

StarCraft RPG: Paragons of the Galaxy

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Heroes and Villains of the StarCraft

Names like Sarah Kerrigan, James Raynor, and Zeratul bring fear and awe to the residents of the Korpulu Sector. These are the greatest champions of the ever-present warfare in the sector. They are larger than life heroes or villains of horrid caliber.

This section is dedicated to the named for the most noteworthy characters of the StarCraft setting. Anyone who has played through the story and campaigns of StarCraft will recognize the individuals detailed in this resource. Included with every hero in this resource is their statistics, favored vehicles, history, and notes on how to include them in a StarCraft campaign.

Paragon Characters

Level 30 is the maximum level that a player character can reach. In addition, it is the furthest any normal being can obtain. Skill and ability score maximums reach their peak at that level. However, that does not mean that heroic characters cannot continue adventuring and learning new skills. Rather than getting directly more powerful upon reaching level 30, they instead fill out their assortment of skills and learn more talents and abilities without becoming directly more powerful.

This system is called Paragon levels. Upon reaching level 30, a character can continue gaining experience. Whenever they gain 500 experience, they gain a paragon level. Upon gaining a paragon level, they gain their normal amount of characteristic points based on the power level, that they can spend on whatever options they normally have.

Paragon levels are not true levels. Therefore, the character's skill and ability score maximums remain at the level 30 values. In addition, the character always counts as level 30 for encounter design, threat level, and encounter points. Therefore, a level 30, paragon level 8, high threat character still counts as being level 30 high threat for the purpose of experience.

Non-heroic characters cannot gain paragon levels. Characters cannot gain more than 20 paragon levels.

In addition to normal characteristic point gain, paragon characters gain additional features in their racial mechanics for paragon levels.

Paragon Terran Characters

Terran characters continue to gain new specializations as they accumulate paragon levels. Every 2 paragon levels, they gain a specialization or advanced specialization. They cannot gain additional master specializations.

Paragon Infested Terran Characters

Infested Terran characters gain a new mutation every time they level up. They gain an additional directive every 5 paragon levels.

Paragon Protoss Characters

Protoss characters gain another class level for every paragon level they obtain.

Paragon Primal Zerg Characters

Every 2 paragon levels that a primal zerg obtains gives them 1 additional body slot. They gain an additional archetype every 5 paragon levels.

Apex Creatures

Level 30 is the maximum extent that a player character can reach. However, some very powerful creatures can reach beyond level 30. This is most common in creatures with unnatural powers, god-like psionic abilities, and genetically engineered super-monsters. Creatures beyond level 30 are the most powerful being in the universe, and are not to be trifled with.

These creatures, known as Apex creatures, work very similarly to any other creature. They have characteristic points based on their formula, and their skill and ability score maximums continue to increase according to the table below. Encounter points and threat levels are determined by the creature's full level, as normal. As characters cannot ascend past level 30, this makes it impossible to bypass the threat rating of apex creatures. Higher level apex creatures are so powerful that they should only be challenged by parties with significant advantage or many paragon levels.

Creatures above 30th level might even have items that are above 3rd tier. In general, creatures between levels 31-40 have tier 4 natural weapons and armor, while creatures within levels 41-50 have tier 5 natural weapons and armor.

Apex creatures cannot ascend beyond level 50, which is the very highest difficulty a creature can be in the StarCraft RPG.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
30	10	12
31	11	13
32	11	13
33	11	14
34	11	14
35	12	14
36	12	15
37	12	15
38	12	15
39	13	16
40	13	16
41	13	17
42	13	17
43	14	17
44	14	18
45	14	18
46	14	18
47	15	19
48	15	19
49	15	19
50	15	20



Terran Paragons of War

This section is dedicated to some of the greatest terran heroes and villains in the StarCraft story.

Who is James Raynor?

~This isn't about the Dominion. Our revolution has always been about saving lives. If the zerg wipe everyone out, then it's all been for nothing. So I'm going back to Char. If you're with me, it's your choice. Just like it's always been.

~James Raynor

James Raynor would one day become one of the greatest heroes and leaders' mankind ever produced. It makes it hard to believe that he comes from a backwater farming community. In time, he would leave his home to join the Confederate Marine Corps, teaming upon with Tychus Findlay and other exceptional individuals. Together, they formed Heaven's Devils, an elite task force of deep striking heavy infantry.

At the war's conclusion, Jim and Tychus went AWOL and became freelance criminals. They lived fast and dangerous, until the day their actions, and the law, caught up with them. Tychus took the heat for both of them, going to prison so Raynor could go free. Honoring his friend's sacrifice, Raynor settled down on the planet of Mar Sara, getting the job of marshal. He had a wife, Lidya, and son, John. John was given to the Confederacy after his psionic gifts sparked, but was killed shortly after joining their ghost program. Lidya died of grief shortly after, leaving Raynor alone.

Raynor was still serving as a marshal on Mar Sara when the world was attacked by the zerg. He was arrested by the Confederates after destroying a command center that was infested by the alien menace. He was later broken free by the Sons of Korhal and joined their rebellion movement. Through them, he met the young ghost, Sarah Kerrigan, and became close with her.

Eventually, the corruption of the Sons of Korhal became evident as its leader, Arcturus Mengsk, used psi emitters to use the zerg against the Confederacy he so hated. The acts of genocide pit his lieutenants against him, and Arcturus betrayed Kerrigan and left her to die against the zerg. Raynor abandoned the rebel movement, and started his own organization, Raynor's Raiders. Together, they battled the corruption of the new terran Dominion, the authoritarian government Arcturus Mengsk created after destroying the Confederacy, and the zerg invasion.

Raynor survived the Great War and the Brood War by fighting closely alongside the protoss. The conflicts were ultimately won by the Queen of Blades, Raynor's former lover, Sarah Kerrigan, transformed into an evil zerg killing machine. By the beginning of the Second Great War, his raiders were a mere paltry band that were nonetheless dedicated to defending the innocents from the tyranny of Arcturus Mengsk and the predations of the Queen of Blades.

Using James Raynor in the StarCraft RPG

The statistics here envision James Raynor during the events of StarCraft II, leading his faction into battle against anyone in the sector who would threaten the lives and freedom of the innocent. Raynor is an excellent leader and tactician, and spends much of his time orchestrating events and managing events from the backlines. Despite that, he is a stalwart and brave combatant and will gladly charge into combat alongside his allies. When the going gets tough, he will be on the front line fighting back the enemy.

Raynor is most likely to be encountered as a benefactor to a group of players. He is likely to hand out assignments, give advice, instruction, and aid to the players in need, provided they support noble causes. When the going gets tough, however, he is likely to wade into combat right alongside his friends. In these circumstances, the players will greatly benefit from his leadership and years of warfare experience.

James Raynor's Tactics

Raynor favors the life of his allies above all else. For that reason, he focuses on enabling them and their survival. He begins most encounters by using a leadership combat augmentation to empower his allies, usually using defensive formation to improve their survivability. Afterwards, he uses a rally action to give his most vulnerable allies morale markers, to give them morale points and protection points through his Leader specialization. Following that, he will either move into position or use tactics to his accuracy.

In combat, Raynor is constantly using Rally to give out protection points and morale markers. Otherwise, he focuses on the most strategic targets with his weapon's fire, usually those that are heavily wounded or dealing terrible damage to his

allies. He makes sure to instruct his allies to set up flanking against difficult foes, or utilize cover whenever possible. If he is able to get his enemies in a pinned down position and his allies are relatively safe, he switches to a Coordinate leadership combat augmentation.

Raynor takes full use of his special abilities. He uses Shield Ally to protect wounded comrades and his protection aura to stay near foes that need to be healed. He himself heals very quickly, and gains life whenever he drops a foe. His primary weapon is the heavy gauss rifle, which he prefers to use with strategic focused bursts. Against close enemies while aiming, he can gain an incredible hailfire (5) with his focused bursts. When using his sniper rifle, he will typically have a magazine of both penetrator and standard armor piercing loaded in his gun. He mostly fires with his armor piercing rounds but will switch to penetrators when he needs to take out a tank or several vital foes are lined up for the unstoppable trait.

Raynor will order a tactical retreat if necessary but will stay behind to cover his ally's retreat. He will never fall back himself until all his allies are safe.



James Raynor

Level 30 (12 Paragon) Terran Epic Heroic Character (Fringe Colonist/ Soldier/ Leader/ Pilot/ Survivalist/ Guardian/ Ace Pilot/ Gunner/ Adventurer/ Military Commander/ Protector/ Weapon's Expert/ Astral Soldier/ Special Forces/ Icon of Mankind/ Veteran/ Patriot/ Ever-Living/ Warrior/ Field Officer/ Inspirational Commander) High Threat

Skill Purchases: 31

Talent Purchases: 55

Ability Score Purchases: 44

Hit Points: 482

Healing Threshold: 13

Damage Threshold: 48

Defense: 39

Toughness: 50

Resolve: 49

Speed: 11

Shift Speed: 3

Morale Bonus: +17

Space: 1 square

Reach: 1 square

Initiative: +18

Damage Resistance: 47

Psionic Resistance: 67

-Heavy Gauss Rifle 1d20+23 accuracy, 47 damage, full auto, 150 shots at distant range; *Special Traits:* Penetration 20, Rending 2, Full Automatic, Devastating Cripple II

-Sniper Rifle w/ Penetrator Rounds 1d20+25 accuracy, 65 damage, 1 strike maximum, 2 shots at distant range; *Special Traits:* Penetration 48, Unstoppable, Gradual Reload, Digital Scope, Devastating Cripple II

-Sniper Rifle w/ Armor Piercing Rounds 1d20+25 accuracy, 65 damage, 1 strike maximum, 2 shots at distant range; *Special Traits:* Penetration 19, Gradual Reload, Digital Scope, Devastating Cripple II

-Justice 1d20+24 accuracy, 58 damage, +2 strikes maximum, 6 shots at medium range; *Special Traits:* Penetration 19, Rending 5, Gradual Reload, Devastating Cripple II

-Rifle Bayonet 1d20+18 accuracy, 62 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Rending 4

Skills: Acrobatics 12, Athletics 12, Computers 8, Defensive Training 17, Durability 16, Endurance 15, Influence 12, Leadership 17, Lore 12, Medicine 10, Melee 13, Mental Training 15, Perception 12, Pilot 15, Ranged 17, Science 8, Stealth 10, Survival 11, Tactics 16

Skill Focuses: Defensive Training +4, Durability +3, Endurance +3, Leadership +5, Mental Training +2, Pilot +3, Ranged +4, Tactics +4, +1 all prowess

Talents: Aerial Evasion, All Out Attack, Awesome Abilities (fortitude II, instinct II, willpower), Bulwark, Check out my Suit, Close Combat Shot, Critical Execution, Combat Reflexes, Defense of Will, Defensive Fighting III, Devastating Cripple (ranged II), Dodge, Dog Fighter, Empowering Command, Far Shot, Galactic Champion, Grand Leader, Hardened Survivalist, Immune to Pain, Inspirational Presence II, Military Unarmed Training II, More for the Effort, Penetration V, Powered Armor Training, Pistol Finesse II, Precision Burst, Precision Shot, Resilience II, Resolute II, Survival Instincts, Swift Strikes II, Unstoppable Movement, War Scars, Weapon Comprehension, Weapon Mastery (ranged III, melee III), Wrestling Combatant

Strength: 17* Instinct: 15* Agility: 10 Fortitude: 14

Intelligence: 10 Willpower: 12

Gear: Tier 3 Heavy Gauss Rifle with Improved Precision, Improved Potency, Empowered Firepower, Flashlight, and Rifle Bayonet with 5 magazines of U-2348 rounds, Tier 3 Sniper Rifle with Improved Precision, Improved Potency, Grip Extension, Maximum Firepower, Expanded Capacity and Digital Scope with two magazines of Penetrator Rounds and four magazines of armor piercing extreme slugs, *Heaven's Devil Armor* (Tier 3 CMC-300 with Dispersion Plating, Energy Repellant, Empowered Servos, Extra Reinforcement, Kinetic Foam, and Shadow Armor), *Justice* (Tier 3 Heavy Revolver with Improved Potency, Improved Precision, Empowered Firepower, and Easy Reload and 24 hollow point medium slugs), Quick Loader x3, Tier 3 Medipack x2, 2 doses of Painkillers, 3 doses of Anti-toxins

Special Ability (Paragon of Leadership): James Raynor is a legendary military commander, and one of the greatest combat leaders in human history. He gains the following perks that related to leadership.

