the Firstborn): When the judicator rallies an allied protoss with a leadership check, those allies regain 20 shield points.

Special Ability (Fateweaver Mastery): The judicator's telepathy powers ignore 10 points of psionic resistance and deal an additional crippling wound point when they deal a wound. The manifestation costs of telepathy powers are reduced by 1.

Special Ability (Levitation): The judicator can always choose to be levitating, and always counts as having the *Levitation* psychic power manifested with no energy fatigue cost and no manifestation check. They can dismiss or activate this power at will.

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

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



Menial Description

The nerazim Menials are the commonplace civilians of the nerazim across their stellar empire. They perform the menial labor, maintenance, and upkeep of Nerazim settlements and colonies. While inexperienced and untrained compared to the various Protoss warriors, even an unarmed Nerazim can be a threat to unprepared combatants.

Menials fill the cities of Shakuras. In addition to forming the general labor force and providing the upkeep of their cities, menials fill the roles of craftsmen, merchants, artists, and technicians. While they dedicate their lives to the physical world, even the most common of the nerazim have some affinity with the void. They are all accompanied with a psionic mote of shadow energies known as a Void Specter, essentially a psionic extension of their will.

Tactics

Menials are not combatants. They have no training, offensive psionics, or advanced weaponry. Their training is to cloak and escape from combat, possibly luring their enemies into traps set by the dark templar. However, they are not cowards, as all protoss are warriors at heart. If there are no reinforcements to aid them, menials will fight furiously to defend their homes, stabbing with their ornate spears.

Menial, Nerazim

Level 3 Nerazim Protoss Heroic Character (Technician 3), High Threat

Skill Purchases: 7	Talent Purchases: 1	Ability Score Purchases: 2
Hit Points: 79	Healing Threshold: 6	Damage Threshold: 21
Defense: 19	Toughness: 17	Resolve: 12
Speed: 7	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1	Psionic Resistance: 12	Energy Shields: 48 (2 Shield Armor)

-Strife Spear 1d20+4 accuracy, 22 damage, +1 strikes maximum; *Special Traits*: Reach 1, Throwing

Skills: Acrobatics 2, Athletics 2, Computers 3, Defensive Training 3, Durability 2, Melee 2, Medicine 3, Lore 3, Psionics 3, Science 3, Stealth 2

Talents: Defensive Fighting, Enduring Shields II, Sabotage

Class Traits: *Void Specter*

Psionic Powers: *Reading, Messaging, Cloaking*

Strength: 4 **Instinct**: 2 **Agility**: 4 **Fortitude**: 3

Intelligence: 5 **Willpower**: 4

Gear: Strife Spear, Harness (Plasma Shield in Normal Socket), Laser Cutter, Backpack, Equipment Belt, Light Orb, Crystal Charging Cell x2, Protoss Medipack x2, Protoss Repair Kit x2

Special Ability (Void Specter): The nerazim animates a spectral apparition of pure void energies. This small, black haze is controlled as an extension of the character's mind, and has the ability to telekinetically manipulate objects. The void specter must remain within 15 squares of the character, and flies at a speed of 10 squares per round. If the void specter is ever dismissed, it can be resummoned as a minor action. The void specter can use the *Manipulate* psychic power at will on non-carried objects, and can make Computer and Science checks as if it was the caster performing it. Commanding the void specter is a free action every round.

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

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

Oracle Description

After the Brood War, many young Nerazim began to study the mysteries of time and space, and master the psionic art of temporal manipulation. They hoped that having a higher foresight would give them the prescience to prevent future tragedies, such as the fall of Aiur or the death of Razagal. By the Second Great War, these oracles were practiced psychics, and were ready to test their abilities against the other races of the galaxy.

Oracles have limited warrior training, and instead dedicate themselves largely to understanding. They constantly peer through the veils of time to watch for hidden threats and secret terrors throughout the stars. When they do so a danger on the horizon, they alert the nerazim war hosts, and volunteer their services in fighting off the menace. They often do so in a new nerazim air craft, also known as the oracle, that was specifically designed for their skills.

Oracles are constantly dismayed by everything that they do not see, blaming themselves for everything that slips beyond their gaze. Constant contact with the future leaves oracles rather remorse and cold as well, for any addition to guilt, they suffer from cynicism granted them by witnessing their own death and the death of their loved ones repeatedly in a hundred different fashions. Sometimes ignorance truly is bliss.

Tactics

Nerazim oracles are usually encountered in their ships when they head to battle. Once fought on foot, they work closely with their allied protoss. Oracles prefer to allow their more militant comrades to battle their foes, while they work on disabling their enemies.

Oracles begin combats by using the *Phase Shift* power to start removing enemies from the fight. They use focus combat behaviors with this to ensure the power goes off. Once they have reduced the dangerous enemies into manageable numbers, they usually try to recover their energy fatigue. After recovering, they will hit the most dangerous target with *Deceleration* and sustain it while they support their allies with *Mind Blasts*. When their *Phase Shifts* are beginning to wear out, they will recover their energy once again, so they can renew them again, if needed.

Oracles try to stay a ways away from the fighting, supporting from the back lines. However, if they are engaged close, they can be deadly adversaries. Their Presence of Will ability deals constant damage to foes pursuing them in close range, and they can unleash powerful *Mind Ripples* against surrounding foes. Their Fateweaver Masteries greatly enhance these powers. In addition, they can use their focusing crystals to tear apart heavily armored foes.

Important abilities of the oracles to remember is their improved battle sense, which makes them difficult to flank or ambush, and their augmentation crystal that gives them +20 damage resistance any turn they manifest a Temporal psionic power. Finally, they have their Hindsight ability, which allows them to redo their turn once per battle. This is usually saved for when they are on the losing side of a fight, and they need to retry a particularly pivotal turn with a new set of rolls or a new action.

Oracle's Favored Psionic Powers: Psi Level 6, +17 psionic manifestation bonus, recovers 1 energy fatigue per turn

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

-Mind Blast; DC 20 manifestation as a standard action; 5 energy fatigue; +14 attack versus resolve at medium range, target takes 78 psionic damage; Penetration 10, Rending 4, Burst 1, +1 crippling wound point.

-Mind Ripple; DC 22 manifestation as a full-round action; 11 energy fatigue; +14 attack versus resolve in a Burst 7 centered on the caster, targets takes 78 psionic damage; Penetration 10, Rending 3, +1 crippling wound point.

-Deceleration; DC 28 manifestation as a standard action; 6 energy fatigue; +14 attack versus resolve at medium range, target suffers swiftness drain (5) for 3 rounds. Target can escape the drain with a DC 16 willpower test as a move action.

-Phase Shift; DC 28 manifestation as standard action; 6 energy fatigue; +24 attack versus toughness against a huge-size or smaller target within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 6 rounds or until target succeeds DC 25 willpower check as full-round action

Oracle, Nerazim

Level 15 Nerazim Protoss Heroic Character (Oracle 6, Prophet 4, Steersman 4), High Threat

Skill Purchases: 17 Talent Purchases: 9 Ability Score Purchases: 9

Hit Points: 89	Healing Threshold: 6	Damage Threshold: 25
Defense: 27	Toughness: 20	Resolve: 24
Speed: 7	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 10	Psionic Resistance: 35	Energy Shields: 60

-**Warp Psi Blade** 1d20+7 accuracy, 25 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Defensive, Warp

-**Focusing Crystal** 1d20+11 accuracy, 60 damage, 1 strike maximum, 1 shots at short range; *Special Traits:* Piercing, Rending 6, Implement

Skills: Acrobatics 4, Computers 3, Defensive Training 7, Durability 5, Influence 5, Lore 5, Medicine 5, Melee 4, Mental Training 5, Perception 7, Pilot 7, Psionics 9, Ranged 7, Science 4, Stealth 4, Survival 4

Talents: Defensive Fighting, Emotionless Endless Energy, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telepathy, temporal II), Psychic Power x2, Smart Shot

Skill Focuses: Psionics +2, Mental Training +2

Class Traits: *Fateweaver Mastery III, Influential, Doomsayer, Impair Instincts, Proficient Mind, Battle Sense, Hindsight, Improved Battle Sense, Temporal Surge, Presence of Will, Pilot Expert, Pilot Mastery II, Avenger, Steersman Mastery II, Spiral Motion*

Psionic Powers: *Reading, Messaging, Cloaking, Blink, Revelation, Acceleration, Envision, Feedback, Hallucination, Deceleration, Phase Shift, Mind Blast, Mind Ripple*

Strength: 3 **Instinct:** 5* **Agility:** 4 **Fortitude:** 3

Intelligence: 7 **Willpower:** 8

Gear: Tier 2 Focusing Crystal, Tier 2 Warp Psi Blade, Tier 2 Protoss Flight Suit (Ilhan Crystal in Vengeance Socket, Ilhan Crystal in Normal Socket), Robe (Khaydarin Crystal in Immortality Socket, Plasma Shield in Wisdom Socket), Tier 2 Protoss Medipack x2, Equipment Belt

Special Ability (Presence of Will): The oracle has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the character within short range suffer an automatic hit of 14 psionic damage at the start of the fateweaver's turn. This power is enhanced by the Fateweaver Mastery ability, ignoring the first 10 points of psionic resistance. Any enemy who takes a crippling wound loses a morale level for every crippling wound suffered.

Special Ability (Fateweaver Mastery): The oracle's telepathy powers ignore 10 points of psionic resistance, and deal an additional crippling wound point when they deal a wound. The manifestation costs of telepathy powers are reduced by 1.

Special Ability (Improved Battle Sense): The oracle cannot be flanked, and flanking the character does not make them flat-footed. They add +6 to acrobatics tests to evade and is never surprised in combat.

Special Ability (Temporal Surge): Once per every turn, the oracle can reroll a single dice roll, or force an enemy to reroll a single dice roll.

Special Ability (Hindsight): Once per encounter, the oracle can choose to 'redo' their turn. This can be done immediately after all of the character's actions are concluded with their turn. They can choose to cancel every action, movement, or activity on their turn, returning everything to how it was before the turn began, and then do the turn again, rolling new checks on any action performed.

Special Ability (Phased Khaydarin Crystal Immortality): Upon manifesting a power from the Temporal psionic discipline, the oracle partially phases out of time, and gains +20 damage resistance until the start of their next turn.

Special Ability (Influential): When the oracle uses combat influence, they can affect three targets with a single combat influence attempt.

Special Ability (Doomsayer): The oracle can perform a special Doomsayer combat influence action against protoss, zerg, infested terrans, and animals. The oracle makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they cause them to suffer disadvantage on all checks for 1 round.

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

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

Special Ability (Emotionless): The oracle must make a DC 10 intelligence check to act with self-preservation, including fleeing from a hopeless battle. The character cannot raise or decrease in morale. At the start of each turn in an encounter, the character gains 10 protection points.



Nerazim Pilot Description

The Nerazim pilot is the typical combat pilot for the Dark Templar. They are aerial artisans who have complete control of their craft, and can handily outmaneuver the vehicles of their enemies. Even on foot, these pilots are formidable enemies, quickly able to disappear and ambush in pursuers that shoot down their ships.

Nerazim pilots begin as dark templar, who deviate in their path to become pilots instead. Many of them enjoy the freedom of flying and exploration, or feel more at home behind the controls than they do on foot. Some believe they can serve their civilization better that way, while the ambitious few are looking to climb the ranks to become starship commander someday.

Tactics

Nerazim pilots are typically encountered piloting their starships, and are rarely fought on foot. Occasionally they are encountered after their vessel has crashed or before they are able to reach their aircraft. Regardless, they follow the edicts of combat of the dark templar. They activate their cloaking power, and perform hit and run attacks on their foes. They strike silently with their warp blades, and then disappear for several rounds while they recover their energy.

When fighting with other warriors, their primary purpose is to make sudden strikes to support their allies. When encountered on their own, they goal is to escape by making themselves impossible to follow, or their foes disinclined to pursue them.

-Pilot's Favored Psionic Powers: Psi Level 3, +11 psionic manifestation bonus

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

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 2 large size or smaller objects within medium range and move it 4 squares per round

Pilot Nerazim

Level 12 Nerazim Protoss Heroic Character (Dark Templar 7, Steersman 5), High Threat

Skill Purchases: 15

Talent Purchases: 3

Ability Score Purchases: 9

Hit Points: 88

Healing Threshold: 7

Damage Threshold: 24

Defense: 21

Toughness: 21

Resolve: 19

Speed: 8

Shift Speed: 2

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 7

Psionic Resistance: 20

Energy Shields: 36

-Warp Psi Blade 1d20+8 accuracy, 30 damage, +3 strikes maximum; *Special Traits:* Penetration 7, Defensive, Warp

Skills: Acrobatics 3, Athletics 3, Computers 4, Defensive Training 7, Durability 4, Endurance 2, Melee 5, Mental Training 4, Perception 6, Ranged 6, Psionics 6, Science 4, Survival 2, Stealth 2, Tactics 2

Talents: Defensive Fighting, Psi Level 3, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Weapon Mastery (ranged, melee)

Skill Focuses: Defensive Training +2

Class Traits: *Dark Templar Mastery III, Shadow Walk, Shadow Curtain, Extermination, Pilot Expert, Pilot Mastery II, Avenger, Steersman Mastery II, Spiral Motion, Distortion Field*

Psionic Powers: *Reading, Messaging, Cloaking, Move Object*

Strength: 4

Instinct: 7*

Agility: 6

Fortitude: 4

Intelligence: 4

Willpower: 5

Gear: Tier 2 Protoss Flight Power Suit (Plasma Shield in Normal Socket, Ilhan Crystal in Vengeance Socket), Tier 2 Warp Psi Blade

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

Special Ability (Shadow Walk): As a standard action, the assassin can spend 1 energy fatigue to teleport 6 squares in any direction.