-When Raynor rallies, he can give 2 morale points to each ally

-Raynor generates one additional morale when rallying

-When Raynor gives an ally morale from rallying, they gain 5 protection points per morale point he gives them

-The maximum bonus for Raynor's leadership combat augmentations cap at 35 instead of 25

-Allies under Raynor's leadership gain bonus movement speed equal to their positive morale levels

-Allies under Raynor's morale gain +2 morale bonus, +4 toughness, and +4 resolve.

-When allies under Raynor's leadership spend a morale to improve an attack roll, they can spend another morale to also reroll the attack die.

-Raynor gains a +1 bonus to skill checks for every member of Raynor's Raiders within 15 squares (maximum +5 bonus)

-When Raynor charges or kills an enemy, he can make a free action rally check

-Raynor can apply the benefit of a tactics combat augmentation as a leadership combat augmentation.

-Raynor can apply two leadership combat augmentations as part of a single leadership check

-All allies within 10 squares gain +12 to their resolve against combat influence

-All allies within 12 squares gain +4 to their attacks, skill checks, and morale bonus

Special Ability (Paragon of War): James Raynor is one of the most experienced and skilled fighters in the sector. He gains the following perks that relate to combat.

- Raynor gains +1 hailfire against the primary target of an automatic attack or +2 hailfire against the target of a focused burst
- Raynor gains +7 damage when standing still and aiming with a ranged attack.
- When Raynor is using tactics for accuracy and aimed at a target, he gains +5 accuracy and +5 hailfire with a automatic burst attack as long as he moved towards the target on his turn or was already within 6 squares.
- When Raynor slays an enemy, he regains 10 hit points
- Whenever Raynor is piloting a vehicle, he gains the following benefits: +7 defense, +2 power ratings of damage and +4 accuracy with vehicle weapons, and +50% acceleration rating.
- Raynor can apply all possible tactics combat augments at once, to a maximum of DC 15 level.
- Raynor uses half as much ammunition when doing automatic fire
- Raynor gains +2 accuracy and rending against Zerg

Special Ability (Paragon of Guardianship): James Raynor is a man of the people and has dedicated himself to surviving and protecting others. He gains the following perks that relate to survivability and protecting others.

- When Raynor is dealt a crippling wound, roll a d20. On a 6+, that crippling wound point is negated.
- Raynor gains 20 protection points at the start of each turn from his armor
- First time Raynor takes damage in a turn, he reduces the damage by half, after all modifiers. Then he gains protection points equal to the damage suffered until the start of his next turn.
- Whenever Raynor spends a healing threshold to regain hit points, he recovers twice as many hit points
- Enemies cannot attack Raynor's allies while they are within 3 squares of him, unless they succeed a DC 39 willpower test.
- Raynor can shift as a reaction to absorb a non-area attack that was meant for an adjacent ally. Raynor takes the damage, and he swaps squares with the ally. He gains +5 damage resistance against the attack.
- Raynor suffers no ongoing penalties from crippling wounds, and it takes 7 crippling wounds for him to lose a limb or suffer death from wounds.
- Raynor can spend a morale point to gain +17 damage threshold until his next turn.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on James Raynor have disadvantage. However, he has disadvantage on all combat influence tests he performs, except those to taunt.



James Raynor's Vulture

During the Great War, Raynor did most of his fighting while riding his signature vulture bike. The bike was resplendent with custom upgrades, advanced plating, and tuned to be the highest quality example of its kind. While it has largely passed in disuse by the Second Great War, he might still use it for fast travel or reconnaissance purposes.

Raynor's Vulture Bike

Large Terran Land Vehicle, High Threat

Base Cost: 500,000 credits

Hit Point: 390

Strength/ Fortitude: 16

Pilot Requirements: 2

Acceleration Rating: 100

Crew: Pilot

Damage Threshold: 46

Structure Rating: 12

Space: 2 by 2 squares

Max Speed: 400

Toughness: 42

Damage Resistance: 44

Reach: NA

Defense: 8 +Defensive Training +Agility

Base Gear: Headlights, Hover, Tier 3 Front-Mounted Grenade Launcher with Improved Potency, Improved Precision and Expanded Capacity, Navigation Unit, Spider Mine Layer, Tier 3 Heavy Plated Hull with Extra Reinforcement, Communication System, Improved Handling, Afterburners

Special Trait (Open Topped): This vehicle is open-topped, and the rider can be attacked in addition to the vehicle. However, the rider has cover and they gain +5 to their defense.

Special Trait (Skilled Pilot): For every 2 points of Pilot skill the character has over the training requirements of this vehicle, the vehicle gains +1 defense.

Special Trait (Extremely Maneuverable): This vehicle is small and maneuverable enough that a skilled pilot can make many turns with it. As long as the pilot succeeds a DC 15 pilot check at the beginning of their turn while at combat speed, they can ignore vehicle facing and turning rules, and have the vehicle move its speed freely in any direction with any number of turns, much like how a character moves. If they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move.

James Raynor on Raynor's Vulture Bike

Level 30 Terran Epic Heroic Character on Large-sized Vehicle, High Threat

Skill Purchases: 31

Talent Purchases: 55

Ability Score Purchases: 44

Hit Points: 390

Defense: 53

Acceleration Rating: 150

Space: 2 by 2 squares

Damage Resistance: 47

Healing Threshold: 13

Toughness: 50

Max Speed: 400

Reach: NA

Psionic Resistance: NA

Damage Threshold: 48

Resolve: 49

Morale Bonus: +17

Initiative: +18

Grenade Launcher w/ Concussive Grenades 1d20+21 accuracy, 92 damage, +2 strikes maximum, 60 shots at medium range;
Special Traits: Penetration 17, Burst 3, Ground Fire, Gravity Field, Devastating Cripple II

Skills: Acrobatics 12, Athletics 12, Computers 8, Defensive Training 17, Durability 16, Endurance 15, Influence 12, Leadership 17, Lore 12, Medicine 10, Melee 13, Mental Training 15, Perception 12, Pilot 15, Ranged 17, Science 8, Stealth 10, Survival 11, Tactics 16

Skill Focuses: Defensive Training +4, Durability +3, Endurance +3, Leadership +5, Mental Training +2, Pilot +3, Ranged +4, Tactics +4, +1 all prowess

Talents: Aerial Evasion, All Out Attack, Awesome Abilities (fortitude II, instinct II, willpower), Bulwark, Check out my Suit, Close Combat Shot, Critical Execution, Combat Reflexes, Defense of Will, Defensive Fighting III, Devastating Cripple (ranged II), Dodge, Dog Fighter, Empowering Command, Far Shot, Galactic Champion, Grand Leader, Hardened Survivalist, Immune to Pain, Inspirational Presence II, Military Unarmed Training II, More for the Effort, Penetration V, Powered Armor Training, Pistol Finesse II, Precision Burst, Precision Shot, Resilience II, Resolute II, Survival Instincts, Swift Strikes II, Unstoppable Movement, War Scars, Weapon Comprehension, Weapon Mastery (ranged III, melee III), Wrestling Combatant

Strength: 17* **Instinct:** 15* **Agility:** 10 **Fortitude:** 14

Intelligence: 10 **Willpower:** 12

Gear: Raynor's Vulture Bike (see character entry for personal equipment)

Special Ability (Reinforcement): Raynor's vulture bike reduces all crippling wounds suffered by 3.



Who is Tychus Findlay?

~There's nothing saying that I can't do humanity a favor and get paid well in the process.

~Tychus Findlay

Tychus Findlay was an extraordinary individual. He was equal measure of scum and hero. Born from a modest life, raised in the dregdes of humanity, Tychus found his way into the Confederacy marine corps. Quickly he learned that this was a hopelessly corrupt and decadent institution, but that didn't trouble him deeply. Instead, he began 'Operation: Early Retirement', making backroom deals and clandestine arrangements to supplement his income with theft, smuggling, and war profiteering.

Tychus eventually served time in a military prison for striking an officer, then fell in with a new squad. This squad quickly rose as an elite unit in the Confederacy military, led by Tychus himself and a young soldier named James Raynor. They perfected their use of thunderstrike armor, and after many heroic military exploits became known as 'Heaven's Devils', the best of the worst. Despite many successful military endeavors, Tychus never stopped looking for opportunities for fresh profit.

After the war, the Devils disbanded and Tychus and Raynor teamed up to become professional outlaws. Together, they robbed trains, banks, and spent their earnings in bars and clubs. They lived fast and dangerous, and became close friends. Eventually, the law caught up with them, and Tychus took the fall for both of them. It allowed James Raynor to escape from prison and confinement, and live a normal life as a marshal on a fringe world. Tychus was sentenced to the prison world of New Folsom, where he was put in deep freeze.

As Tychus was in prison, the galaxy changed around him. Humanity lost many worlds to the zerg and protoss. The Confederacy was destroyed, replaced by the egomaniacal Arcturus Mengsk and his Dominion. The protoss lost their home world, and the zerg tore into itself as swarm leaders rose and fell. James Raynor made a family, lost his family, and became a rebel leader against the confederacy, and later the dominion. Raynor rose as one of the greatest heroes in the Korpulu Sector, and a personal enemy of Arcturus. All the while, Tychus slept in his prison.

Finally, Tychus was released from cold freeze, ordered by Emperor Mengsk himself. Upon release, Tychus was confined to a suit of powered armor with a death trigger built into in case he ever attempted to escape or disobey. The armor was sealed so he could not escape. His mission: to infiltrate Raynor's Raiders using his past connection with James Raynor. His goals were unclear.



Using Tychus Findlay in the Starcraft RPG

~If you're not going to tell me not to have a little fun, then I'm gonna have me a little fun. Hehe.

~Tychus Findlay

The statistics here envision Tychus Findlay at the time of his death, when he was a member of Raynor's Raiders and an unwilling mole of Arcturus Mengsk. Tychus is an active character, who will happily wade into combat alongside his troops and allies. A group of players fighting alongside the Raiders might have Tychus as an ally during a critical mission. Tychus is a formidable opponent, perhaps too much so. Players might find themselves serving as his handler, preventing him from performing acts of larceny, starting fights, or overall getting in trouble. Tychus doesn't pull punches, not even in a casual bar fight, so the party may have to prevent him from leaving a trail of dead bodies when he is supposed to be on a clandestine assignment.

Tychus is a scoundrel before anything else, and a party of noble heroes should be very wary of his motives. No one amongst the raiders knows that Tychus is working for Mengsk, so they should be suspicious of his intentions. Tychus is confident, egotistical even, but does have a roguish charm to him. Characters who like to bend the rules would enjoy working with him, and he will respect their gusto if they have courage, pragmatism, and greed in equal measure.

Tychus Findlay's Tactics

~Fear and violence always did bring out the best in me.

~Tychus Findlay

Tychus Findlay is an incredibly dangerous combatant, being one of the most lethal terrans in the Koprulu Sector. His preferred method of combat is utilizing his chaingun, known as Sweet Talker, to deal out absurd amounts of damage. Tychus has very little regard for ammunition, and typically uses his weapon as an area burst to hit as many foes as possible. With this, he effects a Burst 6 area that gains +1 hailfire (+2 against the burst's primary target) and uses 80 shots a turn. He is not a fool, though, and will use focused bursts when faced with a serious foe.

Tychus prefers to use bob and weave or heavy strike as his combat behaviors. If the fight is tough enough, he pops a few doses of combat stimulants to deal even more damage. These drugs are saved for only when he is fighting foes that can actually hurt him. He uses painkillers when he drops below half hit points, and then takes advantage of his round per round protection doubling to 41.

Tychus has a collection of lethal shredder grenades, that he uses both for anti-armor and dealing with swarms, particularly when he is low on ammunition. Finally, Tychus will happily toss his chaingun aside to enter into a rousing game of fisticuffs. Tychus is a veteran unarmed combatant, who can quickly bludgeon most enemies to death with his fists. In fact, he enjoys it. When fighting with his fists, he uses the heavy strike combat behavior to deal crippling amounts of damage very quickly, literally tearing his foes apart with his bare hands while earning even more protection. He will heavy strike swarms and very large and slow enemies that are not difficult to hit, while agile foes are subjected to his regular unarmed attacks. With toss and throw, he can grab these agile enemies and throw them off cliffs or into obstacles.



Tychus Findlay

Level 30 (5 Paragon) Terran Epic Heroic Character (Fringe Colonist/ Soldier/ Brute/ Survivalist/ Goader/ Demolitionist/ Gunner/ Spartan/ Hulk/ Destroyer/ Weapon's Expert/ Ace Pilot/ Warmonger/ Assault Commander/ Power Man/ Warrior/ Prime Specimen), High Threat

Skill Purchases: 33

Talent Purchases: 52

Ability Score Purchases: 32

Hit Points: 629

Healing Threshold: 16

Damage Threshold: 59

Defense: 28

Toughness: 52

Resolve: 35

Speed: 6

Shift Speed: 1

Morale Bonus: +13

Space: 1 square

Reach: 1 square

Initiative: +16

Damage Resistance: 52

Psionic Resistance: 46

-**Sweet Talker** 1d20+23 accuracy, 45 damage, full auto, 500 shots at medium range; *Special Traits*: Penetration 6, Heavy, Long Reload, Devastating Cripple II, Fully Automatic, Linked Fire

-**Frag Grenade** 1d20+21 accuracy, 85 damage, 1 strike maximum, 1 shot at medium range; *Special Traits*: Penetration 12, Burst 5, Grenade, Delay, Devastating Cripple II

-**Power Armor Unarmed** 1d20+22 accuracy with advantage, 63 damage, +1 strike maximum; *Special Traits*: Penetration 4, Rending 2, Unarmed, Devastating Cripple II

-**Power Armor Unarmed w/ Power Strike and Heavy Strike** 1d20+10 accuracy with advantage, 98 damage, 1 strikes maximum; *Special Traits*: Penetration 4, Rending 2, Cleaving 1, Unarmed, Devastating Cripple II

Skills: Acrobatics 9, Athletics 14, Computers 6, Defensive Training 17, Durability 17, Endurance 12, Influence 6, Lore 10, Medicine 8, Melee 16, Mental Training 12, Perception 10, Pilot 10, Ranged 19, Stealth 8, Survival 8, Tactics 14

Skill Focuses: Athletics +2, Defensive Training +4, Durability +4, Melee +3, Pilot +2, Ranged +6, Tactics +2, +1 all prowess skills

Talents: Awesome Abilities (strength II, fortitude II), Balanced Shot, Bulwark, Check out my Suit, Critical Execution, Devastating Cripple (Ranged II, Melee II), Defensive Fighting III, Dissuade, Fast Reload, Galactic Champion, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Jaded, Juggernaut, Leap, Master Tactician, Might Blow IV, Military Unarmed Combat Training II, Mountain Strike II, Natural Health III, Powered Armor Training, Precision Burst, Power Strike II, Rain of Firepower II, Resilience II, Resolute, Survival Instinct, Toss and Throw, Ultra-Specialization, Unstoppable Movement, War Scars, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 21*

Instinct: 11*

Agility: 1

Fortitude: 14

Intelligence: 7

Willpower: 10

Gear: *Tychus's Cage* (Tier 3 CMC-300 Powered Combat Armor with Extra Reinforcement, Empowered Servos, and Kinetic Foam), *Sweet Talker* (Tier 3 Chaingun with Linked Fire, Improved Precision, Improved Potency, Empowered Firepower, Extra Capacity, and 4 magazines of armor-piercing heavy slugs), Tier 3 Frag Grenade with Improved Potency and Penetrating Grenade x5, Painkillers x3, Combat Stims x2

Special Ability (Toss and Throw): If Tychus makes an unarmed attack that surpasses the target's defense and toughness, he can make an opposed athletics test with the target (Tychus' bonus is +32). If he wins, he lifts the target and throws them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If he throws the target at another enemy, he makes a +37 attack against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Paragon of War): Tychus Findlay is one of the most experienced and skilled fighters in the sector. He gains the following perks that relate to ranged combat.

-Once per round, upon killing an enemy, Tychus can gain an extra standard action on his turn.

-Tychus gains +1 hailfire against the primary target of a full auto attack or hailfire +2 and +10 accuracy on a focused burst

-Tychus can make his area burst automatic fire take a 6 by 6 area, but uses 40 shots.

-Tychus' grenades, rockets, and missiles gain +1 burst area and +2 power ratings of damage. He can throw grenades at medium range and can ignore 7 squares within the area

-In a vehicle, Tychus gains the following perks: +2 power ratings of damage, +8 toughness, +8 damage threshold, and +50% acceleration rating.

-Tychus' land vehicles and walkers gain +12 damage resistance and reduce crippling wounds suffered by 1

-Tychus gains +4 power ratings, +10 accuracy, and +4 burst area with siege tank and thor non-ordnance weapons

-Tychus' tactics benefits cap at DC 35 instead of 25

-Tychus uses up ammunition twice as fast with his chaingun, because it is linked fire.

Special Ability (Paragon of Fury): Tychus Findlay is a legendary brawler whose strength and fury is nearly unmatched amongst terrans. He gains the following perks that relate to strength and melee combat.

- When Tychus hits an enemy with a melee attack, he gains 24 protection points.
- Tychus gains Cleaving (1) with melee attacks when using a heavy strike combat behavior
- Tychus counts as large-sized for hit points, toughness, and damage threshold
- Tychus heals 10 hit points every time he kills an enemy
- Tychus can leap up to 10 squares as a move action every other turn. Targets he attacks after leaping do not gain their agility bonus to defense.

Special Ability (Paragon of Vitality): Tychus Findlay is well known for his vitality and stamina. He gains the following perks regarding his health.

- When Tychus is dealt a crippling wound, roll a d20. On a 6+, that crippling wound point is negated.
- Tychus gains 20 protection points at the start of each turn from his armor
- When Tychus performs a successful taunt combat augmentation, it effects all enemies in a Burst (2) area, and the penalty for attacking anyone else is -11
- Tychus gains +10 to endurance checks against poison, disease, and infestation
- When suffering a disfigurement, Tychus reduces the disfigurement by a total of 63, based on modified strength + 3x fortitude
- When Tychus is reduced below half his maximum hit points (314 hit points or less), he gains 21 protection points at the start of each turn.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on Tychus have disadvantage. However, Tychus has disadvantage on all combat influence tests he tries to perform, except those to taunt.



The Odin

~Brother... it is the single greatest creation in the history of mankind. Stridin' around dispensing righteous fury just about brought a tear to my eye.

~Tychus Findlay, regarding the Odin

The Odin is an experimental, super-heavy walker designed by the Dominion as the final answer to the zerg threat. The more ubiquitous Thor walkers were designed from the Odin, and are essentially smaller versions of this war machine. It was designed at the Vahalla Research Facility.

The Odin was stolen by Raynor's Raiders during the Second Great War, and was used during their assault on Korhal afterwards. Tychus Findlay got the pleasure of piloting the Odin during this period. Afterwards, the Odin was reclaimed and repaired by the Dominion, and used in Augustgrad's defense during the zerg invasion of Korhal. It was finally destroyed by the zerg swarm.

Using the Odin

~It followed me home. Can I keep it?

~Tychus Findlay, regarding the Odin

The Odin is a unique vehicle, that has only been used a few times. However, a GM who wishes to use the Odin should feel free to do so under special circumstances. Perhaps a Dominion sub-faction replicated the prototype. The Umojan shadowguard stole the blueprints of the Odin and perhaps made one of their own. The Odin might have been reconstructed after its destruction by the zerg. However it is introduced, the Odin is a penultimate war machine, a true army killer, and should be used carefully when controlled by the players or against them.

The Odin has four weapon systems of note, each used at different times.

-The T-800 Cannons are the standard armament of the Odin. It has a twin-linked cannon mounted on each arm. These cannons will destroy anything they are aimed at with equal impunity, whether they are tanks, swarms of infantry, or military bunkers. They are best used together, and benefit highly from a character with duel-wielding expertise. However, their damage is so high that duel-wielding is somewhat redundant, and even a missed attack will kill or badly injury most foes.

-The Punisher Cannon Battery is a shoulder mounted selection of heavy cannons. Its designed to cover a massive area with heavy ordinance. In practice, one barrage of this weapon is a city destroyer. Its area makes in nearly impossible to escape. Its only limitation is it can only be used a few times before the Odin runs out of ammunition.

-The Combat Missile Array is a secondary shoulder mounted weapon, that fires flurries of tactical missiles into the sky in a frenzy. These guided projectiles automatically seek out and destroy airborne targets, and are the Odin's chief anti-air armament. These missiles are optimized to use against smaller targets, such as wraiths, phoenixes, scouts, banshees, and mutalisks. They are less effective against massive and heavily armored targets, such as battlecruisers and carriers, which remain the best counter for the Odin. The combat missile array can be fire as a minor action, without any penalties for dual-wielding.

-The Odin's final weapon system is its Tactical Nuclear Missile Launcher. The Odin possesses a single nuclear missile that it can fire to unleash ultimate destruction on a city-sized scale. It is impractical to use in direct combat, and remains a last resort siege weapon.



The Odin

Massive Terran Walker, Epic Threat

Hit Point: 4,120

Strength/ Fortitude: 80

Pilot Requirements: 8

Base Speed: 20

Crew: Pilot

Damage Threshold: 176

Structure Rating: 16

Space: 25 by 25 squares

Defense: 0 +Defensive Training +Agility

Toughness: 170

Damage Resistance: 100

Reach: 25 squares

Base Gear: Tier 5 Omega Arm-Mounted T-800 Cannon with Improved Potency x2, Tier 5 Omega Front-Mounted Combat Missile Array with Improved Potency and Expanded Capacity, Tier 5 Omega Front-Mounted Punisher Cannon Battery with Improved Potency, Nuclear Missile Launcher, Enhanced Locomotion (2), Navigation System, Target Guidance System, Communication System, Tier 5 Omega War Machine Hull, Tier 3 Omega Massive-sized Bashx2

Special Trait (Aerial Targeting): The Odin's Combat Missile Array designed as anti-aircraft weapons, and as such are aimed upwards towards the sky. In order to be targeted by these weapons, the target must be a number of squares above the Odin equal to half the distance it is away plus 2 squares. The combat missile array can be fire as a minor action, without any penalties for dual-wielding.

Special Trait (Repair Protocols): The Odin's pilot can spend a full-round action activating the repair protocols on the Thor's hull. The thor counts as inactive and immobile for the next turn. At the start of the odin's next turn, it recovers a number of hit points equal to its damage threshold (normally 176).

Special Trait (Shockwave): The Odin can spend a standard action stomping on the ground, shaking the earth and letting out a massive shockwave. This shockwave is a Burst 40 centered on the Odin, affecting only the ground. The Odin makes a +80 attack versus the toughness of all targets within the area. All targets his are knocked down, and moving vehicles hit must make a DC 25 pilot test or lose control.

Special Trait (Impossibly Cumbersome): The cumbersome vehicle gives the wearing character a -8 penalty to athletics, acrobatics, and stealth checks.