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

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

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

Special Ability (Spiral Motion): The pilot does not need to test to make a 90 degree or 180 degree turn in their vehicle. In addition, the pilot can make an additional turn with their vehicle every round at the very end of their movement.

Special Ability (Distortion Field): Once the pilot activates the *cloaking* psychic power while inside a flying vehicle, their vehicle becomes shrouded and hidden from sight, while not completely invisible. The vehicle counts as following the Sneaking rules. As long as the cloaking effect is maintained, the Sneaking effect is reapplied at the end of the character's turn as long as they did not attack.



~Nerazim Pilot (left)



~Templar Pilot (right)

Templar Pilot Description

The Templar pilot is the typical combat pilot for the Dark Templar. These warriors have a fanatical, near religious dedication to aerial warfare and treat their vessel as an extension of their will. Their long lifespans, powerful starships, and commitment to perfection makes each of them easily worth a handful of terran pilots.

Templar pilots begin as all other members of their caste, as warriors in training. At some point in their tutelage they showed affinity to void warfare, and instructors diverted their studies in another direction. Now these templar are assigned to a single vessel that they are as intimately familiar with as a zealot is to their psi-blades.

Tactics

Templar pilots are typically encountered piloting their starships, and are rarely fought on foot. Occasionally they are encountered after their vessel has crashed or before they are able to reach their aircraft. Regardless, they are still lethal protoss warriors. They begin engagements by manifesting the *Toughness* power, and diving into melee. They use tactics to increase their defense and bob and weave to further improve their survivability.

Templar pilots fight as fearlessly and true as zealots, even without the superior armor and combat training of those warriors. They follow the orders of their commander, or otherwise fight to the death defending their ship, home, and comrades.

-Pilot's Favored Psionic Powers: Psi Level 3, +11 psionic manifestation bonus

-Toughness; DC 14 manifestation as move action; 8 energy fatigue; +3 damage resistance and +1 threshold for 3 rounds

Pilot, Templar

Level 12 Aiur Protoss Heroic Character (Zealot 7, Aerial Sentry 5), High Threat

Skill Purchases: 13

Talent Purchases: 4

Ability Score Purchases: 10

Hit Points: 97

Healing Threshold: 7

Damage Threshold: 29

Defense: 23

Toughness: 22

Resolve: 17

Speed: 8

Shift Speed: 2

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 10

Psionic Resistance: 19

Energy Shields: 51

-Focusing Psi Blade 1d20+8 accuracy, 23 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Defensive, Focusing

Skills: Acrobatics 3, Athletics 3, Computer 4 Defensive Training 7, Durability 5, Endurance 2, Melee 5, Mental Training 2, Pilot 6, Ranged 6, Psionics 6, Tactics 3

Talents: Dual-Weapon Skill, Penetration, Psi Level 3, Weapon Mastery (melee, ranged)

Skill Focuses: Defensive Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Expert, Pilot Mastery II, Avenger, Aerial Sentry Mastery II, Intercept, Psi-Infused Hull*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion*

Strength: 5

Instinct: 7*

Agility: 6

Fortitude: 4

Intelligence: 4

Willpower: 5

Gear: Tier 2 Protoss Flight Power Suit (Plasma Shield in Normal Socket, Ilhan Crystal in Vengeance Socket), Tier 2 Focused Psi Blade

Special Ability (Focusing Weapon): Whenever the pilot makes a successful weapon attack with their psi blade, they remove 2 energy fatigue.

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

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

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

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

Preserver Description

Preservers are Aiur protoss who have such a powerful and deep connection to the Khala that they can relieve the memories of Khala-using protoss that died. Preservers have a quasi-divine ability to relieve and study the history; they can simply observe the memories of Aiur protoss who has passed. Using this gift, they study protoss cultural laws from those who wrote them, learn strategy from lost protoss executors, or understand the schematics and blue prints of a starship that hadn't been seen in a thousand years.

Preservers are few in protoss society. Not anyone can become a preserver; it is a gift that is inherent rather than taught. Preservers exist beyond the caste system and clans. Anyone born with the powers of a preserver are brought up in a specific upbringing. They study under a senior preserver, and learn to master their powers for the betterment of their species.

Preservers serve the roll of advisors and librarians for the protoss. Those within the cities act as beacons of knowledge and understanding for the more common-place protoss. Others venture to isolated worlds and shrines and dedicate their lives to studying and recording the past. The greatest preservers serve as advisors for esteemed individuals such as executors or judicators.

For the most part, preservers are not warriors. However, they are highly experienced individuals with extensive training, and many of them live dangerous lives on quests for the protoss race. Moreover, their ability to access the memories of the fallen allow them to acquire skills they would not otherwise have, by absorbing the memory of a fallen protoss soldier or commander. This allows them to fight well beyond their training, displaying skills they seem like they would have no right to have.

Tactics

Preservers may not be warriors, but they do have extreme mastery of psionic powers due to their close connection to the Khala. They use their psionic powers to punish their enemies with an onslaught of telekinetic powers from a safe distance. Because of how valuable they are to their species, any Aiur protoss, including high ranking commanders, will sacrifice themselves to save preserver. In return, preservers are expected to not waste their lives recklessly, even at the cost of personal honor. Their responsibility to their people is simply too great.

Preservers begin encounters using tactics to improve their defense or moving to a safe location, then using Move Object to rearrange the battlefield or crush foes, and end their turn using a Chronicle on an allied protoss. Their most commonly used chronicle is the Chronicle of the Firstborn, giving all around benefit from a single ally. They will use other chronicles based on the location of the battleground or the enemies fought. If possible, they will try to use a Chronicle with their minor action every turn, to ensure their allies are as inspired as possible.

Aside from using their Chronicles and staying out of harm's way, preservers will go between using *Telekinetic Push*, *Telekinetic Impact*, and *Move Object* as needed based on the battlefield environment. If possible, they will use the focus combat behavior to increase their psionic accuracy, but will not do so if they need to relocate or apply a chronicle on an ally. Preservers save their Command and Telekinetic Grasp powers on elite allies that are difficult to manage. Command is used on biological targets, namely large and dumb creatures, while Telekinetic Grasp is reserved for vehicles and dangerous foes too disciplined to effect with Command.

Through their awakened memories, preservers have gained a host of combative abilities. Most notably, they have received the defensive training of the greatest protoss warriors, as well as the sheer psionic presence of the judicators in the form of the Presence of Will ability, which allows them to project a psionic aura of destruction around them.

Preservers will not fight to the death, unless their death is a necessary sacrifice for the greater good. Their kind is too rare in the universe, and they do not waste their lives except for the most significant sacrifices.

-Preserver's Favored Psionic Powers: Psi Level 6, +16 psionic manifestation bonus (+18 with telekinesis), recovers 4 energy fatigue per turn

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

-Telekinetic Push; DC 20 manifestation as a standard action; 5 energy fatigue; +32 attack versus toughness of up to 3 targets at distant range, targets are knocked prone and pushed 1 square, +1 square for every 5 points attack surpassed target's toughness, struck targets also take 36 damage +5 damage for every square moved

-Telekinetic Impact; DC 22 manifestation as a standard action; 6 energy fatigue; +22 attack versus defense at long range, target takes 60 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness (+10 accuracy versus toughness)

-Telekinetic Grasp; DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +32 attack versus toughness at distant range, target takes 56 damage per round, is Staggered, Tormented and Immobilized sustained, can attempt to escape with a DC 23 strength at end of turn, caster sustains as a standard action

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 4 gargantuan size or smaller objects within distant range and move them 8 squares per round, objects can instead be hurled up to 24 squares dealing damage as the type of object they are, +12 accuracy with thrown objects

Preserver

Level 16 Aiur Protoss Heroic Character (Preserver 6, Grand Preserver 4, High Templar 6), High Threat

Skill Purchases: 16

Talent Purchases: 9

Ability Score Purchases: 11

Hit Points: 181

Healing Threshold: 7

Damage Threshold: 28

Defense: 25

Toughness: 22

Resolve: 30

Speed: 6

Shift Speed: 1

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 9

Psionic Resistance: 36

Energy Shields: 90 (5 Shield Armor)

-Focusing Psi Blade 1d20+11 accuracy, 19 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Defensive, Psionic, Focusing

-Focusing Crystal 1d20+12 accuracy, 55 damage, 1 strike maximum, 1 shots at short range; *Special Traits:* Implement, Piercing, Rending 6

-Psionic Lightning 1d20+20 accuracy, 26 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Line (6), Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 4, Athletics 4, Computers 4, Defensive Training 7, Durability 7, Endurance 3, Influence 7, Lore 10, Medicine 7, Melee 7, Mental Training 9, Perception 4, Pilot 6, Psionics 8, Ranged 7, Science 4, Survival 7, Tactics 7

Talents: Endless Energy II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Endless Energy II, Psychic Discipline Focus (telepathy, telekinesis II), Psychic Power x2

Skill Focuses: Lore +2, Mental Training +2

Class Traits: *High Templar Mastery III, Chronicles (Faith, Last Defense, Children of Aiur, Stewardship, Firstborn, Purification), Infinite Understanding, Awakened Memories (Art of Absorption, Protoss Commander Mastery II), Improved Awakened Memories (Presence of Will, Omniscient Stance), Revelation, Blended Knowledge*

Psionic Powers: *Reading, Messaging, Manipulate, Hallucination, Feedback, Move Object, Levitation, Telekinetic Impact, Telekinetic Push, Hidden Sight, Mind Blast, Stop Organ, Command, Psychic Block, Telekinetic Grasp*

Strength: 3

Instinct: 2

Agility: 3

Fortitude: 5

Intelligence: 10

Willpower: 8

Gear: Tier 3 Protoss Armor Suit (Ilhan Crystal in Normal Socket), Amulet (Khaydarin Crystal in Wisdom Socket), Cloak (Plasma Shield in Immortality Socket), Hood (Khaydarin Crystal in Dominance Socket), Tier 2 Focusing Crystal, Tier 2 Focused Psi-Blade, Tier 2 Backpack, Tier 3 Medipackx2, Tier 2 Memory Crystal x3

Special Ability (Presence of Will): The preserver has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the character within short range suffer an automatic hit of 16 psionic damage at the start of the preserver's turn. Any enemy who takes a crippling wound loses a morale level for every crippling wound suffered.

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

Special Ability (Psionic Charge): When the preserver charges, they gain +5 movement speed and deal +25 damage at the end of the charge.

Special Ability (Chronicles): The preserver gains a new form of combat augmentation to use with the Lore skill. Instead of merely using Lore to give bonuses against a single race in the encounter, the character can use the skill to perform a Chronicle action. A chronicle is a combat augmentation that is used on a single allied protoss or terran within 100 squares, which gives a benefit based on a dice roll and the chronicle effect chosen. The effect lasts a number of rounds equal to the character's intelligence. Chronicles can be used on an ally multiple times; each time it refreshes the duration and adds a new effect.

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

-**Chronicle of Last Defense:** 3 protection every turn, +3 additional hit points every 5 points lore check exceeds 15

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

-**Chronicle of Stewardship:** +2 defense and damage threshold, +2 additional defense and damage threshold every 5 points lore check exceeds 15

-**Chronicle of the First Born:** +1 accuracy, skill, and defense, +1 all bonuses every 5 points lore check exceeds 15

-**Chronicle of Purification:** +5 damage with offensive psionics, +5 additional damage for every 5 points lore check exceeds 15

Special Ability (Levitation): The preserver can always choose to be levitating, and always counts as having the *Levitation* psychic power manifested with no energy fatigue cost and no manifestation check. They can dismiss or activate this power at will.

Special Ability (Rapid Recovery): Instead of spending a full-round action to remove energy fatigue, the preserver can remove energy fatigue as a standard action. Furthermore, when channeling to remove energy fatigue, all the character's ongoing Psionic effects are not dismissed.

Special Ability (Blended Knowledge): Through their search through memories of the greatest protoss heroes, the preserver has assimilated some of the skills and fighting styles of the best of the protoss. They gain a +2 bonus to all attack accuracy, psionic power accuracy, skill checks, as well as defense, toughness, and resolve.

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

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



Nerazim Tech Magus Description

The Nerazim Tech Magus is an inventor and artist who blends scientific mastery with void energies. These grizzled veterans are responsible for all of the greatest innovations in protoss culture, including new innovations such as the oracle starship, the void ray, and the annihilator cybernetic walker.

Tech Magus are more ambitious and creative than the more common menials of nerazim society, and act as their leaders and instructors. Due to their passionate expertise in the inner workings of technology, many tech magus' serve aboard nerazim star ships to maintain venerable ships. From there, some tech magus even become pilots or study the fighting technic of the dark templar.