Tier 5 Omega T-800 Cannon

Damage: 100

RoF: Slow

Shots: 120 cannon shells

Special Traits: Penetration (40), Burst (10), Twin-linked

Accuracy: +22

Range: Remote

Power Rating: +10

Tier 5 Omega Punisher Cannon Battery

Damage: 200

RoF: Full-Auto

Shots: 60 cannon shells

Special Traits: Penetration (60), Burst (20), Hailfire (2), Macro, Ground Fire

Accuracy: +22

Range: Strategic

Power Rating: +15

Tier 5 Omega Combat Missile Array

Damage: 60

RoF: Full-Auto

Shots: 320 Missiles

Special Traits: Penetration (20), Burst (7), Missile, Guided Explosive, Cluster Blast

Accuracy: +8

Range: Long

Power Rating: +5

Tychus Findlay in the Odin

Level 35 Terran Epic Heroic Character in Massive Vehicle, Epic Threat

Skill Purchases: 33

Talent Purchases: 52

Ability Score Purchases: 32

Hit Points: 4,120

Healing Threshold: NA

Damage Threshold: 184

Defense: 18

Toughness: 178

Resolve: 35

Speed: 20

Shift Speed: 1

Morale Bonus: +13

Space: 25 by 25

Reach: 25 square

Initiative: +16

Damage Resistance: 118

Psionic Resistance: NA

-T-800 Cannon 1d20+51 accuracy, 200 damage, 1 strike maximum, 120 shots at remote range; *Special Traits:* Penetration 40, Burst 14, Twin-linked, Devastating Cripple II

-T-800 Cannon w/ Dual-Wielding 1d20+46 accuracy, 200 damage, 1 strike maximum x2, 120 shots at remote range; *Special Traits:* Penetration 40, Burst 14, Twin-linked, Devastating Cripple II

-Punisher Cannon Battery 1d20+51 accuracy, 350 damage, 1 strike maximum, 60 shots at strategic range; *Special Traits:* Penetration 60, Full Automatic, Burst 24, Hailfire (2), Macro, Ground Fire, Fully Automatic, Devastating Cripple II

-Punisher Cannon Battery w/ Focused Burst 1d20+51 accuracy, 350 damage, 1 strike maximum, 60 shots at strategic range; *Special Traits:* Penetration 60, Hailfire 5 (Hailfire 6 against primary target), Full Automatic, Burst 24, Macro, Ground Fire, Devastating Cripple II

-Combat Missile Array 1d20+42 accuracy, 105 damage, 1 strike maximum; *Special Traits:* Penetration 20, Burst 9, Fully Automatic, Missile, Guided Explosive, Cluster Blast, Devastating Cripple II

-Combat Missile Array w/ Focused Burst 1d20+42 accuracy, 105 damage, 1 strike maximum; *Special Traits:* Penetration 20, Burst 18, Hailfire 3 (Hailfire 4 against primary target), Fully Automatic, Missile, Guided Explosive, Devastating Cripple II

-Bash 1d20+84 accuracy with advantage, 164 damage, 1 strike maximum; *Special Traits:* Penetration 26, Cleaving 4, Smashing, Devastating Cripple II

Skills: Acrobatics 9, Athletics 14, Computers 6, Defensive Training 17, Durability 17, Endurance 12, Influence 6, Lore 10, Medicine 8, Melee 16, Mental Training 12, Perception 10, Pilot 10, Ranged 19, Stealth 8, Survival 8, Tactics 14

Skill Focuses: Athletics +2, Defensive Training +4, Durability +4, Melee +3, Pilot +2, Ranged +6, Tactics +2, +1 all prowess skills

Talents: Awesome Abilities (strength II, fortitude II), Balanced Shot, Bulwark, Check out my Suit, Critical Execution, Devastating Cripple (Ranged II, Melee II), Defensive Fighting III, Dissuade, Fast Reload, Galactic Champion, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Jaded, Juggernaut, Leap, Master Tactician, Might Blow IV, Military Unarmed Combat Training II, Mountain Strike II, Natural Health III, Powered Armor Training, Precision Burst, Power Strike II, Rain of Firepower II, Resilience II, Resolute, Survival Instinct, Toss and Throw, Ultra-Specialization, Unstoppable Movement, War Scars, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 80

Instinct: 11*

Agility: 1

Fortitude: 80

Intelligence: 7

Willpower: 10

Gear: The Odin (see character entry for personal equipment)

Special Ability (Reinforcement): The Odin reduces all crippling wound points it suffers by 7.



Who is Nova Terra?

November 'Nova' Terra, also known as Agent X41822N, is perhaps the most powerful psionic terran ever known, second only to Sarah Kerrigan. Nova is a powerful terran telekinetic that was born to one of the Confederacies old families and later became the Dominion's most trusted and lethal ghost agent.

Nova was born the Terra royal bloodline on Tarsonis. As a teenager, she witnessed her family executed by criminals. That distress caused her to release a massive telekinetic shockwave that decimated her family home and killed many. Afterwards, she was forced to live on the streets of Tarsonis City. She practiced mastering her powers, but eventually was captured by a local crime lord. He used Nova and her abilities to expand his criminal empire, until she was rescued by a wrangler seeking the psionic prodigy that destroy the Terra estate. She agreed to join the ghost program, partially because a memory wipe would erase all her painful memories.

Nova proved to be an excellent operative that excelled at combat, infiltration, and weaponizing her psionic abilities. She soared through the ranks of the ghost candidates, and by the Second Great War was trusted to undergo her own missions, behave autonomously, and command troops in battle. While she fought against the zerg invasion with the rest of the Dominion military, she focused on dealing with the growing threat of rogue spectres under the command of individuals such as Jackson Hauler and Gabriel Tosh.

Nova's most dramatic campaign occurred after the End War, when she fell in with a splinter sect of terrans known as the Defenders of Man. The Defenders used and manipulated Nova into planting psi emitters on an unsuspecting terran city, and she turned on them. They wiped her memories, but Nova was able to escape and rejoin the Dominion. Assigned her own command ship and a detachment of special forces Dominion soldiers, she waged war against the Defenders of Man. Through her campaign she regained her memories and realized the Defenders provoking alien invasion against Dominion worlds to destabilize the rule of Valerian Mengsk. Worse, their leader was one of Mengk's most trusted generals, Carolina Davis.

In the end, Nova acted against order and assassinated Davis, marking her a fugitive. She took her ship and closest followers and decided to act as a vigilante operative to defend the Dominion on their own terms.

Using Nova in the StarCraft RPG

By the end of the conflict with the Defenders of Man, Nova is a decorated and highly lethal combatant. In campaigns taking place after the events of StarCraft II, Nova may be a figure the party will fight alongside to protect the Dominion. Her crew roams terran space seeking out and engaging possible threats. Nova and her unit are all highly trained individuals. Only the most skilled, or numerous, warriors would face them in battle.

Not one to sit on the sidelines, Nova is often leading her assaults against the enemy. Players might temporarily ally themselves with her crew and work alongside them in a dangerous operation. Alternately, skilled players might serve under her aboard the Griffon. In this case, she would assign them missions in the operations to stabilize the sector, even fighting alongside them in dangerous times

If the players are enemies of humanity, they should expect a fierce foe from Nova. That being said, Nova's resources are finite, and she cannot be everywhere at once. She prioritizes intervening against the most dangerous threats. Therefore, players should only expect to encounter her when their actions will have the gravest consequences, such as the destruction of a city or world.

Nova's Tactics

Nova is a lethal foe. She can *Cloak* at will without requiring energy fatigue or ghost armor. Without weapons, she can still quickly kill foes with her martial arts and telekinetic abilities. Her defense is unnaturally high, and only the most skilled or lucky can land a blow on her nimble frame. With her equipment, which she is never without, Nova is even more dangerous.

Nova is always cloaked in combat, for there is no downsides for her to *Cloak*. She moves about the battlefield, remaining invisible from her foes, and assassinates them one at a time with her canister rifle. In most circumstances, she uses aim to perform called shots to the head. Very few enemies can survive such a precision shot from a sniper of her caliber. Against vehicles, she usually takes the called shot penalty and targets the vehicle's mobility, to get it to crash or spiral out of control.

In tougher fights, Nova usually starts a battle by *Dominating* the most powerful foe and using them as a distraction. That minion fights their kin and attracts their fire while she picks off combatants one at a time. She also uses *Move Object* to remove cover from her enemies, rearrange the battlefield, and crush groups of foes with large objects. If she faces enemy ghosts or dark templar, Nova uses *Acute Senses* so she can quickly make detector actions to keep track of them.

Nova usually carries a psiblade on her to defend herself in melee combat, usually against protoss warriors. If she is forced into prolong melee combat, she uses *Muscular Enhancement* to greatly increase her strength and combat power. *Telekinetic Impact* is used as a close-range power against single, powerful enemies to keep them off balance. If Nova is overwhelmed by huge numbers of enemies, she keeps pulse grenades to stun and damage them and flash grenades to cover her escape. Flash grenades are also used against on covert ops missions to blind and sneak past security systems and observant foes.

Nova relies on her cloaking and defense to stay alive in battle. For her level, she has very few hit points and low damage threshold, being slight of build. However, she typically carries a shield generator on her person that protects her from any harm she receives. She has no way to recharge this shield, but it is better than taking damage.



Nova's Favored Psionic Powers: Psi Level 8, +28 psionic manifestation bonus, recovers 4 energy fatigue per turn

-**Acute Senses;** DC 10 manifestation as a minor action; 3 energy fatigue, gains +40 to perception checks, can make detector actions as a minor action, lasts 24 rounds

-**Cloaking;** Automatic manifestation as a free action; 0 energy fatigue, sustained as free action for 0 energy fatigue per round; character is cloaked while effect is active

-**Dominate;** DC 26 manifestation as a standard action; 17 energy fatigue; +24 attack versus resolve against a target within medium range, struck target 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 8 dominated targets.

-**Muscular Enhancement;** DC 12 manifestation as a minor action; 3 energy fatigue; gains +8 to athletics, acrobatics, endurance, and stealth tests, +4 melee damage and penetration, lasts 80 minutes

-**Move Object;** DC 18 manifestation as a standard action; 1 energy fatigue +0 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, +19 accuracy with thrown objects

-**Telekinetic Impact;** DC 22 manifestation as a standard action; 5 energy fatigue; +24 attack versus defense at long range, target takes 60 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness

Nova Terra

Level 30 (10 Paragon) Psionic Terran Epic Heroic Character (Telekinetic/ Ghost/ Soldier/ Sniper/ Infiltrator/ Sharpshooter/ Psionic Marksman/ Operative/ Warrior/ Psionic Assassin/ Special Forces/ Psionic Shadow/ Metapsychic/ Assassin/ Legendary Gymnast/ Cannoneer/ Recon Infantry/ Battle Acrobat/ Commando/ Weapon Expertise), High Threat

Skill Purchases: 29

Talent Purchases: 73

Ability Score Purchases: 35

Hit Points: 277

Healing Threshold: 10

Damage Threshold: 39

Defense: 47

Toughness: 37

Resolve: 44

Speed: 13

Shift Speed: 4

Morale Bonus: +13

Space: 1 square

Reach: 1 square

Initiative: +15

Damage Resistance: 24

Psionic Resistance: 25

Energy Shield: 150

-**Canister Rifle** 1d20+26 accuracy, 56 damage, +4 strikes maximum, 20 shots at distant range; *Special Traits:* Penetration 35, Rending 10, Unstoppable, Digital Scope, Devastating Cripple II

-**Canister Rifle against Flat-Footed and Single Shot** 1d20+26 accuracy, 77 damage, 1 strikes maximum, 20 shots at distant range; *Special Traits:* Penetration 35, Rending 15, Hailfire 1, Unstoppable, Digital Scope, Devastating Cripple II

-**Canister Rifle w/ EMP Canisters** 1d20+26 accuracy, 56 EMP damage, 1 strike maximum, 3 shots at distant range; *Special Traits:* Burst 4, Rending 10, Energy Drain, Digital Scope, Devastating Cripple II

-**Psiblade** 1d20+16 accuracy, 54 damage, +6 strikes maximum; *Special Traits:* Penetration 33, Rend 8, Defensive, Devastating Cripple II

-**Unarmed** 1d20+13 accuracy, 36 damage, +8 strikes maximum; *Special Traits:* Penetration 28, Rend 2, Unarmed, +2 damage per attack overage, Devastating Cripple II

-**Pulse Grenade** 1d20+22 accuracy, 66 damage, 1 strike maximum; *Special Traits:* Penetration 21, Burst 5, Stun, Grenade, Delay

-**Flash Grenade** 1d20+22 accuracy, 0 damage, 1 strike maximum; *Special Traits:* Burst 4, Flash, Grenade, Delay

Skills: Acrobatics 14, Athletics 14, Computers 12, Defensive Training 16, Durability 12, Endurance 10, Leadership 12, Lore 12, Medicine 12, Melee 13, Mental Training 14, Perception 12, Pilot 10, Psionics 16, Ranged 22, Science 10, Stealth 17, Survival 10, Tactics 12

Skill Focuses: Acrobatics +3, Athletics +2, Defensive Training +3, Mental Training +2, Psionics +4, Ranged +9, Stealth +5, Prowess +1

Talents: Awesome Abilities (instinct I, agility I, willpower I), Close Combat Shot, Combat Reflexes, Critical Execution, Defensive Fighting III, Devastating Cripple (ranged II, melee II), Disciplined Unarmed Training II, Dodge II, Endless Energy III, Execution, Far Shot, Fast Reload, Ghost Combat Training IV, Hardened Survivalist, Head Hunter II, Jaded, Knife Master II, Martial Arts Unarmed Training II, Master Tactician, Military Unarmed Training II, Natural Health II, One with the Darkness, Penetration III, Precision Shot, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Powers x4, Quick Draw, Resilience II, Resolute II, See the Unseen, Shot on the Runner, Sneak Attack V, Stalker, Survival Instincts, Swift Strikes II, Threatening Shot III, Ultra Specialization, Weapon Mastery (ranged III, melee II)

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Hallucination, Feedback, Mind Blast, Command, Dominate, Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Cloaking, Acute Senses, Muscular Enhancement, Toughness*

Strength: 11* **Instinct:** 13* **Agility:** 18* **Fortitude:** 7

Intelligence: 8 **Willpower:** 12

Gear: Tier 3 Canister Rifle with Improved Potency, Digital Scope, Suppressor, Improved Precision, and Empowered Firepower with 3 magazines of Psi-Canisters and 3 EMP Canisters, Tier 3 Hostile Environment Suit with Extra Enhancement, Extra Reinforcement, and Apollo Reactor, Tier 3 Protective Energy Barrier, Tier 3 Tactical Mask, Tier 3 Gravity Boots, Tier 3 Psi Blade with Improved Potency, Piercing, and Jagged, Tier 3 Pulse Grenade x2, Tier 3 Flash Grenade x2, Tier 3 Equipment Belt x3, Tier 3 Medipack x2

Special Ability (Paragon of War): Nova Terran is one of the most experienced and skilled fighters in the sector. She gains the following perks that relate to combat.

-Nova gains a +6 bonus to all weapon damage and +19 to all penetration

-Nova gains +6 rending with sniper and canister rifles, and +2 with all other weapons

-Nova gains +12 damage, +12 penetration, and +2 rending with unarmed attacks. She also gains +2 damage per attack overage with unarmed attacks

-Nova gains 16 protection points at the start of each of her turns

-With her canister rifle, Nova can make opportunity attacks against enemies within 60 squares. She can also make opportunity attacks against enemies that end their turn without cover to her.

-As long as Nova has at least a +1 psionic manifestation bonus, she gains +8 rending and ignores cover. Improved cover counts as regular cover

-When using a non-automatic or non-thrown range weapon, the attack gains +1 range increment and +4 penetration

- Nova gains +1 power rating with all ranged weapons
- When damaging an opponent with a scoped rifle at medium range or further, the target and their allies within 6 squares suffer a negative morale level and 27 psionic damage
- Upon killing an opponent with a scoped rifle firing a single shot, nova can make another attack against a target within short range of her first target. She does not gain aiming bonuses with this attack, and it does not grant additional attacks.
- If an enemy attempts to move adjacent to Nova, she can make an opportunity attack with a ranged weapon against the target. If the attack beats defense, it hits the target as normal. If the attack beats the target's resolve, they cannot move adjacent to her.
- If Nova moved on her turn and is not flat-footed, attacks against her suffer disadvantage
- Nova gains concealment in any turn she sprints and does not have to sprint in a straight line
- Nova gains +5 to her defense against suppressing fire
- Instead of attacking normally with her psi blade or unarmed attack, Nova can attack every enemy adjacent to her with a single strike
- When Nova uses Bob and Weave, she gains +4 defense instead of +2

Special Ability (Paragon of Stealth): Nova Terran is a deadly killer who can eliminate her prey with ruthless efficiency. She gains the following perks that relate to stealth.

- Nova can make stealth checks to hide in combat, even while inside an enemy's line of sight.
- Nova can try to hide in combat whenever she makes a shift action
- Nova can make stealth test to hide automatically at the beginning of every encounter.
- Nova can take two full-round actions during a surprise round
- Nova gains Hailfire (1) on attacks against enemies unaware of her
- Nova deals +15 damage and +5 rending against unaware foes or those at negative morale
- Nova deals +30 damage and +5 rending against unconscious, helpless, immobilized, or stunned foes, as well as those that are at -5 morale
- Nova can move while hidden at her full movement speed.

Special Ability (Ultimate Tactics): When Nova use tactics to perform a combat augmentation, she gains the benefit of every tactics augmentation with a single dice roll at the DC 20 level. Therefore, whenever she uses tactics, she gains the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Special Ability (Paragon of Psionics): Nova Terra is one of the most powerful terran psychics ever born. She gains the following perks that relate to psionics.

- When Nova makes an aimed ranged attack, she can make a DC 15 psionics check to deny her target their agility bonus against the attack
- Nova counts her PL as 10 for manifesting the *Cloaking* power and does not need to make a manifestation check to cloak.
- Once every 2 rounds while cloaked, Nova can teleport 10 squares to a location within line of sight.
- All of Nova's psionic powers cost 1 less energy to manifest or sustain
- Nova cannot overcharge psionic powers through bad dice rolls
- Nova can recover energy fatigue as a move action
- Nova gains 19 protection points whenever she manifests a psionic power

Special Ability (Jaded): Nova cannot gain more than 1 positive or negative morale point. Does not lose morale from rolling a natural 1.

Special Trait (Metapsychic): Nova can gain a Psi Level of up to 8, and can draw powers from the Telepathy, Cloaking, Telekinesis, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading.



Who is Valerian Mengsk?

"You won't find my father here. I am Valerian Mengsk, and I own the Moebius Foundation. Through them, I own you as well."

"Tell me why I shouldn't kill you right now."

"Because I can offer you what you've always wanted- a chance to rescue Sarah Kerrigan."

~Valerian and James Raynor

Valerian Mengsk is the former crown prince of the terran Dominion and its current emperor. Son of Arcturus Mengsk, Valerian spent much of his youth on the run with various factions as his father waged a revolution against the Confederacy. Valerian was forced to survive against assassins targeting him and his mother for political reasons. After reuniting with his father and becoming the crown prince of the Dominion, Valerian focused heavily in studying warfare, tactics, military combat, and preparing to succeed his father.

Intrigued in the different races and Xel'Naga, Valerian acquired the Moebius Foundation and invested in different archeological enterprises. Inspired by Doctor Emil Narud, he came to collect ancient artifacts and pieces of Xel'Naga prophecies. In the meantime, he made political maneuvering, befriending and learning from key military personnel such as General Warfield while training himself to be a living weapon. His ambition grew so great that his father kept an eye on him, with several of Valerian's close subordinates serving as double agents to report to Arcturus, so the emperor could keep an eye on him.

After years of planning, Valerian unleashed his ultimate scheme during the Great War. Taking half the Dominion fleet, under the expertise of General Warfield, Valerian allied with James Raynor and his raiders and decided to mount a full invasion of Char. Their plan was to eliminate the zerg threat by using a Xel'Naga artifact to revert the Queen of Blades to her human form of Sarah Kerrigan. The mission had great casualties but was overall a success.

Soon after, Arcturus came to Char and demanded the surrender of the de-infested Kerrigan. When Valerian refused, his father ordered his fleet to his son's ship. Instantly, Valerian ceased to be the crown prince and became a refugee taking shelter with Raynor's Raiders. In the meantime, Kerrigan became infested again and consolidated her power of the swarm. Allying with Raynor's Raider and Valerian, Kerrigan besieged Korhal and killed Arcturus. Valerian took his position as emperor of the Dominion.

Valerian's reign has not been without challenge, as he's been forced to deal with the End War and the Defenders of Man insurrection. However, he has been determined to lead a more benevolent and open government. He created a ruling senate and added checks to his own power. He ended cruel procedures such as resocialization and mind wipes. For the first time, the primary terran government has been one of progress and care for its citizens, not of cruelty and tyranny.

Using Valerian in the StarCraft RPG

The statistics here represent Valerian during the Defenders of Man insurrection, as Emperor of the Dominion

As one of the three most powerful political leaders in the sector, Valerian is a man whose influence is felt wide. He controls worlds, fleets, and the might of the terran military. However, Valerian will be rarely encountered by the players. Most often, players will deal with his advisors, commanders, and followers who act as his voice. Only the most esteemed and trusted players will take their orders directly from the emperor.

Those who do serve him find that, despite his age, Valerian commands loyalty without being overly authoritarian. He believes strongly in his mission and being a better man than his father before him. He pushes heavily for progressive reforms and making sure events unfold in a proper, nonviolent method. Rather than demanding respect, he tries to prove worthy of it.

Valerian's Tactics

Valerian will rarely, if ever, engage in personal combat. He has entire legions and fleets at his disposal that must first be defeated before an enemy can directly engage Valerian. Even then, he will have an elite guard of the best troops in the Dominion and other influential heroes ready to defend him.

However, if engaged, he is not a slouch in combat. He has spent his lifetime readying himself for war. He fights in battle with his dueling sword that he uses to devastating effect. He starts combat by using leadership combat augmentation to take command of his allies, usually to set up coordinate or defensive formation. While his allies are fighting, he dashes in and out of combat with his dueling sword, trying to eliminate key enemies with quick flurries of his blade. If possible, he will engage a foe in a deadly melee duel. He is extremely quick and difficult to harm, and his attacks are very accurate. Valerian can quickly

deal a lot of damage in melee without taking much punishment back. If standing and fighting, he will try to use both he Focus and Bob and Weave combat behaviors.

While he fights in melee, Valerian does everything he can to keep his troops in fighting shape, giving out morale tokens to all his allies via rally actions. He listens to his ally's advice and will fall back and retreat when the fight is going poorly for him. He knows how important he is for the Dominion's prosperity and will try to stay alive and in power however possible.

Emperor Valerian Mengsk

Level 30 Terran Epic Heroic Character (Noble Born/ Leader/ Personality/ Diplomat/ Master of Arms (Blades)/ Tough Guy/ Battle Acrobat/ Master Gymnast/ Slicer/ Military Commander/ Insurgent/ Adventurer/ Legendary Gymnast/ Paragon of Discipline/ Icon of Mankind), High Threat

Skill Purchases: 28

Talent Purchases: 49

Ability Score Purchases: 26

Hit Points: 299

Healing Threshold: 10

Damage Threshold: 51

Defense: 40

Toughness: 30

Resolve: 42

Speed: 11

Shift Speed: 3

Morale Bonus: +12

Space: 1 square

Reach: 1 square

Initiative: +14

Damage Resistance: 7

Psionic Resistance: 57

Energy Shield: 100

-Dueling Sword 1d20+20 accuracy, 61 damage, +7 strikes maximum; *Special Traits:* Penetration 16, Rending 10, Defensive [+5]

Skills: Acrobatics 17, Athletics 14, Computers 8, Defensive Training 12, Durability 14, Endurance 9, Influence 15, Leadership 16, Lore 12, Medicine 8, Melee 15, Mental Training 14, Perception 12, Pilot 8, Ranged 10, Science 10, Stealth 8, Survival 8, Tactics 14

Skill Focuses: Acrobatics +5, Athletics +2, Durability +2, Influence +3, Leadership +4, Melee +3, Mental Training +2 Tactics +2

Talents: Brutality II, Cleave II, Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee 1), Dissuade, Dodge II, Good Spirits, Grand Leader, Great Speaker, Hardened Survivalist, Inspirational Presence II, Knife Master II, Leap, Martial Arts Unarmed Training II, Masterful Parry, Master Tactician, Military Unarmed Combat Training II, Mountain Strike II, Natural Health II, Penetration V, Power Strike II, Resilience II, Resolute II, Survival Instincts, Swift Strikes III, Ultra-Specialization, Unstoppable Movement, Weapon Mastery (Ranged, Melee III)

Strength: 8

Instinct: 6

Agility: 10

Fortitude: 7

Intelligence: 8

Willpower: 10

Gear: *Dueling Blade of the Crown Prince* (Tier 3 Dueling Sword with Improved Potency, Improved Precision, Piercing, Jagged, Grip Extension), *Imperial Regalia* (Tier 3 Padded Jacket with Extra Reinforcement and Cloaking Field), Tier 2 Protective Energy Barrier, Tier 2 Holographic Projector, Tier 3 Bio-Mechanical Nanites x3, Tier 3 Equipment Belt

Special Ability (Paragon of Charisma): As the crown prince of the Dominion, Valerian Mengsk was groomed to become one of the most important leaders in history. His natural charisma is maximized by his cunning survival instincts, inherent training, and father's influence. He gains the following benefits that relate to his social skills.