When an Nerazim protoss character goes to requisition gear from a protoss army, a Nerazim Tech Magus is usually who they deal with to build, customize, or design their equipment.

Tactics

For protoss, Tech Magus' are unskilled combatants. When forced into a fight, Tech Magus' stay at a distance and fight through their Void Specters. They typically use their Void Specter as the origin square while they manipulate the battlefield and barrage their enemy with thrown debris via *Move Object*. Other times, they will move to allied soldiers and act as medics in the heat of battle. When forced to stand and fight, they pull their Void Specter into their square to activate Symbiotic Possession and hold their ground against their enemy.

-Tech Magus's Favored Psionic Powers: Psi Level 4, +10 psionic manifestation bonus

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

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 2 large size or smaller objects within long range and move them 4 squares per round

Tech Magus, Nerazim

Level 8 Nerazim Protoss Heroic Character (Technician 7, Tech Magus 1), High Threat

Skill Purchases: 9

Talent Purchases: 4

Ability Score Purchases: 6

Hit Points: 85

Healing Threshold: 7

Damage Threshold: 24

Defense: 20

Toughness: 18

Resolve: 16

Speed: 7

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 7

Psionic Resistance: 22

Energy Shields: 48 (5 Shield Armor)

-Warp Psi Blade 1d20+3 accuracy, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Defensive, Warp

Skills: Acrobatics 2, Athletics 1, Computers 5, Defensive Training 4, Durability 3, Melee 3, Medicine 4, Lore 4, Pilot 4, Psionics 4, Science 7, Stealth 4

Talents: Defensive Fighting, Enduring Shield II, Psi Level 3, Psi Level 4, Psychic Power, Sabotage

Skill Focuses: Science +2, Stealth +2

Class Traits: *Void Specter, Void Phantom, Symbiotic Possession, Combat Mechanic*

Psionic Powers: *Reading, Messaging, Cloaking, Psychic Block, Compulsion, Manipulate, Move Object, Telekinetic Push*

Strength: 4

Instinct: 2

Agility: 4

Fortitude: 5

Intelligence: 6

Willpower: 6

Gear: Warp Psi Blade, Tier 2 Protoss Armor Suit (Argus Crystal in Normal Socket, Plasma Shield in Normal Socket), Cloak (Plasma Shielding in Immortal Socket), Laser Cutter, Backpack, Equipment Belt, Light Orb, Tier 2 Crystal Charging Cell x2, Tier 2 Protoss Medipack x2, Protoss Repair Kit x2

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

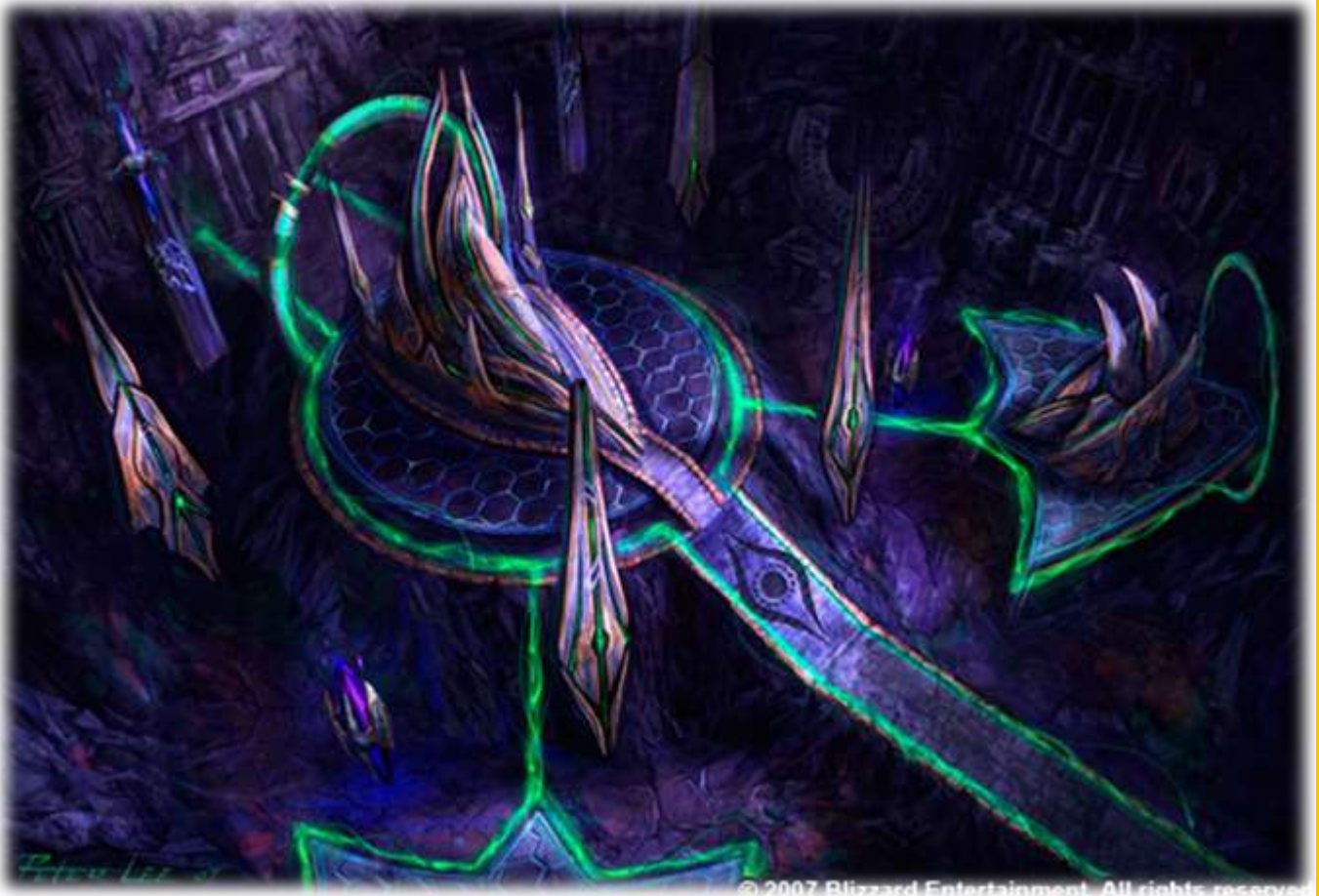
Special Ability (Void Specter): The nerazim animates a spectral apparition of pure void energies. This small, black haze is controlled as an extension of the character's mind, and has the ability to telekinetically manipulate objects. The void specter must remain within 30 squares of the character, and flies at a speed of 10 squares per round. If the void specter is ever dismissed, it can be resummoned as a minor action. The void specter can use the *Manipulate* psychic power at will on non-carried objects, and can make Computer and Science checks as if it was the caster performing it. If the nerazim's void specter is adjacent to a foe, it grants flanking to allies. It also counts as an area of concealment for ranged attacks passing through it. In addition, the character can cast any of their psychic powers using their void specter as the origin square. Commanding the void specter is a free action every round.

Special Ability (Symbiotic Possession): In an encounter, if the nerazim's void specter ends its turn within the character's square, it counts as having possessed the character, empowering them with void energies. Any round that the character and their void specter share a square, the character gains +2 strength, +1 Psi Level, and a shroud of concealment. However, the void specter cannot act while possessing the character.

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

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

Description: The Nerazim Tech Magus' are the technological experts of the dark templar society. They combine a mixture of engineering sense with mysticism to operate and command machinery. These individuals are dangerous, as they are often accompanied by powerful void phantoms that act as their assistants and companions.
Socket), Backpack



Nerazim Warrior Description

The Nerazim Warrior is an acolyte warrior of the dark templar. They practice heavily with the usage of strife blades until they earn their energy weapons, and still work on perfecting their cloaking powers. Warriors spend much of their time in trials, often being tasked to go on 'warrior's quests' involved in proving their mettle against the dangerous bestial natives of Shakuras.

Warriors have not completed the Shadow Walk yet, and therefore are not considered full-fledged dark templar. They are generally not chosen to accompany military engagements, except in instances where every possible soldier is required. Rather, they stay behind and guard local settlements while they perfect their skills.

Tactics

Nerazim warriors can use cloaking, but are so poor at it they rather bother. Instead, they dive into combat and slash at their foes with their daggers. They prefer bob and weave actions to improve their survivability. If they know they are going to be involved in a conflict, they will use stealth and tracking to try to set their foes up in an ambush. Groups of warriors will retreat once half their number is depleted, or they have been reduced to a uniformly low morale level.

Warrior, Nerazim

Level 4 Nerazim Protoss Heroic Character (Dark Templar 4), High Threat

Skill Purchases: 10	Talent Purchases: 0	Ability Score Purchases: 3
Hit Points: 79	Healing Threshold: 7	Damage Threshold: 23
Defense: 20	Toughness: 18	Resolve: 17
Speed: 7	Shift Speed: 1	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 5	Psionic Resistance: 18	Energy Shields: 24

-Strife Dagger 1d20+6 accuracy, 17 damage, +2 strikes maximum; *Special Traits*: Defensive, Throwing

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 3, Endurance 2, Melee 4, Mental Training 2, Perception 2, Psionics 4, Survival 3

Talents: Defensive Fighting, Psychic Discipline Focus (telekinesis, telepathy)

Class Traits: *Dark Templar Mastery II, Shadow Curtain*

Psionic Powers: *Reading, Messaging, Cloaking*

Strength: 4 **Instinct**: 2 **Agility**: 4 **Fortitude**: 4

Intelligence: 3 **Willpower**: 5

Gear: Protoss Armor Suit (Plasma Shield in Normal Socket), Tier 2 Strife Dagger

Special Ability (Shadow Walk): As a standard action, the warrior can spend 1 energy fatigue to teleport 4 squares in any direction.

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

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

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

Aiur Warrior Description

The templar warrior is a novice in the ranks of the Templar, still mastering the craft of warfare in their monastery training grounds. They generally do not participate in offensive actions, but will be called upon to defend their home in case of invasions. In the case of a major invasion of protoss space, these warriors will be deployed in massive numbers to defend their homes.

Warriors spend most of their time practicing their combat training in templar citadels and temples. They have a great deal of indoctrinated loyalty inscribed into them as part of their training, but they are not as fanatical as the more distinguished and proven soldiers. These warriors have a very diverse future ahead of them. While most of them will become warrior zealots, others might branch off to become combat pilots or adherents.

Tactics

Aiur Warriors are eager to prove themselves in battle, and are gleeful at the opportunity to rush into combat. They tend to start conflicts by using tactics to improve their accuracy or charging if the foe is close enough. They rely on heavy strike actions with their strife blades to make strong, damaging hits. Warriors will only flee combat if their companions are in agreement; they do not wish to dishonor themselves by running when others stood and fought.

Warrior, Aiur

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

Skill Purchases: 7	Talent Purchases: 0	Ability Score Purchases: 4
Hit Points: 88	Healing Threshold: 7	Damage Threshold: 28
Defense: 18	Toughness: 19	Resolve: 16
Speed: 7	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 5	Psionic Resistance: 15	Energy Shields: 36

-Strife Blade 1d20+6 accuracy, 21 damage, +1 strikes maximum; *Special Traits*: Defensive, Versatile

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 4, Endurance 2, Melee 4, Mental Training 2, Psionics 3, Tactics 3

Talents: Dual-Weapon Skill

Class Traits: *Armored Defender, Zealot Mastery II, Art of Absorption*

Psionic Powers: *Reading, Messaging*

Strength: 5 **Instinct**: 2 **Agility**: 4 **Fortitude**: 4

Intelligence: 4 **Willpower**: 4

Gear: Protoss Armor Suit (Plasma Shield in Normal Socket), Tier 2 Strife Blade

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

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

Zealot Templar Description

Zealots are the primary warriors of the Templar, the legendary warrior monks of the protoss race. They are such named for their legendary loyalty to their species, their home world, and their honor. Zealots serve the backbone of every protoss conflict, and charge into combat against overwhelming odds without a thought to their own safety.

Despite being considered the common warrior of their people, zealots easily surpass the grunts of the terran and zerg. A single zealot can easily bring down a marine or challenge entire groups of zerglings. Even elite soldiers, such as hydralisks and marauders, find themselves threatened by these formidable soldiers. Part of this is that the protoss is such a long-lived race; many zealots are centuries old.

Zealots can fight in units as small as a half-dozen individuals, or there can be a legion of hundreds of zealots banded together for a conflict. Such battalions of these lethal soldiers wash over their enemies like a tide of blades and death.

Tactics

Zealots primary goal is to get into melee as quick as possible, preferring to charge if possible. If they cannot get into melee in the first round, they manifest Rush to speed themselves up. They will use Toughness if they need to whether prolonged heavy fire.

As soon as possible, they use Tactical Devotion to increase their accuracy and defense, and further augment their defense by bobbing and weaving. Once in melee, they dual-wield both of their psi blades and make their full number of attacks. This can recover spent energy fatigue very quickly, allowing them to periodically refresh their *Toughness* psionic power when they have nothing more important to spend their action on.

While they are valorous and glory seeking combatants, zealots do not disobey the orders of their superiors. They always seek to adjust to changing battlefield conditions, and will re-manuever or retreat if that is what the situation calls for.