-Allies granted a morale point from Valerian's rallying gain 5 protection points.

-When performing a rally action, Valerian generates one extra and can give two morale points to a single ally.

-All subjects under Valerian's leadership gains bonus movement equal to their current morale level

-Allies under Valerian's leadership gain +2 to their morale bonus, gain +4 toughness and resolve, and may spend an additional morale point on an attack that they spent a morale point on to reroll the attack roll.

-Valerian can affect 4 targets with a single combat influence.

-At the beginning of an encounter, Valerian can try to open negotiations with both parties of the conflict. They make a single influence test against each intelligent enemy and ally who want to fight, DC 10+ resolve. If the checks succeeds against every enemy, then both parties enter aggressive negotiations rather than all out conflict. In this negotiation, the character can try to come to a peaceful arrangement or trade, to avoid a fight. If any of the checks fail, then negotiations fail to occur.

-Whenever Valerian uses a morale, he rolls a d20. On a 12+, the morale is not spent.

-Valerian gains advantage on leadership checks, and combat influence on allies under his leadership suffers disadvantage.

Special Ability (Intense Focus): The benefit to resolve and morale bonus from the Focus combat behavior increases to +8. In addition, the Focus combat behavior does not count against Valerian for the number of combat behaviors he can have at once.

Special Ability (Paragon of Dueling): Valerian Mengsk has not focused merely on leadership, but to make himself a living weapon that can defending himself from any assassins or those who wish to take his throne. He gains the following benefits relating to speed, melee combat, and acrobatics.

-When Valerian takes damage from an attack, he can perform an immediate shift action.

-As a standard action, Valerian can make a single melee strike against every adjacent enemy.

- Valerian gains advantage on evasion actions and can evade twice per turn.
- Once per turn, Valerian can stand or fall prone as a free action.
- Valerian gains +2 accuracy as long as he moved on his turn, and can bob and weave as a free action in any turn that he action moves
- Valerian can spend a morale to ignore all penalties from crippling wounds and gain +12 damage threshold for 1 turn
- Valerian reduces the hailfire of all attacks against him by 1. Missed attacks deal only half penetration.
- Valerian does not need to sprint in a straight line and gains concealment when he sprints.

Special Ability (Special Equipment): Valerian has plenty of personal gadgets that help protect him from assassins. One of his belts provides a 100 point energy shield; his other belt projects an identical hologram to himself that lasts for 20 rounds and takes a detector action along with a DC 15 perception check to reveal as false. His imperial regalia has a built-in cloaking device that can cloak him as a minor action without needing psionics. It has 10 energy; starting cloaking costs 2 energy, and it takes 1 energy per turn the cloak is sustained. It regains 1 energy each round Valerian is not cloaked.



Who is Rory Swann?

"We broke our backs tryin' to make a life on that rock... Kel-Morians squeezing us try. Day we rose up... we just couldn't take it anymore, y'know?"

"I feel ya'. Man's got a duty top stand up and be counted sometimes."

'Ah hell, we were stupid. Havin' right on your side ain't no match for gauss guns and combat walkers. Lotta' folks died for nothin'. If you hadn't shown up when you did...."

"Hey, your people bought their freedom- paid for it and blood. Me and Matt, we were just glad to help out."

~Rory Swann and James Raynor

Rory Swann is the chief engineer aboard the starship Hyperion and has had that position since the time James Raynor led the rebellion against Arcturus Mengsk. Now he serves as a chief technology officer for the Dominion while continuing to ensure that the Hyperion is combat ready.

Swann was an engineering prodigy who started in the mining industry, making a substantial profit. Eventually, his operations were taken over by a Kel-Morian guild, who stole the profits from him and many other honest workers. Swann led a rebellion against the KMC and was almost killed in the process. He was rescued by Raynor's Raiders and agreed to serve as Chief Engineer since then.

Rory Swann became a close friend and advisor to Jim Raynor and used his technological expertise to keep the Raiders supplied with military hardware. During the Second Great War, he was pushed to his limits to ensure the Raiders had the gear to take on the zerg threatening the sector. When Raynor decided to side with Valerian to free Kerrigan, Swann had his reservations, but ultimately decided to stand by his friend, even trying to talk down other dissenters who threatened mutiny.

Swann continued to serve as the engineer aboard the Hyperion all the way past the End War. Once Valerian took control of the Dominion, Swann officially became a high-ranking Dominion engineer, using his brilliant mind to develop next generation inventions for the newly benevolent government. However, he still served aboard the Hyperion, now led by Admiral Horner, and kept the ship in fighting shape in the toughest engagements.

Using Rory Swann in the StarCraft RPG

"Let's get it installed chief engineer."

"It's already done, scooter. I do good work"

".... Scooter?"

~Valerian Mengsk and Rory Swann

The statistics here represent Rory Swann after the End War, in full battle regalia.

Rory Swann is a good natured and jovial individual, who enjoys jokes and giving people silly nicknames. However, he knows how to be a professional and is very good at what he does. Players are likely to encounter Swann when serving on or around the Hyperion. While never the true leader of the ship, he is high level staff and will give orders when necessary. If players have a positive relationship with him, he is likely to give them a nickname, such as 'ace', 'scooter', 'skippy', or 'cowboy'.

After the End War, players might also work with Swann as part of being involved with Dominion research branches or engineering corps. Swann leads many of those divisions after the war, and he might give players missions to protect science facilities, recover missing schematics, or test out new weapons of war.



Swann's Tactics

When Swann enters battle outside a vehicle, he does so in a personalized suit of 'marauder' armor. Swann is more a thinker than a fighter, but after being part of so many rebellions, he is a formidable individual on his own. Swann fights by laying down heavy ordinance. He usually starts combat by setting up his flamethrower turret 'Flaming Better'. Afterwards, he uses tactics to increase his accuracy and blasts enemies away with his grenade launcher. Because of his skill with demolitions, he can fire recklessly without endangering himself or his allies.

Swann can do a great deal of area of effect damage, making him excel against swarms and lots of low-level foes, but struggles against other paragon combatants whom have high defense and single target damage. If forced into a combat, Swann tries to be surrounded with allies and machines to help him do the fighting. He isn't afraid to take damage for his allies, even his subordinates, and he is extremely tough and able to take considerable firepower. If there is no other leader presence, he will take the leadership role, usually using leadership for Efficiency. Swann's priority is the survival of himself and his men, and will try to get as many people as possible out of a losing battle.

Rory Swann

Level 30 (2 Paragon) Terran Epic Heroic Character (Kel-Morian Combine/ Engineer/ Miner Heritage/ Technological Savant/ Demolitionist/ Weaponsmith/ Patriot (Raynor's Raiders)/ Battlefield Engineer/ Ever-Living/ Destroyer/ Cannoneer/ Heavy Armor Operator/ Bulging Bicep Brawler/ Prodigy/ Immortal/ Hero), High Threat

Skill Purchases: 26 Talent Purchases: 51 Ability Score Purchases: 29

Hit Points: 433	Healing Threshold: 17	Damage Threshold: 60
Defense: 27	Toughness: 51	Resolve: 30
Speed: 7	Shift Speed: 1	Morale Bonus: +10
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +14
Damage Resistance: 60	Psionic Resistance: 57	

-Grenade Launcher 1d20+20 accuracy, 80 damage, 1 strike maximum, 250 shots at long range; *Special Traits:* Penetration 17, Burst 4, Gravity Field

-Servo Claw w/ Heavy Strike 1d20+20 accuracy, 48 damage, 1 strike maximum; *Special Traits:* Penetration 13, Smashing

-Flaming Betty Gauss Rifle 1d20+21 accuracy, 31 damage, full auto, unlimited shots at long range; *Special Traits:* Penetration 5, Full Automatic

-Flaming Betty Flame Thrower 1d20+20 accuracy, 45 damage, +2 strikes maximum, unlimited shots at special range; *Special Traits:* Penetration 3, Cone 8, Hailfire 1, Energy Damage, Close Quarters, Flames

Skills: Acrobatics 4, Athletics 10, Computers 15, Defensive Training 15, Durability 17, Endurance 15, Influence 10, Leadership 12, Lore 13, Medicine 8, Melee 15, Mental Training 12, Perception 12, Pilot 12, Ranged 18, Science 18, Stealth 6, Survival 10, Tactics 12

Skill Focuses: Computers +3, Defensive Training +3, Durability +5, Endurance +3, Leadership +3, Melee +3, Science +6, Ranged +6, +1 all others

Talents: Awesome Attributes (fortitude, intelligence), Bulwark, Calm Engineer, Cleave II, Close Combat Shot, Deep Drilling, Defensive Fighting III, Devastating Cripple (ranged II), Explosive Assembly Line, Far Shot, Fast Reload, Good Spirits, Grenade Catcher, Hardened Survivalist, Hardy, Heavysset, Mighty Blow V, Natural Health III, Never Give Up, Penetration, Powered Armor Training, Power Strike II, Resistant V, Resilience II, Structural Weakness V, Surgical Precision, Ultra-Specialization, Upgraded Turret, Weapon Mastery (ranged III)

Strength: 18* **Instinct:** 10* **Agility:** 4 **Fortitude:** 12

Intelligence: 12 **Willpower:** 8

Gear: Tier 3 5-4 Armored Infantry Armor with Extra Reinforcement, Kinetic Foam, Improved Potency, Empowered Servos, and Flexible and 250 Concussive Grenades, Cybernetic Arm with Juggernaut Plating and Servo Claw

Special Ability (Paragon of Engineering): Rory Swann is a prodigal engineer whose proved his expertise by creating and designing the weapons of war used by Raynor's Raiders and maintaining the venerable ship, *Hyperion*. His expertise in engineering gives him a variety of valuable tricks.

-Swann can deploy his turret, Flaming Betty as a full-round action. Flaming Betty uses the attack profile listed above. It can be used at will as a heavy gauss rifle or has 6 shots with the flamethrower every day. It has 300 hit points, 24 damage resistance, and a defense of 10.

-It costs Swann 20% fewer crafting components to build items

-Swann can build experimental weapon components only available to a few engineers. Swann knows every Weaponsmithing prototype weapon upgrade.

-Swann can repair a construct as a standard action

-Swann can perform computer and medicine checks that take longer than 1 full-round in half the time.

-Swann can augment a machine, such as a terran turret or robot. This power either increases its damage resistance by 2 or increases its power rating with all weapons by 1. This effect lasts until the machine is destroyed, and takes 15 minutes to implement

-When preparing for a fight, Swann can craft the terrain of the battlefield for his advantage. Swann can increase the cover size, or shape it to whatever form desired, such as making an opening in a wall for firing holes. In 15 minutes, Swann can usually convert 6 squares worth of terrain.

Special Ability (Ordinance Expert): When using explosives, Swann can choose to omit up to 12 squares from the burst area, to avoid hitting certain targets.

Special Ability (Paragon of Hardiness): Rory Swann is as tough as they. He gains the following benefits relating to his survivability.

-When Swann spends a healing threshold to recover hit points, he gains twice as many hit points

-Swann gains advantage on all Endurance checks and suffers half as much poison damage on a failed endurance check.

-When Swann spends a healing threshold to regain hit points, he gains Regeneration (12) for 10 rounds. If this occurs multiple times, it increases the duration of this effect by 10 rounds.

-Swann can spend a move action and a healing threshold to recover his stamina. Doing so allows him to recover 120 hit points and lose 2 points of fatigue. This already accounts his double healing he receives from other abilities.

-While within his powered armor, Swann counts as huge-sized for determining lifting, pushing, carrying capacity, and special combat actions. Outside his powered armor, Swann counts as large-sized instead.

-Swann's armor gives him 20 protection points at the start of each turn

-When Swann uses a Bob and Weave action, all allies within 6 squares gain +2 defense and damage resistance. When uses a Focus action, all allies within 6 squares gain +2 defense and resolve.

Special Ability (Good Natured): Swann starts combat with 2 positive morale and gains 1 morale at the end of every turn.

Special Ability (Triumph Together): Swann gains +1 to skill checks for every member of Raynor's Raiders with 15 squares of him in an encounter (to a maximum of +5 to all skill checks).



Who is Arcturus Mengsk?

"I will not be stopped. Not by you, or the Confederates, or the Protoss or anyone! I will rule this sector or see it burnt to ashes around me!"

~Arcturus Mengsk

Arcturus Mengsk is one of the most influential and despicable figures in the entire tragedy scarred history of humanity. Radicalized by tragedy, Arcturus destroyed the Confederacy that ruled the sector in his early years through unspeakable genocide, and then laid claim to its remnants. Founding the terran Dominion, he created a powerful and authoritative government every bit as corrupt as the Confederacy it replaced.

The son of the Confederate Senator of Korhal, Arcturus served in the confederate military as an officer, using his brilliant intelligence and natural manipulation to his advantage. However, his life changed when his home world declared independence from the Confederacy and was subjected to nuclear onslaught. The Mengsk family was assassinated by ghosts. Mengsk created his own rebellion group, the Sons of Korhal, to take down the government. Over time, he attracted many noteworthy heroes to his cause, including James Raynor and Sarah Kerrigan. Both were victims of Confederate abuse.

Arcturus utilized his allies and the Zerg invasion to plant psi emitters on Tarsonis, the capital of the Confederacy, and used the Zerg to slaughter the current regime. His sinister actions caused Kerrigan to question him, which resulted on him leaving her to die to the Zerg. This resulted in her capture and transformation into the Queen of Blades. Meanwhile, Raynor left his organization and actively campaigned against Arcturus. Arcturus dreams of conquest were successful, however, and he formed a new terran Dominion to rule over terran space. He became emperor.

The Brood War broke out while Mengsk consolidated his power. The forces of Earth took control of Korhal. To take it back, he was forced to side with Raynor and the Queen of Blades, the infested being Kerrigan had become. Ultimately, Kerrigan betrayed him and left him a ruined Dominion after the onset of the war. Regardless, Arcturus rebuilt the Dominion over several years and turned it into the galactic power he wanted it to be. With new technologies and weapons of war, Arcturus began his long plan to defeat his rivals and terminate Kerrigan once and for all.

Using his puppet, Tychus Findlay, he tried to infiltrate Raynor's Raiders and assassinate Kerrigan after she was turned human by the keystone artifact. Failing that, he chased Raynor and Kerrigan around the sector trying to kill his hated enemies once and for all. Ultimately, Kerrigan returned to her status as the Queen of the Zerg, and invaded Korhal. Despite all his layered defenses and massive armies, she killed Arcturus within his own office. This brought an end to a despot's regime and the Second Great War. Arcturus was succeeded by his son, Valerian, who helped Kerrigan usurp him. After Arcturus' death, Valerian worked to undo much of the corruption and authoritarianism that his father forced onto others.

Using Arcturus Mengsk in the Starcraft RPG

"You can never suffer enough for all the lives you've ruined, Arcturus."

"I made you into a monster, Kerrigan!"

"You made us all into monsters."

~Kerrigan speaking with Arcturus Mengsk

The statistics here envision Arcturus Mengsk at the time of his death when he was killed by Kerrigan at the end of the Second Great War. Arcturus was one of the largest shapers of history in the StarCraft timeline, as such he was not the most approachable by the common man. At the height of his power, he was not likely to personally work with adventurers or mercenaries. He all but ruled the sector, after all. Dealings with him would likely have involved layers of intermediaries. However, if the players are high level Dominion military officials, he might have spoken to them directly to give out their tasks.

More likely, Arcturus Mengsk is likely be encountered in his younger years, when he was the leader of the rebellion group. All manner of gifted individuals fell under the Sons of Korhal banner. Some he betrayed; others deserted him. Those that stayed become powerful figures in the Dominion. Gifted players who have proven themselves might interact with him during the StarCraft 1 timeline, especially during the rebellion.

Lastly, your campaign might involve some alternate universe details where the players kill, or try to kill Arcturus Mengsk as described here, at the height of his power. Any fight to slay him will involve the full might of the Dominion using themselves to shield him, and likely a regiment of the best soldiers in the Dominion serving as his personal body guards.

Arcturus Mengsk's Tactics

"I will turn this city into a radiated ruin if I have to! Another warhead!"

~Arcturus Mengsk, bombing his own capital to destroy the Zerg

The greatest mastermind and plotter in the age of heroes, Arcturus Mengsk is a deadly plotter and brilliant tactician. Even on the defensive, Arcturus makes sure battles are fought on his terms. He knows to use emotional manipulation and his enemy's sensitivities to his advantage. He will sacrifice anything to ensure he remains in power, including the mass murder of his own citizens simply to distract the enemy.

In personal combat, Arcturus' power does not lay with weapons, or armor, or vehicles, or psionics. He defeats his enemies through pure willpower and manipulation. As such, he is the pinnacle of what an influence focused character can be. Arcturus has a massive +33 bonus on his influence checks, and every minor action he can target 8 burst 1 areas with two combat influences each. He gains an extra +6 bonus on his checks to demoralize. Enemies count their resolve as 5 lower against his influences, and he can force his enemies to surrender quite easily. He begins every combat with a combat influence to demoralize all his foes, while also distracting them to gain a penalty equal to how low their morale is. He combines this with a leadership to set up a defensive formation for his allies, and a rally action. Thus, he sets up a huge morale advantage for his allies.

Arcturus lets his minions fight for him while he uses influence to weaken his foes. Terran enemies find it difficult to work up the courage to fight him, as they must spend a morale and make a DC 25 willpower check just to attack him. In the meantime, Arcturus spreads demoralizing actions to all his foes, often stunning those who are already at negative morale, and uses distraction to keep their bonus low. If he gets enemies exceptionally low on morale, he will use his charm to demand surrender, and then turn them into allies. Arcturus' intimidating presence is quite formidable, as it gives all enemies within 16 squares a deadly -5 penalty on accuracy, skill checks, and morale bonus, while requiring no actions on his part.

His followers are all but immune to influence while near him, as they gain a +16 bonus to resolve against enemy influence. They also gain massive bonuses from his inspirational presence. Arcturus will generally either rally to generate his ally's morale, or, if they have plenty of morale, use obey to force them to take extra actions. He will usually focus on the beginning of his turn to give himself extra bonus on his leadership checks and extra usage from his own morale.

If forced into combat himself, Arcturus will generally try to escape and plan his revenge. Above anything else, he is a survivor and a schemer. However, he will fight if he needs to. He has a deadly prototype eradicator pistol that can disintegrate any enemy limb that is hit with it. With his high morale bonus, he has a good chance of hitting with this deadly weapon. While he lacks real armor, Arcturus is tough, with high hit points and virtual immunity to crippling wounds. He also has a cloaking field, holographic projector, and 100 point energy shield to help him survive. If pushed to the absolute limit, he will fight with another prototype weapon, the *Emperor's Blade*.



Emperor Arcturus Mengsk

Level 30 (10 Paragon) Terran Epic Heroic Character (Korhal/ Leader/ Personality/ Survivalist/ Soldier/ Trickster/ Military Commander/ Orator/ Adventurer/ Weapon's Expert/ Disruptor/ Architect of War/ Tyrant/ Paragon of Discipline/ Figurehead), High Threat

Skill Purchases: 27

Talent Purchases: 55

Ability Score Purchases: 42

Hit Points: 426

Healing Threshold: 17

Damage Threshold: 64

Defense: 37

Toughness: 36

Resolve: 52

Speed: 7

Shift Speed: 2

Morale Bonus: +15

Space: 1 square

Reach: 1 square

Initiative: +14

Damage Resistance: 15

Psionic Resistance: 87

Energy Shield: 100

-Eradicator Pistol 1d20+21 accuracy, 65 damage, 1 strikes maximum, 3 shots at short range; *Special Traits:* Penetration 32, Rending 20, Focusing Beam

-Pistol Whip 1d20+14 accuracy, 26 damage, +1 strike maximum; *Special Traits:* Penetration 2

-Emperor's Blade 1d20+18 accuracy, 120 damage, 1 strike maximum; *Special Traits:* Penetration 22

Skills: Acrobatics 10, Athletics 10, Computers 12, Defensive Training 14, Durability 14, Endurance 12, Influence 17, Leadership 16, Lore 12, Medicine 10, Melee 12, Mental Training 14, Perception 12, Pilot 12, Ranged 15, Science 10, Stealth 12, Survival 12, Tactics 14

Skill Focuses: Defensive Training +2, Durability +2, Influence +5, Leadership +4, Mental Training +2, Ranged +3, Tactics +2

Talents: Advanced Schemes, Ain't Got Time to Bleed, Air of Authority, Anything is Possible, Awesome Abilities (willpower III, fortitude, intelligence), Bulwark, Close Combat Shot, Defense of Will, Defensive Fighting III, Demean, Devastating Cripple (ranged II), Diplomatic Immunity, Dissuade, Distraction, Dodge, Empowering Command, Expert Mock III, Far Shot, Great Speaker, Hardened Survivalist, Head Hunter II, Immune to Pain, Inspirational Presence II, Intimidating Presence II, Jaded, Master Tactician, Natural Health III, Now is the Time, Outstanding Presence, Pistolier, Reassuring Presence, Resilience II, Resolute II, Self-Righteous, Survival Instincts, Tactical Training, Turncoat, Ultra-Specialization, Uncompromising Leadership, Undo Brainwashing, Weapon Mastery (ranged III), Weapon Comprehension

Strength: 8

Instinct: 10

Agility: 7

Fortitude: 12

Intelligence: 12

Willpower: 16

Gear: *Eradicator Pistol* (StarCraft Supplement 6: Experimental Weapons), *Imperial Regalia* (Tier 3 Padded Jacket with Extra Reinforcement and Cloaking Field), *The Emperor's Blade* (Monomolecular Force Blade, StarCraft Supplement 6: Experimental Weapons), Tier 2 Protective Energy Barrier, Tier 2 Holographic Projector, Tier 3 Bio-Mechanical Nanites x3, Tier 3 Equipment Belt, Tier 3 Power Cell x2

Special Ability (Paragon of Intimidation): The founder of the Dominion has a powerful strength of will that he imposes against his enemies, which makes him difficult to combat. His very presence and words are as powerful as any war machine. Arcturus Mengsk gains the following benefits that relate to inspiring fear or using combat influence.

-Arcturus can affects all enemies within 8 burst 1 areas, centered on legitimate targets, with two combat influence actions with a single minor action.

-Enemies count as 3 morale levels lower than the are for what influences apply to them, and take -5 to their resolve against his influence.

-Terran enemies Arcturus has not attacked must spend a morale and make a DC 25 willpower check to attack him every round. Protoss do not need to spend the morale, but still must make the willpower check. Arcturus can still make combat influence actions without counting as attacking for this ability.