-Zealot's Favored Psionic Powers: Psi Level 3, +9 psionic manifestation bonus

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +3 damage resistance and +1 threshold for 2 rounds

-Rush; DC 10 manifestation as a free action; 5 energy fatigue; for 4 rounds, caster gains +3 movement speed, +1 shift speed, and sprints at x5 their normal speed

Zealot, Templar

Level 10 Aiur Protoss Heroic Character (Zealot 7, Champion 3), High Threat

Skill Purchases: 10

Talent Purchases: 3

Ability Score Purchases: 9

Hit Points: 139

Healing Threshold: 7

Damage Threshold: 31

Defense: 23

Toughness: 25

Resolve: 18

Speed: 8

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 15

Psionic Resistance: 15

Energy Shields: 51 (Shield Armor 1)

-Focusing Psi Blade 1d20+9 accuracy, 25 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Defensive, Focusing

-Focusing Psi Blade w/ Dual-Wielding 1d20+4 accuracy, 25 damage, +3 strikes maximum x2; *Special Traits:* Penetration 4, Defensive, Focusing

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 6, Endurance 2, Melee 8, Mental Training 2, Psionics 4, Tactics 4

Talents: Dual-Weapon Skill, Penetration, Psi Level 3, Weapon Mastery (melee)

Skill Focuses: Melee +2

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

Psionic Powers: *Reading, Messaging, Toughness, Rush*

Strength: 9*

Instinct: 2

Agility: 7*

Fortitude: 5

Intelligence: 4

Willpower: 5

Gear: Focusing Psi Blade x2, Protoss Heavy Power Suit (Plasma Shield in Normal Socket, Khalis Crystal in Vengeance Slot)

Special Ability (Focusing Weapon): Whenever the zealot makes a successful weapon attack with their psi blade, they remove 2 energy fatigue.

Special Ability (Psionic Charge): When the zealot charges, they gain +3 movement speed and deal +15 damage at the end of the charge.

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

Special Ability (Energizing Shields): Every round, the zealot regenerates 1 points in their shield pool.

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

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



Example Premade Cybernetic Walkers

This section includes statistics on common Protoss cybernetic walkers utilized by Protoss forces. Refer to Chapter 6 for seeing the base rules for cybernetic walkers.

Annihilator Description

This is an annihilator cybernetic walker, used as aggressive offensive war machines by the Nerazim. This craft is piloted by a Nerazim Assassin.

Tactics

Unlike the immortal, Annihilator's combine their combat exoskeleton with their psionic prowess. For afar, they use overlapping layers of fire with their phase disruptor to deal large amounts of damage. They gain their twin-linked bonus as long as they do not aim, so they prefer to use tactics to increase their accuracy, and then bob and weave. As per their role, they favor heavy infantry and vehicles as their primary targets, and swarms as their secondary targets. They will use their devastating Shadow Cannon ability when faced against a particularly dangerous target, such as a thor or ultralisk.

Annihilator's are significantly weaker in close combat. Once enemies begin to get close and engage them, they rely on their void psionic powers instead. When the first group of enemies engaged them, they will use *Writhing Darkness* to envelop them in shadow, dealing damage and restraining them. If this attack failed to hold back the tide, or there are too many power enemies coming towards them, the annihilator will instead active *Shadow Form*. With this power, they can fly to a new vantage point that is a considerable distance away, dealing damage to their enemies along their path. This allows them to set up a new firing position to begin assailing their opponents once again.

Remember that the Annihilator's Revitalizing Strike functions with their Phase Disruptor weapon, allowing them to maintain their energy levels. In addition, Shadow Curtain and Dark Embrace still aid them inside their cybernetic walker. They also have access to the *Astral Winds* power, that can be used to help support their allies with psionic health.

-Annihilator's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus (+20 to manifest Void)

-Writhing Darkness; DC 24 manifestation as a standard action; 10 energy fatigue; +12 attack versus defense and toughness in a burst 4 centered on caster, target whose defense is struck suffers 38 damage with Penetration 16, target whose defense and toughness are surpassed are immobilized for 4 rounds and cannot move, shift, or evade and can escape with a dc 15 + 2xPL athletics check as a standard action

-Astral Winds; DC 28 manifestation as a standard action; 14 energy fatigue; healing energies flow in rectangular area 8 squares long and 4 squares deep. All allies within the area can spend a healing threshold to recover 70 hit points.

-Shadow Form; DC 28 manifestation as a standard action; 5 energy fatigue +6 per round sustained; while the power is active, the character is cloaked, cannot suffer damage, and flies at a speed of 24 squares. Cannot make any physical or psionic attacks in this form. All enemies within 2 squares of the character suffer 24 damage.

Annihilator

Level 18 Nerazim Protoss Heroic Character in Huge-sized Vehicle (Dark Templar 7, Assassin 5, Centurion 6), Extreme Threat

Skill Purchases: 17

Talent Purchases: 11

Ability Score Purchases: 6

Hit Points: 370

Healing Threshold: NA

Damage Threshold: 42

Defense: 24

Toughness: 39

Resolve: 23

Speed: 9

Shift Speed: 2

Morale Bonus: +6

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 37

Psionic Resistance: 32

Energy Shields: 160 (4 Shield Armor)

-Twin-linked Phase Cannon 1d20+19 accuracy, 55 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 30, Rending 5, Burst 2, Twin-linked, Energy Damage

-Huge Bash 1d20+16 accuracy, 42 damage, +3 strikes maximum x2; *Special Traits:* Penetration 4

Skills: Acrobatics 6, Athletics 5, Defensive Training 8, Durability 8, Endurance 2, Melee 8, Mental Training 5, Perception 4, Pilot 6, Ranged 8, Psionics 10, Survival 4, Tactics 4

Talents: Defensive Fighting II, Dual-Weapon Skill II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, energy II), Psychic Powers x3, Swift Strikes, Weapon Mastery (ranged II)

Skill Focuses: Psionics +2, Stealth +2

Class Traits: *Dark Templar Mastery III, Shadow Walk, Shadow Curtain, Extermination, Assassin Mastery III, Revitalizing Strike, Instant Recovery, Dark Embrace, Centurion Mastery II, Art of Avoidance, Armored Defender*

Psionic Powers: *Reading, Messaging, Hidden Sight, Void Blast, Move Object, Writhing Darkness, Stop Organ, Mind Blast, Void Prison, Compulsion, Shadow Form, Command, Astral Winds*

Strength: 13 **Instinct:** 3* **Agility:** 8 **Fortitude:** 10

Intelligence: 4 **Willpower:** 8

Gear: Tier 2 Twin-linked Phase Disruptorx2, Tier 2 Large-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull, Annihilator Exoskeleton (Plasma Shielding in Dominance Socket, Ilhan Crystal in Dominance Socket, Argus Crystal in Vengeance Socket)

Special Ability (Shadow Cannon): The Annihilator can channel void energies to empower its cannon. The pilot makes a DC 25 psionics check as a full-round action. Afterwards, if they are successful, the Annihilator instantly makes a single phase disrupter attack, which gains a +1 strike and +1 hailfire if the psionics check was successful, +1 additional strike and hailfire every 5 they surpassed the psionics DC. After the attack is resolved, the character cannot make this attack again until a number of rounds equal to the attack's hailfire rating has passed.

Special Ability (Dark Embrace): Whenever the annihilator manifests a Psionic power, they instantly regain a number of hit points equal to 6 plus the energy fatigue of the power.

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

Special Ability (Shadow Curtain): Whenever the annihilator manifests a Psionic power on their turn, they are wreathed in darkness and shadows, and all ranged attacks against them suffer from concealment.

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

Special Ability (Very Cumbersome): The cumbersome exoskeleton gives the annihilator a -3 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the annihilator's plated hull reduces all crippling wound points it suffers by 2.

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



~A Nerazim Protoss interred within the containment system of an Annihilator

Dragoon Description

This is a dragoon cybernetic walker, the first form of protoss walker that was used for ages as the resting place for protoss warriors to give them an opportunity to continue serving Aiur. This craft is piloted by a Templar Zealot.

Tactics

Dragoons are effective, if highly simple combatants. Their primary course of action is to aim and tear at their prey with their phase disruptor. This weapon is incredibly powerful, and is potent against nearly any foe. Dragoons use Tactical Devotion to increase both their accuracy and damage resistance. Defense is less important for them, as they prefer to mitigate attacks they merely avoiding them.

Dragoons poor fairly in close combat, and are surrounded easily. Therefore, when facing an advancing or retreating enemy, they typically aim, fire, and shift every turn. Dragoons avoid being bogged down in melee whenever possible, and always adjust to stay within long range of their foes. If close combat is unavoidable, they use heavy strike actions with their bash weapon to batter apart their enemies. They rely on their heavy armor to protect them from death.

Dragoon

Level 10 Aiur Protoss Heroic Character in Large-sized Vehicle (Zealot 7, Champion 3), High Threat

Skill Purchases: 10

Talent Purchases: 3

Ability Score Purchases: 9

Hit Points: 216

Healing Threshold: NA

Damage Threshold: 39

Defense: 20

Toughness: 34

Resolve: 18

Speed: 10

Shift Speed: 2

Morale Bonus: +6

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 36

Psionic Resistance: 15

Energy Shields: 45 (Shield Armor 6)

- **Phase Disruptor** 1d20+18 accuracy, 50 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 15, Rending 2, Burst 4, Energy Damage

- **Large Bash** 1d20+15 accuracy, 39 damage, +1 strike maximum x2; *Special Traits:* Penetration 4

Skills: Acrobatics 2, Athletics 2, Defensive Training 6, Durability 6, Melee 8, Mental Training 2, Psionics 4, Ranged 6, Tactics 4

Talents: Dual-Weapon Skill, Psi Level 3, Weapon Mastery (melee, ranged)

Skill Focuses: Melee +2

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

Psionic Powers: *Reading, Messaging, Rush, Toughness*

Strength: 14

Instinct: 3*

Agility: 6

Fortitude: 8

Intelligence: 4

Willpower: 5

Gear: Tier 2 Phase Disruptor, Tier 2 Large-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull, Dragoon Exoskeleton (Plasma Shield in Immortality Socket, Ilhan Crystal in Vengeance Socket, Uraj Fragment in Normal Socket, Khalis Fragment in Normal Socket)

Special Ability (Psionic Charge): When the dragon charges, they gain +3 movement speed and deal +15 damage at the end of the charge.

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

Special Ability (Energizing Shields): Every round, the dragoon regenerates 1 points in their shield pool.

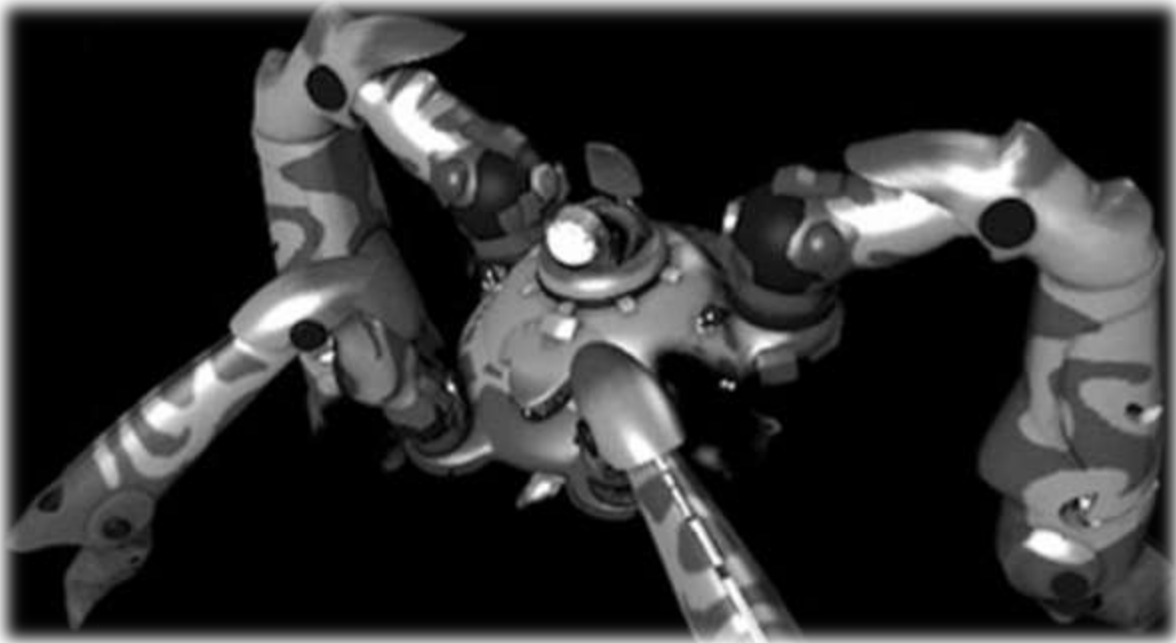
Special Ability (Tactical Devotion): When activating a combat augmentation function of the Tactics skill, the dragoon can activate two tactics abilities simultaneously with a single die roll.

Special Ability (Strider): The dragoon ignores all difficult terrain.

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

Special Ability (Reinforcement): The reinforcement value from the dragoon's plated hull reduces all crippling wound points it suffers by 2.

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



Immortal Description

This is an immortal cybernetic walker, an advanced, virtually indestructible warrior machine for dying templar to serve their people in. This craft is piloted by a Templar Fanatic.

Tactics

As one could expect from their name, immortals are very difficult to destroy. They have layers of advanced shielding, heavy armor, and many hit points to burn through. To make them even more frightening, immortals almost always use the Focus combat behavior to activate their Hardened Shields, increasing them to a lofty shield armor of 30! In the meantime, they maintain Tactical Devotion to increase their accuracy and damage resistance.

Immortals prefer tanks and other armored targets to all others. They stride boldly into combat firing their phase disruptors. They prefer not to aim so they gain their twin-linked bonus hailfire, instead relying on their tactics to increase their precision. Since they are not perfect at dual-wielding, they only fire both cannons when they need to cover a large area with firepower, or they can hit their target reliably even with the -5 penalty.

Immortals are brazen and fearless, and prioritized the elimination of their foes over their own lives. However, their durability is such that this sort of persistence continues to win them the day regardless.

Immortal

Level 17 Aiur Protoss Heroic Character in Huge-sized Vehicle (Zealot 7, Champion 5, Praetor 5), Extreme Threat

Skill Purchases: 16

Talent Purchases: 8

Ability Score Purchases: 13

Hit Points: 518

Healing Threshold: NA

Damage Threshold: 55

Defense: 25

Toughness: 47

Resolve: 22

Speed: 9

Shift Speed: 2

Morale Bonus: +6

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +6

Damage Resistance: 39

Psionic Resistance: 28

Energy Shields: 190 (Shield Armor 10)

-Twin-linked Phase Cannon 1d20+19 accuracy, 55 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 30, Burst 2, Twin-linked, Energy Damage

-Bash 1d20+16 accuracy, 52 damage, +1 strike maximum; *Special Traits:* Penetration 7

Skills: Acrobatics 2, Athletics 2, Defensive Training 10, Durability 8, Endurance 6, Melee 8, Mental Training 6, Psionics 8, Ranged 8, Tactics 6

Talents: Dual-Weapon Skill, Hardened Survivalist, Inspirational Presence, Penetration, Psi Level 3, Psi Level 4, Weapon Mastery (melee II, ranged II)

Skill Focuses: Melee +2, Defensive Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Psychic Champion III, Energizing Shields, Psychic Ward, Tactical Devotion, Omniscient Stance, Overwhelming Fury, Protoss Commander Mastery III, Praetor Mastery II, Power of Opportunity, Bulwark of Faith*

Psionic Powers: *Reading, Messaging*

Strength: 17

Instinct: 2

Agility: 6

Fortitude: 14

Intelligence: 4

Willpower: 6

Gear: Tier 2 Twin-linked Phase Cannon, Tier 2 Huge-sized Bash, Tier 2 Crystalline Computing Array, Tier 2 Heavy Plated Hull, Immortal Exoskeleton (Plasma Shield in Immortality Socket, Ilhan Crystal in Immortality Socket, Khalis Fragment in Vengeance Socket)

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

Special Ability (Battle Synergy): The immortal can forgo all actions on their turn to give all allies currently under one of their leadership combat augmentations a +4 bonus to all attacks and checks.

Special Ability (Hardened Shields): The immortal can focus to activate their hardened shields, causing their shields to take very little oncoming damage. Any round they perform a Focus combat behavior, the immortal gains +20 shield armor.

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

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

Special Ability (Very Cumbersome): The cumbersome exoskeleton gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the immortal's plated hull reduces all crippling wound points it suffers by 2.

Special Ability (Protoss Psychic): The immortals are protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source. The character adds ½ their Psi Level to defense, as well as Athletics and Acrobatics tests.

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



~A critical injured Templar of Aiur continuing to serve their people within an Immortal

Stalker Description

This is a stalker cybernetic walker, commonly used by the nerazim as ranged fire support. This craft is piloted by a Nerazim Dark Templar.

Tactics

Stalkers primary method of combat is to use their particle disruptors to deal significant ranged damage. This weapon deals significant single-target damage, with high penetration and rending. It is very efficient and dealing steady damage to armored targets, or quickly rending apart high priority biological targets. Stalkers are often used to provide support for zealots and dark templar, attacking flying enemies that evade the touch of their psi blades. Stalkers only aim when they struggle to hit a target; otherwise, they bob and weave to avoid attacks and maintain their twin-linked bonus.

The most notable ability of the stalkers is their ability to *Blink* frequently. Because their *Blink* is, in fact, slower than their base movement speed, it is not used for directly transportation. Rather, it is used for tactical consideration, such as teleporting behind enemy lines, jumping atop cliffs, striking them exiting enemy line of sight, or circumventing chasms and similar obstacles. Stalkers excel when there is plenty of divergent terrain, as they can constantly *Blink* to find new locations to attack from.

-Stalker's Favored Psionic Powers: Psi Level 4, +12 psionic manifestation bonus, recovers 1 energy fatigue per turn

-Blink; Move action; 1 energy fatigue; character instantly teleports to any location that is up to 8 squares away, does not require line of sight to target

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 2 large size or smaller objects within distant range and move them 5 squares per round

Stalker

Level 10 Nerazim Protoss Heroic Character in Large-sized Vehicle (Dark Templar 7, Assassin 3), High Threat

Skill Purchases: 17 **Talent Purchases:** 4 **Ability Score Purchases:** 6

Hit Points: 174	Healing Threshold: NA	Damage Threshold: 32
Defense: 21	Toughness: 23	Resolve: 19
Speed: 9	Shift Speed: 2	Morale Bonus: +7
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 26	Psionic Resistance: 18	Energy Shields: 40

-Twin-linked Warp Particle Disruptor 1d20+15 accuracy, 42 damage, +1 strike maximum, distant range; *Special Traits:*

Penetration 19, Rending 6, Twin-linked, Warp, Energy Damage

-Bash 1d20+10 accuracy, 37 damage, +1 strike maximum; *Special Traits:* Penetration 3

Skills: Acrobatics 5, Athletics 4, Defensive Training 6, Durability 6, Melee 6, Mental Training 4, Ranged 6, Perception 3, Psionics 6, Stealth 5

Talents: Defensive Fighting, Endless Energy, Psi Level 3, Psi Level 4, Psychic Discipline Focus (telekinesis, telepathy), Psychic Powers, Weapon Mastery (melee, ranged)

Skill Focuses: Melee +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Assassin Mastery II, Revitalizing Strike, Instant Recovery*

Psionic Powers: *Reading, Messaging, Hidden Sight, Void Blast, Move Object, Writhing Darkness*

Strength: 10 **Instinct:** 2 **Agility:** 6 **Fortitude:** 6

Intelligence: 3 **Willpower:** 6

Gear: Tier 2 Twin-linked Particle Disruptor, Tier 2 Large-sized Bash, Tier 2 Reinforced Hull, Stalker Exoskeleton (Plasma Shield in Vengeance Socket, Ilhan Crystal in Dominance Socket, Khalis Crystal in Normal Socket)

Special Ability (Revitalizing Strike): Whenever the stalker deals a crippling wound point to a biological target with the particle disruptor, the character recovers from 4 points of energy fatigue.

Special Ability (Blink): The stalker gains the *Blink* psionic power if they did not already possess it, and even if they were incapable of casting or meeting the requirements for it. In addition, the *Blink* power of the stalker has half as much energy fatigue cost, does not require a manifestation check, and the caster never overcharges when casting *Blink*.

Special Ability (Shadow Curtain): Whenever the stalker manifests a Psionic power on their turn, they are wreathed in darkness and shadows, and all ranged attacks against them suffer from concealment.

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

Special Ability (Strider): The stalker ignores all difficult terrain.

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

Special Ability (Reinforcement): The reinforcement value from the stalker's plated hull reduces all crippling wound points it suffers by 2.

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



Example Vehicles with Pilots

This section includes premade statistics of iconic protoss vehicles with their pilots already included. Refer to Chapter 6 for seeing the base rules for vehicles.

Arbiter Description

The arbiter is a command and support vessel where a team of judicator protoss can oversee battlefield operations. These mighty vessels are equipped with a temporal distortion engine with very spectacular effects. Arbiters are very rare, and are generally only found with armadas that include capital-class ships. The arbiter is led by a conclave judicator.

Tactics

Arbiters are quite poor direct combatants, with limited firepower and slow acceleration. However, their danger is weakening their enemies while strengthening their allies. Their most noticeable trait is the colossal cloaking field they can constantly maintain to a distance of 4 kilometers. This allows them to mask an incoming fleet, including a capital ship. They always try to maintain this cloaking field with one of their crew actions, allowing their army to get the jump on their foes..

Arbiters use their amazing psionic abilities to control the battlefield. They usually begin by activating a *Stasis Field* to remove a large portion of the combatants. This ability is so powerful it can even work on large targets, and they typically use *Stasis Field* to remove the most dangerous combatants while they remove their weaker allies. Once the stasis field ends, hopefully many of the weaker enemies have already been removed.

In the heat of combat, arbiters will either use their warpcore cannon to damage their enemies or use *Phase Shift* to further limit enemy numbers. If the battle turns against them, they will use *Recall* to teleport themselves and nearby allies away from the battle or call a number of prepared reinforcement to aid them. Other times, arbiters will leave the battle altogether to support another battlefield or prepare to use *Recall* to start a ground battle.

Arbiter's Favored Psionic Powers: Psi Level 12, +22 psionic manifestation bonus (+24 with telepathy), recovers 3 energy fatigue per turn

-Recall; DC 30 manifestation as a move action; 14 energy fatigue; character can teleport themselves and all willing allies in a Burst (48) centered on the caster to another known location in the sector, or can teleport all willing allies in a Burst (48) anywhere in the sector to their location

-Phase Shift; DC 28 manifested as standard action; 6 energy fatigue; +85 attack versus toughness against up to 3 gargantuan-sized or smaller target within remote range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 12 rounds or until target succeeds DC 25 willpower check as full-round action

-Stasis Field; DC 30 manifested as standard action; 16 energy fatigue; +85 attack versus toughness against up to 16 targets of any size, all targets must be within distant range of at least one other target and within remote range of the caster, struck targets are imprisoned and cannot be healed, harmed, interacted with, do not suffer from ongoing conditions such as bleed or regeneration, imprisoned targets can perform no actions; power lasts 12 rounds.

Arbiter

Level 22 Aiur Protoss Heroic Character in Massive-sized Vehicle (Judicator 6, High Templar 7, Conclave Councilor 4, Praetor 3), Epic Threat

Skill Purchases: 21

Talent Purchases: 14

Ability Score Purchases: 11

Hit Points: 1,916

Healing Threshold: NA

Damage Threshold: 122

Defense: 12

Toughness: 116

Resolve: 29

Acceleration Rating: 40

Max Speed: 600

Morale Bonus: NA

Space: 100 by 100 squares

Reach: NA

Initiative: +2

Damage Resistance: 48

Psionic Resistance: NA

Energy Shields: 1,000 (5 Shield Armor)

Crew Actions: 2

-Warpcore Cannon 1d20+26 accuracy, 100 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Piercing, Burst 7, Energy Damage

Skills: Computers 4, Defensive Training 9, Durability 9, Endurance 8, Influence 11, Leadership 9, Lore 9, Medicine 5, Melee 9, Mental Training 9, Perception 9, Pilot 9, Psionics 12, Ranged 9

Talents: Air of Authority, Awesome Abilities (Willpower), Emotionless, Endless Energy II, Intimidating Presence, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telepathy II, telekinesis II), Psychic Power s3, Weapon Mastery (ranged II)

Skill Focuses: Psionics +3, Influence +2

Class Traits: *Fateweaver Mastery III, Doomsayer, Proficient Mind, Judgement, High Templar Mastery III, Levitation, Presence of Will, Battle Sense, Aura of Terror, Rapid Channeling, Protoss Commander Mastery II, Bulwark of Faith, Praetor Mastery I*

Psionic Powers: *Reading, Messaging, Levitation, Psychic Block, Compulsion, Manipulate, Move Object, Blink, Command, Mind Blast, Temporal Storage, Phase Shift, Mind Ripple, Recall, Stasis Field, Mind Overload, Psionic Maelstrom, Dominate*

Strength: 28 **Instinct:** 2 **Agility:** 3 **Fortitude:** 28

Intelligence: 8 **Willpower:** 10

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

- Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.
- Extra Attacks:** All the vehicle's attacks for the next turn gain Hailfire (1).
- Use Scanners:** The vehicle makes a spotter action against all targets within 600 squares (4 squares starship scale)
- Activate Thrusters:** The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.
- Psionic Power:** The ship can spend a crew action to manifest a psionic power.
- Cloaking Field:** The ship can maintain its cloaking field as a crew action every turn.

Special Ability (Temporal Distortion Engine): The arbiter is capable of manifesting the following psychic powers, as cast by the ship's commander: *Temporal Storage, Phase Shift, Recall, Stasis Field, and Wormhole*. The commander counts as having a Psi level of 12 when manifesting powers through the arbiter, and gains +20 to psionic attack rolls with these powers. All of the arbiter's powers can be used at remote range.

Special Ability (Cloaking Field): The arbiter can activate a massive cloaking field that surrounds it will. Maintaining the cloaking field is a standard action. All allies that the arbiter's commander choses within its area count as being cloaked. This area extends 4 kilometers in tactical scale, or a Burst 4 area in starship scale. The area is always centered on the arbiter. The arbiter is not cloaked by this effect, and cannot be cloaked by any means, including by another arbiter.

Special Ability (Battle Sense): The arbiter cannot be flanked, and enemies gain no bonus for flanking the character. The character is not flat-footed when they are flanked.

Special Ability (Reinforcement): The reinforcement value from the arbiter's plated hull reduces all crippling wound points it suffers by 3.

Special Ability (Mental Discipline): Arbiter's never overload psionic powers due to a poor die roll. When they boost psionic powers, they only take 2x the amount of Psi Levels they boosted as a bonus on the overload table (normal is 3x PL boosted). This is subtracted from willpower, as normal.



Corsair Description

The corsair is the primary air superiority fighter of the Nerazim. They patrol the skies of their core worlds, chasing down invaders with incredible speed and maneuverability. Corsairs are generally encountered in wings of 2-6 vessels patrolling or acting as a vanguard to slower protoss vessels. This vehicle is controlled by a nerazim pilot.

Tactics

When combat begins, Corsair pilot's general activate *Cloaking*. Thanks to their Distortion Field ability, their vessel gains the Sneaking trait, so they begin by setting up a fight to their advantage. Corsairs do not have anti-air craft missiles or heavy armor, so they rely on speed and maneuverability to overpower their foes. Corsairs take advantage of their Spiral Motion and Evasive Flight, making dramatic turns rapidly while traveling at high speeds. They chase down their target, moving significantly faster than them if possible, then make sudden drastic turns to remain outside their firing arc. Corsairs prefer to avoid getting hit, as their vehicle is quite light, so they use tactics to increase defense.

The corsair's neutron flare weapon excels at flying zerg, such as mutalisks and scourge, but is less effective against heavily armed aircraft and capital ships. In engagement against planetary defenses, the corsair acts as a support craft as it lays down a disruption web over the enemy artillery. Corsairs prefer to use their disruption web over missile turrets, spore colonies, and bunkers with anti-air fire within. Disruption webs allow shuttles and warp prisms to land forces to deal with them, or larger vessels such as void rays to deal with the threat without fear of counter attack.

-Corsair's Favored Psionic Powers: Psi Level 3, +11 psionic manifestation bonus

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

Corsair

Level 14 Nerazim Protoss Heroic Character in Gargantuan-sized Vehicle (Dark Templar 7, Steersman 5), Extreme Threat

Skill Purchases: 15 Talent Purchases: 3 Ability Score Purchases: 9

Hit Points: 460	Healing Threshold: NA	Damage Threshold: 54
Defense: 24	Toughness: 48	Resolve: 19
Acceleration Rating: 100	Max Speed: 1,200	Morale Bonus: +4
Space: 4 by 4 squares	Reach: NA	Initiative: +7
Damage Resistance: 29	Psionic Resistance: NA	Energy Shields: 216

-Twin-linked Neutron Flare 1d20+22 accuracy, 55 damage, +3 strikes maximum, remote range; *Special Traits:* Penetration 10, Burst 7, Twin-linked, Energy Damage

Skills: Acrobatics 3, Athletics 3, Computers 4, Defensive Training 7, Durability 4, Endurance 2, Melee 5, Mental Training 4, Perception 6, Ranged 6, Psionics 6, Science 4, Survival 2, Stealth 2, Tactics 2

Talents: Defensive Fighting, Psi Level 3, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Weapon Mastery (ranged, melee)

Skill Focuses: Defensive Training +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Pilot Expert, Pilot Mastery II, Avenger, Steersman Mastery II, Spiral Motion, Distortion Field*

Psionic Powers: *Reading, Messaging, Cloaking, Move Object*

Strength: 15 **Instinct:** 7* **Agility:** 6 **Fortitude:** 15
Intelligence: 4 **Willpower:** 5

Special Ability (Focused Firepower): When the corsair is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the corsair gains Hailfire (+2) against swarms.

Special Ability (Disruption Web): The corsair is capable of interfacing with its pilot to create a disruption web, that disorients and disables the electrical impulses in circuitry and organic brains. Using this requires a DC 20 psionics check by the pilot, made as a standard action. Successful manifestation costs the pilot 10 energy fatigue and allows them to create a disruption web on the surface of the ground within distant range. The web covers a Burst 6 area. Everything fully within the area is staggered for as long as it remains within the web. The web lasts 2 rounds.

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

Special Ability (Evasive Flight): The Corsair 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 Ability (Spiral Motion): The pilot is adept at maneuverability at high speeds, and their combat speed is equal to its acceleration rating times 4 (400 in their case).

Special Ability (Distortion Field): Once the pilot activates the *cloaking* psychic power while inside a flying vehicle, their vehicle becomes shrouded and hidden from sight, while not completely invisible. The vehicle counts as following the Sneaking rules. As long as the cloaking effect is maintained, the Sneaking effect is reapplied at the end of the character's turn as long as they did not attack.

Special Ability (Reinforcement): The reinforcement value from the corsair's plated hull reduces all crippling wound points it suffers by 2.

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



Oracle Description

The oracle is a new vessel, a tactical support vessel flown by nerazim who specialize in temporal manipulation. Rather than a strict combat vehicle, oracles are used for reconnaissance and ambushing the unwary. Oracles are usually encountered alone, amongst a larger fleet, or in pairs. This vehicle is controlled by a nerazim oracle.

Tactics

If engaged in combat with other vehicles, oracles usually flee battle, first by manifesting their Cloaking power to gain sneaking. If they are with a squad of allied aircraft, they get in close with their target and use *Phase Shift* to limit the number of targets they need to deal with. *Deceleration* is typically used with gargantuan-sized enemies or larger that are impossible to *Phase Shift* but suffer greatly under that powers effects. Otherwise, they use *Envision* if there is a threat of hidden foes in the battlefield. In these battles, the oracle prefer to use their tactics skill for defense.

Stasis Traps are not used in the heat of an engagement but are usually laid out ahead of time to prepare for large engagements or ambushes. Once battle has begun, oracles switch to Advanced Targeting and use their pulsar beam to quickly disintegrate foes. They prefer to target light vehicles, supporting units such as infestors or medics, and noticeable enemy commanders. They are likely to take fire when performing these back-line raids and will usually flee once their shields deplete. They will return once their shields and energy have restored, usually using their *Cloaking* power to sneak to avoid fire while the moving to vulnerable targets.

Oracle's Favored Psionic Powers: Psi Level 6, +17 psionic manifestation bonus, recovers 1 energy fatigue per turn

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

-Envision; DC 28 manifestation as a move action; 4 energy fatigue +1 per round sustained; effects a Burst 80 centered on the caster, caster is aware of everything that goes on in the area and cannot be flanked or flat-footed, gains +2 bonus to accuracy and defense while active

-Deceleration; DC 28 manifestation as a standard action; 6 energy fatigue; +12 attack versus resolve against a target at medium range, struck target suffers from swiftness drain (5) for 3 rounds. Target can escape the drain early by performing a DC 16 willpower test as a move action

-Phase Shift; DC 28 manifestation as standard action; 6 energy fatigue; +24 attack versus toughness against a huge-size or smaller target within long range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 6 rounds

Oracle Support Vessel

Level 15 Nerazim Protoss Heroic Character with Gargantuan-sized Vehicle (Oracle 6, Prophet 4, Steersman 4), Extreme Threat

Skill Purchases: 17 **Talent Purchases:** 9 **Ability Score Purchases:** 9

Hit Points: 415	Healing Threshold: NA	Damage Threshold: 53
Defense: 25	Toughness: 47	Resolve: 24
Acceleration Rating: 60	Max Speed: 720	Morale Bonus: NA
Space: 4 by 4 squares	Reach: NA	Initiative: +3
Damage Resistance: 29	Psionic Resistance: NA	Energy Shields: 180

-Pulsar Beam 1d20+25 accuracy, 28 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 12, Focusing Beam, Warp

Skills: Acrobatics 4, Computers 3, Defensive Training 7, Durability 5, Influence 5, Lore 5, Medicine 5, Melee 4, Mental Training 5, Perception 7, Pilot 7, Psionics 9, Ranged 7, Science 4, Stealth 4, Survival 4

Talents: Defensive Fighting, Emotionless Endless Energy, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telepathy, temporal II), Psychic Power x2, Smart Shot

Skill Focuses: Psionics +2, Mental Training +2

Class Traits: *Fateweaver Mastery III, Doomsayer, Proficient Mind, Battle Sense, Hindsight, Improved Battle Sense, Temporal Surge, Presence of Will, Pilot Expert, Pilot Mastery II, Avenger, Steersman Mastery II, Spiral Motion*

Psionic Powers: *Reading, Messaging, Cloaking, Blink, Revelation, Acceleration, Envision, Feedback, Hallucination, Deceleration, Phase Shift, Mind Blast, Mind Ripple*

Strength: 15 **Instinct:** 5* **Agility:** 4 **Fortitude:** 15
Intelligence: 7 **Willpower:** 8

Special Ability (Warp Weapon): The pulsar beam deals +1 crippling wound point to every limb damaged by this weapon.

Special Ability (Avenger): Once the oracle has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy, +5 defense, and +2 positioning points against them if they are engaged in a dog fight.

Special Ability (Improved Battle Sense): The oracle cannot be flanked, and flanking the character does not make them flat-footed. They add +6 to acrobatics tests to evade and is never surprised in combat.

Special Ability (Stasis Trap): The oracle can hold up to three stasis traps, special mines that create a temporal distortion when triggered. As a standard action, the oracle can deploy a stasis trap on the ground anywhere within distant range. This trap has a defense of 10, but is permanently cloaked and only takes damage from attacks which it is the primary target of. It is destroyed upon taking any damage. When an enemy force enters within 10 squares of the trap, it detonates, making a +15 attack against toughness of all targets within 20 squares of the trap. All struck targets are imprisoned as the *Stasis Field* power for 5 minutes.

Special Ability (Psychic Focusing Vessel): The oracle is a psychically attuned craft. The pilot of the vehicle counts their Psi Level as 8 when manifesting powers from the Temporal psionic discipline through their vehicle. In addition, all temporal psionic powers have their range increased by 1 increment when manifested through the oracle.

Special Ability (Temporal Surge): Once per every turn, the oracle can reroll a single dice roll, or force an enemy to reroll a single dice roll.

Special Ability (Hindsight): Once per encounter, the oracle can choose to 'redo' their turn. This can be done immediately after all of the character's actions are concluded with their turn. They can choose to cancel every action, movement, or activity on their turn, returning everything to how it was before the turn began, and then do the turn again, rolling new checks on any action performed.

Special Ability (Distortion Field): Once the oracle activates the cloaking psychic power while inside a flying vehicle, their vehicle becomes shrouded and hidden from sight, while not completely invisible. The vehicle counts as following the Sneaking rules. As long as the cloaking effect is maintained, the Sneaking effect is reapplied at the end of the character's turn as long as they did not attack.

Special Ability (Reinforcement): The reinforcement value from the oracle's plated hull reduces all crippling wound points it suffers by 2.

Special Ability (Spiral Motion): The pilot is adept at maneuverability at high speeds, and their combat speed is equal to its acceleration rating times 4 (240 in their case).

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



Phoenix Description

The phoenix is the new tactical fighter designed by the Daalaem through fusion of aiur and nerazim technologies. The result is a craft with peerless maneuverability and persistence. Phoenixes can be encountered as a long scouting vessel, in squads of 4-6 serving as aerial support, or in fleets of hundreds. The phoenix is controlled by a templar pilot.

Tactics

Phoenix are the ideal superiority fighters. They strike hard and fast, quickly accelerating to extreme speeds to engage foes, often activating Intercept at the onset of combat. Afterwards, they thrive on use their many attacks and Ion Barrage to release a hail of strikes on their opponent, so much that no foe can avoid them. They make drastic turns to get outside firing arcs, and use their ability to fly normally sidewise or backwards to constantly pick away at their foes while remaining untargetable. They use tactics to increase their defense, just in case an enemy gets a bead on them.

Phoenix rarely attack ground-based targets, but sometimes will make low flying attack runs. With their ion barrage, they can manage a tremendous number of attacks against ground targets. However, their primary method of ground assault is to slow and use their gravity beam to lift and immobilized strategic targets. The grabbed target becomes vulnerable to attack by other phoenix or ranged attackers, while being unable to fight back themselves. If it becomes too dangerous to maintain the gravity beam, they will simply drop their target, forcing them to take falling damage while the phoenix speeds away to a safe location.

Phoenix

Level 14 Aiur Protoss Heroic Character in Gargantuan-sized Vehicle (Zealot 7, Aerial Sentry 5), Extreme Threat

Skill Purchases: 13

Talent Purchases: 4

Ability Score Purchases: 10

Hit Points: 480

Healing Threshold: NA

Damage Threshold: 56

Defense: 20

Toughness: 50

Resolve: 17

Acceleration Rating: 150

Max Speed: 1,000

Morale Bonus: +3

Space: 4 by 4

Reach: NA

Initiative: +7

Damage Resistance: 33

Psionic Resistance: NA

Energy Shields: 216

-Twin-linked Ion Cannon 1d20+17 accuracy, 65 damage, +3 strikes maximum, unlimited shots at remote range; *Special Traits:* Penetration 21, Rending 5 (20 versus constructs), Twin-linked, Energy Damage

Skills: Acrobatics 3, Athletics 3, Computer 4 Defensive Training 7, Durability 5, Endurance 2, Melee 5, Mental Training 2, Pilot 6, Ranged 6, Psionics 6, Tactics 3

Talents: Defensive Fighting, Psi Level 3, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Weapon Mastery (ranged, melee)

Skill Focuses: Defensive Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Mastery II, Avenger, Aerial Sentry Mastery II, Intercept, Psi-Infused Hull*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion*

Strength: 17

Instinct: 7*

Agility: 6

Fortitude: 17

Intelligence: 4

Willpower: 5

Special Ability (Ion Barrage): When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive 6 bonus strikes this way.

Special Ability (Gravity Beam): As a standard action, the phoenix can fire a gravity beam against a target. This has a +21 accuracy bonus at long ranges. If the attack hits, the target is stunned and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while it is using gravity beam. The gravity beam does not end unless the phoenix moves or chooses to stop sustaining it.

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

Special Ability (Intercept): At the start of the phoenixes turn, it can choose to activate this ability to gain control of a battlefield. For that round, the vehicle's acceleration rating is triple its normal value (450) therefore increasing combat speed, but it gains -5 defense that turn.

Special Ability (Mobile Craft): The phoenix has advanced targeting systems, and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Reinforcement): The reinforcement value from the phoenix's plated hull reduces all crippling wound points it suffers by 2.

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

Scout Description

The scout is the old space fighter of the Aiur protoss, named for its purpose as a reconnaissance vessel. The scout mixes heavy firepower, dense armor plating, and high speed to form a versatile strike fight. They are typically found as solitary scouts, a pair of patrol vessels, or one of many squads of three ships that consist of a protoss armada. The scout is controlled by a templar pilot.

Tactics

Scouts are very traditional tactical fighters, and have a weapon's array very like many terran vessels of similar design. They gain the advantage of potent energy shields, improved armaments, and better armor. Scouts prioritize one target to engage above all others and try to initiate a dog fight. Against aerial targets, they prefer their lethal antimatter missiles, which can quickly eliminate most targets with prejudice. They do require target locks to fire their missiles towards a target. They usually make sure to have the benefit of Auto Aim against their favored target, usually begin an encounter by using a target lock, and save their Avenger mark for that favored prey. Scouts take advantage of their freed up minor action, gained for the free aim from Auto Aim ability), to constantly cycle between using their tactics combat augmentations on a round by round basis to use bonus accuracy or defense.

Scout

Level 16 Aiur Protoss Heroic Character in Gargantuan-sized Vehicle (Zealot 7, Aerial Sentry 5), Extreme Threat

Skill Purchases: 13

Talent Purchases: 4

Ability Score Purchases: 10

Hit Points: 549

Healing Threshold: NA

Damage Threshold: 59

Defense: 17

Toughness: 53

Resolve: 17

Acceleration Rating: 90

Max Speed: 960

Morale Bonus: +3

Space: 4 by 6 squares

Reach: NA

Initiative: +7

Damage Resistance: 41

Psionic Resistance: NA

Energy Shields: 240

-Twin-linked Photon Blaster 1d20+18 accuracy, 55 damage, +3 strikes maximum, unlimited shots at distant range; *Special Traits:* Penetration 11, Rending 2, Fully Automatic, Twin-linked

-Antimatter Missile Battery 1d20+12 accuracy, 65 damage, 1 attacks maximum, 36 shots at strategic range; *Special Traits:* Penetration 51, Burst 2, Missile

Skills: Acrobatics 3, Athletics 3, Computer 4 Defensive Training 7, Durability 5, Endurance 2, Melee 5, Mental Training 2, Pilot 6, Ranged 6, Psionics 6, Tactics 3

Talents: Defensive Fighting, Psi Level 3, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Weapon Mastery (ranged, melee)

Skill Focuses: Defensive Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Mastery II, Avenger, Aerial Sentry Mastery II, Intercept, Psi-Infused Hull*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion*

Strength: 19

Instinct: 7*

Agility: 6

Fortitude: 19

Intelligence: 4

Willpower: 5

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

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

Special Ability (Intercept): At the start of the phoenixes turn, it can choose to activate this ability to gain control of a battlefield. For that round, the vehicle's acceleration rating is triple its normal value (270), therefore increasing combat speed, but it gains -5 defense that turn.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue, but restores 30 shield points.

Special Ability (Reinforcement): The reinforcement value from the scout's plated hull reduces all crippling wound points it suffers by 2.

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



~Phoenix Pilot (above)

~Protoss Scout (below)



Psionic Entity

Psionic Entities are supernatural beings that exist beyond the natural order. These beings are incredibly powerful and do not follow most of the laws of biology, nor do they fit into any natural hierarchy. Examples of psionic beings include protoss archons, xel'naga, and hybrid.

Psionic Entities are created through the standard creature creation rules. To make one of these beings, you must apply the Psionic Entity creature type to them. In addition, psionic entities have their own creature abilities to go with them.

Psionic Entity Creature Types

Psionic Entities use all the normal creature types and abilities in the core rulebook. In addition, they all have the Psionic Entity creature type, on top of any additional creature type that they have. Note, that this creature type is incredibly powerful and rare. Most psionic beings should simply be psychics, rather than psionic entity. This time is reserved for unnatural, immortal beings of extreme power and rarity.

Psionic Entity

Characteristic Points: 40

Instinct: +1

Fortitude: +1

Intelligence: +1

Willpower: +2

Talents: Awesome Ability (Willpower II), Jaded, Cynic, Endless Energy II

Special Ability (Psionic Nature): This creature has innate, immense psionic potential. A psionic entity has a base Psi Level equal to 1/3 its level +2, with a maximum Psi Level equal to ½ level. All psionic entities have access to the Telepathy psionic discipline, and anywhere between 1-5 additional disciplines. Furthermore, they all have a psionic power source like protoss characters. Psionic Entities never overload their psionic powers from poor dice rolls. They have access to the Natural Mind Reading and Psionic Detection traits. Finally, psionic entities gain Skill Focus (psionics) and gains a +15 accuracy bonus to offensive psionic powers.

Special Ability (Energy): Psionic Entities all have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Psionic entities do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A psionic entity has an energy reservoir equal to their Psi Level x their Willpower. A psionic entity can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result. Any benefit that helps recovering energy or automatically restores energy fatigue, such as Endless Energy talents, applies to recovering energy, up to the character's normal maximum.

Special Ability (Perfect Senses): Psionic Entities ignore all concealment from darkness. They gain advantage on all perception checks.

Special Ability (Breathless and Eternal): Psionic Entities do not require oxygen and survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.

Special Ability (Legendary): All psionic entities are Heroic creatures and gain the extra characteristic points for being a heroic being.

Psionic Entity Creature Abilities

These are creature abilities that can only be used and accessed by creatures with the Psionic Entity creature type.

Psionic Entity: Archon

Effect: An archon is a psionic being formed of pure energy. They are created when two or more powerful protoss psychics sacrifice themselves and merge together to create an archon from their unified consciousness and psionic essence. Creating an archon usually requires two protoss that are able to manifest Energy powers spending two-full round actions to merge to create an archon. The type of archon usually depends on protoss' psionic power source.

Archons are beings of pure energy and follow different rules than normal creatures.

-Archons have no hit points or shield pool. They have no damage threshold and do not suffer crippling wounds. They are not considered living biological creatures and are immune to ability damage. They cannot be healed by any effect that restores hit points and have no healing threshold.

-Instead of hit points, all damage that the archon takes is removed from their energy. Energy also counts as shields and anything that does damage specifically to a shield pool also damages the Archon's energy. Furthermore, any talents or effects that increase the shield pool also increase the Archon's energy. Archons have no damage resistance, but instead have an amount of shield armor equal to thrice their intelligence.

-Archons do not have a fortitude ability score.

-As beings of pure energy, archon's energy score is vastly improved even over other psionic beings. The normal energy score as determined for an average psionic entity is multiplied by an archon's size. Therefore, a huge-sized archon would have an energy score equal to (Psi Level x Willpower) x 10.

Size	Energy Multiplier
Tiny or Small	x1
Medium	x2
Large	x5
Huge	x10
Gargantuan	x20
Colossal	x30
Massive	x40

-Archons perform all of their actions through their mighty psionic prowess. However, the more energy they spend, they faster they expend themselves. Because their energy score is also their hit points, manifesting psionic power essentially drains their hit points also. Similarly, anything that restores energy also restores their life. Once an archon reaches 0 energy, that simply disappear in a flash of light as all their energy drains away.

-Archons are always floating over the ground as if manifesting the *Levitation* power with 0 power points.

Psionic Entity: Beyond Gravity

Effect: The creature can fly at will and is not limited to gravity. This movement is based on force of will rather than physical locomotion methods. Their fly speed is equal to 3 x their willpower. They can also use rapid flight, with an acceleration rating equal to 10x their willpower and a maximum speed equal to 50 x their willpower.

Psionic Entity: Energy Barrier

Effect: The creature has a psionic barrier of pure energy protecting them. This counts as a normal energy shield, except it comes purely from strength of mind rather than technology. The energy barrier has a shield pool based on the creature's size and Psi Level.

Size	Energy Shields
Tiny-Medium	20 x Psi Level
Large-Huge	30 x Psi Level
Gargantuan-Colossal	50 x Psi Level
Massive	100 x Psi Level

Psionic Entity: Divine Form

Effect: The creature picks three of their passive statistics. They can be chosen from the following list: defense, toughness, damage threshold, damage resistance, regeneration, all attack accuracy, all attack damage, attack penetration, or attack rending. Whatever they chose, they add ½ their psi level to that value permanently. For example, if the creature with Psi Level 8 choses damage threshold, damage resistance, and attack damage, they would gain +4 damage threshold, +4 damage resistance, and +4 damage with all attacks. This can be taken multiple times: each time it is chosen, the character choses three more passive statistics.

Psionic Entity: Haste

Effect: The psionic entity acts so quickly, they seem like they are in a different time frame. The character rolls initiative twice, and keeps both initiative counts. They act on both initiative results, making their full suite of actions on each count. This ability can be gained a second time, potentially allowing them to act on three different initiatives. Any effect that relies on the start or end of their turn triggers on their first turn in any round.

Psionic Entity: Immense Strength

Effect: The creature has strength and fortitude beyond what is capable for its meager size. It counts as being two-size categories larger for determining its toughness, damage threshold, and hit points. They also gain +6 strength and fortitude. None of the other factors for increased size are applied, including all the penalties.

Psionic Entity: Omniscient

Effect: The creature's divinity and clarity give them unprecedented perfection on all their actions. The creature gains advantage on all their d20 checks. In addition, anyone who makes the creature a primary target on one of their checks suffers disadvantage on all attack rolls and opposed skill checks against them, unless they also have the Omniscient ability.

Psionic Entity: Power Overwhelming

Effect: The creature's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

Psionic Entity: Psionic Power Source Mastery

Effect: The creature is very tightly tapped into their psionic power source. They are so deep into it, they have accessed entirely new powers related to their power source. This power gives a unique ability depending on the creature's psionic power source. See the chart below. Note that Purifier and Celestial power sources use the same trait. See future supplements about the Celestial power source.

Psionic Power Source	Special Trait
Corruption	<i>Devourer of Essence:</i> Whenever the creature uses an offensive psionic power against a living creature, they heal a number of hit points equal to ½ of the damage dealt. Anytime a living creature without the Psionic Entity creature type dies within 60 squares of them, they recover 3 points of energy. Swarms count as 20 creatures.
Khala	<i>Wellspring of the Khala:</i> The creature is a beacon of power in the Khala. It, and all other creatures with the Khala power source within 60 squares, recover 10 energy (or remove 10 energy fatigue) every round. Furthermore, all allies connected to the Khala within 60 squares gain advantage on all checks while nearby.
Purifier/ Celestial	<i>Consuming Light of Purity:</i> All of the creature's offensive psionic powers gain Hailfire (2) against any target with the Corruption psionic power source. In addition, whenever the caster kills a living target with an offensive psionic power, they restore energy equal to the target's level.
Void	<i>Endless Energies:</i> The creature has an unlimited amount of energy to funnel into their powers. They manifest all their psionic powers at +2 Psi Level and automatically succeed all manifestation checks.

Psionic Entity: Psionic Parasite

Effect: This creature is a parasite that steals psionic power from everyone around it. Every time a psionic power is manifested within 120 squares of this creature, the creature recovers energy equal to the energy spent or energy fatigue gained. Essentially, whenever energy is spent within that range, the parasite recovers that energy. Psionic parasites cannot steal energy from other creatures with this trait. If multiple psionic parasites are within range, the highest level one recovers the energy. If multiple parasites are the same level, they can make opposed willpower checks to determine which one gets the energy.



Archon Description

The archon is a psionic being created by the merging of wills between two high templar. The archon is a being of pure energy and destructive power. Their short lives are dedicated to unleashing their full psionic might against the foes of Aiur, often destroying entire legions before expiring and burning out like a dying sun.

Because the creation of an archon requires the sacrifice of two revered protoss templar, they are only created when need is dire. Sometimes the objective is too difficult and too important for the templar to achieve themselves, and their sacrifice for the birth of the archon is necessary. Other times, the high templar are facing imminent death themselves, and decide to merge to take their foes down with them.

Archons unleash unlimited psionic power on their foes. Around them, cities burn and armies die as they expend their energy in a massive display of psionic onslaught. Archons rarely last long, as they are destroyed or expend themselves within minutes of their creation.

Tactics

Archons destroy their enemies with massive blasts of psionic energy. All of their offensive powers ignore damage resistance and have a chance of stunning their foes, making them difficult to combat effectively. Archons begin most combats by using Power Overwhelming to unleash a pair of *Improved Psionic Waves* over their enemies, which is enough to decimate most obstacles. If large numbers of enemies continue to press towards them, they will use rapid *Improved Psionic Bursts* to destroy them quickly. If they become surrounded by melee combatants, they will activate *Might of the Archons* to increase their survivability and disintegrate their foes.

If facing smaller groups of skill targets, they will instead rely on *Improved Psionic Discharge* to quickly stun and disintegrate their victims. They will only manifest 1 discharge a turn, relying on the stun effect to keep enemies unable to fight back, then releasing another *Improved Psionic Discharge* the next turn. If they face powerful psychics, they will barrage them with *Judicator's Vengeance* to limit their psionic potency.

While archons have an unprecedented offense, they suffer from their durability. They do not have much shield armor, and can take a lot of damage from high damage weapons and sustained attacks with hailfire. They also do considerable damage to themselves by using Power Overwhelming. When brought below 400 energy, archons will react accordingly to their mission. If their adversary is the target of their very existence, they will burn their energy as fast as possible to ensure their victims' death, even at the cost of their own lives. If the dangerous adversary is merely an obstacle, they will instead be conservative, restraining from using Power Overwhelming. They will move into their foes and use *Might of the Archon* to provide temporary shielding while incinerating close targets.

Archon's Favored Psionic Powers: Psi Level 10, +26 psionic manifestation bonus, recovers 4 energy per turn

-**Improved Psionic Burst;** DC 24 manifestation as a full-round action; 10 energy fatigue; +36 attack versus defense, struck takes 62 damage with Piercing trait, can be a Burst (8) centered on caster, a Line (32), or a Cone (16)

-**Improved Psionic Wave;** DC 28 manifestation as a standard action; 16 energy fatigue; +36 attack versus defense, effects an area adjacent to the character that is 28 squares long and 14 squares wide, struck takes 75 damage with Piercing and staggers them if they fail a DC 36 endurance; powers area can omit up to 14 squares from being effected

-**Improved Psionic Discharge;** DC 24 manifestation as a standard action; 17 energy fatigue; +36 attack versus defense at distant range, struck takes 72 damage with Piercing and Stun traits then leaps to a target within short range, keeps jumping until it misses or hits 7 total targets

-Judicator's Vengeance; DC 30 manifestation as a full-round action; 18 energy fatigue; +40 attack versus defense in a Burst (7), struck takes 130 damage with Piercing trait, gives damage psychics 14 energy fatigue

-Might of the Archon; DC 28 manifestation as a standard action; 6 energy fatigue +6 per round sustained; all targets within 3 squares of the archon suffer 49 damage at the end of their turn, Piercing weapon trait, in addition the archon gains 280 shield points on top of their energy while active, sustained as a standard action.

Archon

Level 26 Huge-sized Creature (Heroic Psionic Entity), Formidable Threat

Skill Purchases: 14

Talent Purchases: 30

Ability Score Purchases: 42

Energy: 1,500

Healing Threshold: NA

Damage Threshold: NA

Defense: 28

Toughness: 43

Resolve: 35

Speed: 12

Shift Speed: 2

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +12

Shield Armor: 30

Psionic Resistance: 90

-Protoss Claw 1d20+20 accuracy, 41 damage, +3 strikes maximum; *Special Traits:* Penetration 5, Unarmed

Skills: Acrobatics 10, Athletics 10, Defensive Training 10, Computers 8, Lore 11, Melee 10, Mental Training 10, Perception 10, Psionics 11, Science 8

Skill Focuses: Psionics +2

Talents: Awesome Abilities (instinct I, willpower III), Cynic, Endless Energy IV, Defensive Fighting II, Jaded, Penetration V, Psychic Discipline Focus (energy III, telepathy III, telekinesis III), Psychic Power x4, Resolute II, Survival Instincts, Weapon Mastery (melee II), Unstoppable Movement

Psionic Powers: *Improved Psionic Bolt, Improved Psionic Burst, Psionic Onslaught, Improved Psionic Wave, Improved Psionic Discharge, Might of the Archon, Judicator's Vengeance, Reading, Messaging, Feedback. Manipulate, Move Object, Telekinetic Push, Levitation, Imbue Form*

Creature Abilities: Archon, Power Overwhelming

Strength: 15

Instinct: 10

Agility: 8

Fortitude: NA

Intelligence: 10

Willpower: 15

Gear: Tier 3 Huge-sized Protoss Claw

Special Ability (Psionic Energy): Archons have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Archons do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives psionic entities a nearly unlimited reservoir of energy to call from. A archon has an energy reservoir of 900. The archon can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

Special Ability (Pure Psionic Energy): The archon does not have a hit point score. Instead, any damage it suffers is instead removed from its Energy score. Instead of damage resistance, it has Shield Armor equal to thrice its intelligence that applies to any damage against it. Archons cannot be healed by any traditional means, instead only prolonging their life by whatever means increases their Energy rating. Once an archon is reduced to 0 energy, it dissipates in a shimmer of electric energy.

Special Ability (Power Overwhelming): The archon's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

Special Ability (Psionic Entity): The archon has a base Psi Level of 10, and can draw powers from the Energy, Telepathy, or Telekinesis disciplines. Archons never overload their psionic powers from poor dice rolls. The archon also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with Aiur Protoss. The Khala is their psionic power source.

Special Ability (Archon Traits): Archons ignore all concealment from darkness and gain advantage on all perception checks. They do breathe, age, or require substance. They are not subjected to abilities that target living creatures, do not have a fortitude score, damage threshold, or healing threshold. They cannot be subjected to cripple wounds.



Dark Archon Description

Dark Archons are created by the merging of two powerful dark templar into a single will. These rare creatures are conduits of the void, and are writhing, chaotic masses of extradimensional energy. While their psionic abilities are unrivaled, dark archons tend to dissipate and expend themselves extremely quickly, such is the energies that they wield.

These psionic beasts were first discovered by the Dark Templar of Shakuras on accident, and since then have only been created in the direst circumstances. Their very existence is a threat to those around them, for their blighted existence brings chaos and destruction in their wake. Wracked with pure suffering, dark archons are unpredictable and dangerous to everyone.

Tactics

Dark Archons are the greatest masters of telepathy. Their powers over the mortal mind are nearly impossible to resist, and can simply destroy the consciousness of a lesser mind.

Dark Archons usually begin a combat by manifesting *Psionic Maelstrom*. This power can single handedly shut down an entire army, allowing the archon to begin its dark works to pick apart their victims. Once their foes are stunned for a time, dark archons then select the most powerful of their number and use *Dominate* until they control at least 8 targets. Once they do, they use their new minions to execute any remaining foes.

If some of their enemies resist their influences, or were outside the radius of the psionic maelstrom, the dark archon deals with them personally while having their dominated minions continue to execute the stunned prisoners. Dark Archons keep a minor action readied to interrupt any rival psychics. Their preferred offense is using repeated *Mind Ripples* to devastate their foes, or *Mind Overload* against very large targets, such as ultralisks or brood lords. If a dark archon passes below 500 energy, they will pull their dominated minions off of execution duty and order them to protect their master.

Because characters inside vehicles are immune to psionic powers, vehicles are the way to balance the scales against a dark archon. However, dark archons are still deadly foes to enemy's immune to their telepathy. Against enemy armor, dark archons use Power Overwhelming for rapid manifestations of *Shadow Barrage*. This psionic onslaught can destroy groups of light vehicles quickly, or can be focused to eradicate the hardest targets, including thors and battlecruisers, quickly.

Dark Archon's Favored Psionic Powers: Psi Level 11, automatically manifests psionic powers, recovers 5 energy per turn

-**Shadow Barrage;** DC 26 manifestation as a standard action; 6 energy fatigue; releases 7 missiles that can target different or the same targets, multiple missiles at a single target gains +4 accuracy and damage per missile, +37 attack versus defense, struck takes 51 damage with Piecing trait

-**Feedback;** DC 18 manifestation as a standard action; 6 energy fatigue; +39 attack versus resolve of another psychic within distant range, target suffers 20 energy fatigue and 220 psionic damage

-**Mind Overload;** DC 24 manifestation as one or more full-round actions; 7 energy fatigue; +39 attack versus resolve at medium range, target takes 184 psionic damage, and then 92 psionic damage at the start of the caster's next turn, and 41 psionic damage at the turn after that, targets are staggered for 1 round for every crippling wound they suffer from this power

-Mind Ripple; DC 22 manifestation as a full-round action; 12 energy fatigue; +39 attack versus resolve in a Burst 36 centered on the caster, targets takes 112 psionic damage; Rending 9, cripple targets count movement as limited movement for rounds equal to crippling wound points

-Psionic Maelstrom; DC 24 manifested as standard action; 16 energy fatigue; +43 attack versus resolve at distant range, Burst 32 area, struck targets are stunned, stunned targets must make a DC 38 endurance with disadvantage at the end of each of their turns; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-Dominate; DC 26 manifestation as a standard action; 18 energy fatigue; +39 attack versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, caster can have up to 16 dominated targets.

Dark Archon

Level 28 Huge-sized Creature (Heroic Psionic Entity), Formidable Threat

Skill Purchases: 15

Talent Purchases: 31

Ability Score Purchases: 44

Energy: 1,760

Healing Threshold: NA

Damage Threshold: NA

Defense: 33

Toughness: 44

Resolve: 38

Speed: 12

Shift Speed: 2

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +10

Shield Armor: 30

Psionic Resistance: 97

-Protoss Claw 1d20+22 accuracy, 45 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Unarmed

Skills: Acrobatics 10, Athletics 10, Defensive Training 12, Computers 8, Lore 12, Melee 12, Mental Training 12, Perception 10, Psionics 12, Science 8

Skill Focuses: Psionics +2

Talents: Awesome Abilities (instinct I, willpower III), Cynic, Defensive Fighting III, Endless Energy V, Jaded, Penetration IV, Psychic Discipline Focus (energy III, telepathy III, telekinesis III), Psychic Power x4, Resolute II, Weapon Mastery (melee III)

Psionic Powers: *Void Blast, Writhing Darkness, Shadow Barrage, Reading, Messaging, Feedback. Manipulate, Compulsion, Mind Blast, Mind Ripple, Command, Mind Overload, Psionic Maelstrom, Dominate, Move Object, Telekinetic Push, Levitation, Telekinetic Dome, Telekinetic Grasp*

Creature Abilities: Archon, Power Overwhelming, Psionic Power Source Mastery (Endless Energies)

Strength: 15

Instinct: 10

Agility: 9

Fortitude: NA

Intelligence: 10

Willpower: 16

Gear: Tier 3 Huge-sized Protoss Claw

Special Ability (Psionic Energy): Dark Archons have a surge of psionic energy channeled into them. This energy is used to manifest psionic powers. Archons do not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from their energy score. This gives archons a nearly unlimited reservoir of energy to call from. A dark archon has an energy reservoir of 900. A dark archon can make a psionics check as a full-round action. If they do, they restore an amount of energy equal to their check result.

Special Ability (Pure Psionic Energy): The dark archon does not have a hit point score. Instead, any damage it suffers is instead removed from its Energy score. Instead of damage resistance, it has Shield Armor equal to thrice its intelligence that applies to any damage against it. Archons cannot be healed by any traditional means, instead only prolonging their life by whatever means increases their Energy rating. Once an archon is reduced to 0 energy, it dissipates in a shimmer of electronic energy.

Special Ability (Power Overwhelming): The dark archon's psionic might is unbelievably vast. Any action they use to manifest a psionic power, they can use that action to manifest another psionic power that also requires that action. For example, if they manifest a power as a standard action, they can instead manifest two powers that require standard actions with that single action. However, if they do this, all manifested powers have 3 times the normal energy cost. They can also sustain up to two ongoing powers with the same action, but all sustained powers have 3 times the normal cost to sustain.

Special Ability (Endless Energies): All of the dark archons psionic powers are manifested at +2 PL. They do not have to make psionics checks to manifest their psionic powers.

Special Ability (Psionic Entity): The dark archon has a base Psi Level of 11, and can draw powers from the Energy, Telepathy, or Telekinesis disciplines. Archons never overload their psionic powers from poor dice rolls. The archon also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.

Special Ability (Archon Traits): Archons ignore all concealment from darkness and gain advantage on all perception checks. They do breathe, age, or require substance. They are not subjected to abilities that target living creatures, do not have a fortitude score, damage threshold, or healing threshold. They cannot be subjected to cripple wounds.