-Arcturus gains a +6 bonus (total of +39) on influence checks to demoralize

-When Arcturus uses Demand Surrender on an enemy, that enemy will fight for him as an ally for the remainder of the encounter

-Whenever Arcturus uses a combat influence on an enemy, they lose all active combat augmentations they have on them. Psychics also suffer 8 energy fatigue.

-Targets of Arcturus' successful combat influence attempts lose a morale level and are staggered. In addition, if Arcturus succeeds a demoralize influence attempt on a target at negative morale, the target is stunned. A target cannot be stunned or staggered two turns in a row by this ability.

-Arcturus is immune to Demand Surrender and Terrorize combat influences, but suffers -5 to his resolve against taunt actions

-Arcturus can make a standard action to break a telepathic effect on an enemy, making an influence check (+33) versus the psionic attack roll of the enemy to break mind control.

-Arcturus gains advantage on leadership checks to persuade

-Arcturus gains advantage on attacks against an enemy at negative morale

-All enemies within 16 squares of Arcturus suffer a -5 penalty on their attacks, skill checks, and morale bonus.

Special Ability (Master of Influence): Arcturus has access to the following bonus combat influence actions:

- Can target an ally with Subtle Manipulation. DC is 5 +5 per positive morale they have. If the check succeeds, ally gains +1 morale and moves 1 square closer to Arcturus.
- Can target an enemy with Subtle Manipulation, making normal influence test against resolve. If successful, Arcturus moves the enemy 1 square towards or away from them, +1 square per 5 points they surpass resolve.
- Can Demean an enemy. On a successful hit against resolve, target suffers a penalty to morale bonus equal the amount the influence check surpassed resolve, lasting for 2 turns.
- Can Dissuade an enemy at negative 1 morale. Struck targets suffer -10 to attack Arcturus, or -2 if Arcturus was the closest enemy.
- Can Distract an enemy, giving them a penalty to attacks, skill checks, and defense equal to their negative morale.

Special Ability (Paragon of Tyranny): Arcturus created a massive empire built on tyranny and oppression, filled with billions of citizens that loved him regardless of his crimes. Arcturus Mengsk gains the following benefits that relate to leadership.

- When rallying, Arcturus can give two morale points to a single ally. He generates 1 additional morale point when rallying, or 2 additional morale points when he gains a DC 30 leadership check result.
- Instead of rallying in a turn, Arcturus can make an Obey check on his allies. Making a DC 15 leadership check, he forces one ally under his leadership to act, +1 ally per 5 points he surpassed the DC. The allies forced to obey lose 2 morale levels but make an instant standard action, suffering a -5 penalty to whatever checks they make during that action.
- When Arcturus gives a morale to an ally that is at negative morale, they gain 2 positive morale instead of 1
- All allies that are rallied by Arcturus gain 5 protection points, or 10 protection if they received 2 morale points
- When Arcturus kills an enemy, all allies under his leadership can make an instant shift action
- Allies under Arcturus' leadership gain bonus movement speed and morale bonus equal to their positive morale level
- Allies under Arcturus' leadership gain 3 protection points for each negative morale they possess
- Allies under Arcturus' leadership gain advantage on attack rolls if they have neither positive nor negative morale
- All allies within 10 squares of Arcturus gain a +16 bonus to resolve against combat influence
- All allies within 16 squares of Arcturus gain a +5 bonus on attacks, skill checks, and morale bonus

Special Ability (Paragon of Willpower): Arcturus Mengsk was famous for his incredible force of will that allowed him to push through incredible odds. He gains the following perks that relate to willpower.

- Arcturus gains a morale point at the start of every turn.
- When Arcturus spends a morale point, he can roll a d20. On a 12+, he does not lose that morale point.
- Arcturus suffers no ongoing penalties from crippling wounds, and must receive 7 crippling wounds to a single location to suffer a lost limb or be killed.
- Arcturus reduces all bleed damage he suffers by half
- When Arcturus would be dealt a crippling wound, he rolls a d20. On a 6+, the wound is negated.
- Arcturus can spend a morale point to gain +15 damage threshold for a turn
- Arcturus' benefit to morale bonus and resolve from focusing is +8, and he can focus and perform other combat behaviors in the same turn.
- When Arcturus aims with his pistol, he also gains the benefit of bobbing and weaving. He can do both in the same turn that he focuses.

Special Ability (Architect of War): At the start of an encounter, Arcturus generates 10 strategy points, that can be used before combat begins to manipulate the battle.

- 1 strategy point allows 2 of Arcturus' allies to swap initiatives.
- 1 strategy point allows 1 of Arcturus' allies to gain +2 initiative
- 2 strategy points allows one ally to take an instant move action that does not provoke opportunity attacks
- 1 strategy point allows for 2 of Arcturus' allies to start the encounter prone
- 1 strategy points allows for 1 of Arcturus' allies to apply a combat augmentation
- 1 strategy point gives 1 of Arcturus' enemies -2 to their initiative
- 1 strategy point allows 3 of Arcturus' allies to feel a defensive network, each ally gaining +3 defense as long as they were within 3 squares of the other allies in the network. This can be done once per encounter.



Who is Matthew Horner?

"Vengeance doesn't factor into this. Our revolution is about freedom."

~Matthew Horner

Matthew Horner is famed as a rebel pilot and commander who served as the captain of the Hyperion. Second in command of Raynor's Raiders, Horner followed Raynor to hell and back as they fought against the Zerg and the Dominion. After they toppled the Mengsk regime and installed Valerian as a more benevolent ruler, Matt Horner joined the Dominion as an admiral. Suddenly, one of the most wanted men in the Dominion transitioned to being one of its most prominent military figures. However, even as a Dominion admiral, he still leads the fight with his old crew onboard the starship Hyperion.

Horner was an idealistic Tyrador native who joined the Confederate navy just to shortly defect to the Sons of Korhal, the group determined to wipe out the old government. Even at a young age, Horner proved himself a brilliant tactical mind, ace pilot, and professional strategist. After the Zerg siege of Tarsonic, Horner left the Sons of Korhal alongside James Raynor, the two men stealing Arcturus Mengsk's flagship, the Hyperion, as they left. They formed their own group and began to fight against the newly formed Dominion and the deadly Zerg menace.

Horner and Raynor had many hard years, fighting with limited resources and limited cash. When the Second Great War broke out, everything began to change. There were many opportunities for heroism in the sector, saving worlds and refugees from the Zerg. Raynor had many doubts and regrets over his actions, but Horner tried to keep him on track with their good deeds and his emphasis that they were building a better tomorrow.

As the war proceeded, the raiders aligned with the Dominion to take down the Queen of Blades. The raiders returned Kerrigan to her human form with the aid of a Xel'Naga artifact provided by Prince Valerian. Together, they fled from the wrath of Arcturus Mengsk, who was willing to kill his own son, Valerian, to slay Kerrigan. After Raynor was captured and Kerrigan left the raiders to enact her vengeance, Horner and Valerian were left to work together to bring down Arcturus Mengsk. In the end, they assisted Kerrigan as she led a Zerg invasion of Korhal to slay him. With the tyrant dead, Valerian took his father's place as emperor and Horner became admiral.

Using Matt Horner in the Starcraft RPG

Matthew Horner is an important figure in the StarCraft setting. He is someone who has traveled many spectrums: soldier, rebel, pirate, criminal, captain, admiral. Throughout it all, he has maintained his idealism and belief in fighting for a better tomorrow. He is recognizable for his proper, disciplined manner, his precise leadership, and keeping a cool head under pressure.

Horner is perhaps the StarCraft paragon who is mostly likely to interact with player characters. Having helped lead a band of misfits and rebels, he understands better than anyone the importance of a group of ragtag adventurers. If the players are working on something important, or are needed for something important, it is likely that Horner will enlist them to help solve the sector's problem. As a righteous man, he is most likely to work with benevolent and similarly minded individuals that have the universe's best interests at heart and seek the same things he does. However, Horner will ultimately hire even the worst for a job to make sure it gets done, though he will hire a good individual over a brigand any day.

Horner's Tactics

Horner's primary gifts are leadership, tactics, and commanding a starship. Personal combat is not his strong suit, and he is rather underwhelming for a combatant of his level. However, he will usually be accompanied by a group of loyal comrades who are ready to die alongside him. His tactical sense means that he is rarely unprepared for a battle, and he has plenty of contingencies for conflict that he can fall back onto, as well an escape plan.

Before combat, Horner generates 11 strategy points that allows him to shape the battlefield to his liking, making sure his weaknesses are covered and key personnel acts first in battle. Once he gets his turn, he will use leadership (usually) for responsive strategy and defensive formation. He will then generate tactical points and rally his allies. He uses his tactical points liberally, primarily boosting the defense of his allies. On his following turns, he will rally, tactics of defense, and/or generate tactical points as needed. If he has spare actions, he will performed called shots to the head with his gauss pistol, but only if his other support abilities are not needed. Most often, Horner will attack with his pistol as opportunity attacks. He gains 4 reactions per turn and enemy's provoke opportunity attacks at long range, so he can make plenty of free attacks.

Admiral Matthew Horner

Level 30 (5 Paragon) Terran Epic Heroic Character (Core Citizen/ Pilot/ Leader/ Soldier/ Strategist/ Mobile Gunner/ Architect of War/ Military Commander/ Ace Pilot/ Tactical Commander/ Master Navigator/ Tank Commander/ Commodore/ Astral Soldier/ Prodigy/ Demagogue/ Cannoneer), Medium Threat

Skill Purchases: 25

Talent Purchases:

Ability Score Purchases: 32

Hit Points: 265

Healing Threshold: 8

Damage Threshold: 35

Defense: 41

Toughness: 33

Resolve: 46

Speed: 8

Shift Speed: 2

Morale Bonus: +13

Space: 1 square

Reach: 1 square

Initiative: +19

Damage Resistance: 11

Psionic Resistance: 56

-Gauss Pistol 1d20+23 accuracy, 32 damage, +3 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 28, Laser Target (1/2 accuracy penalties, +1 accuracy while aiming)

-Pistol Whip 1d20+11 accuracy, 25 damage, +2 strikes maximum; *Special Traits*: Penetration 7

Skills: Acrobatics 8, Athletics 6, Computers 14, Defensive Training 15, Durability 12, Endurance 8, Influence 12, Leadership 16, Lore 12, Medicine 10, Melee 10, Mental Training 12, Perception 12, Pilot 17, Ranged 16, Science 14, Stealth 10, Survival 4, Tactics 17

Skill Focuses: Computers +2, Defensive Training +3, Leadership +4, Pilot +5, Ranged +4, Science +2, Tactics +5, +1 all skills

Talents: Aerial Evasion II, Air of Authority, Awesome Abilities (instinct, intelligence), Bombardment, Close Combat Shot, Combat Reflexes, Defense of Will, Defensive Fighting III, Devastating Cripple (ranged II), Distraction, Dodge II, Dog Fighter, Dual-Weapon Skill II, Empowering Command, Engineer Foreman, Excellent Spirits, Far Shot, Fast Reload, Good Spirits, Grand Leader, Great Speaker, Hardened Survivalist, Head Hunter II, Heavy Metal II, In Control, Inspirational Presence, Master Tactician, Penetration V, Pistol Finesse II, Powered Armor Training, Precision Shot, Quick Draw, Resilience II, Resolute II, Sabotage, Shot on the Runner, Survival Instincts, Threatening Shot III, Ultra Specialization, Weapon Comprehension, Weapon Mastery (ranged III)

Strength: 6

Instinct: 13*

Agility: 8

Fortitude: 7

Intelligence: 12

Willpower: 10

Gear: Tier 3 Gauss Pistol with Empowered Firepower, Improved Potency, Improved Precision, and Laser Targeting System with 3 magazines of adamantine spikes, Tier 3 Padded Jacket with Extra Reinforcement, Tier 3 Equipment Belt, Tier 3 PDA, Tier 3 Medipack x2, Tier 2 Power Cell, Tier 3 Digital Uplink

Special Ability (Paragon Admiral): Matt Horner is one of the most famed armada commander in the sector. He gains the following perks that relate to piloting.

- Horner gains the following passive bonuses while controlling a vehicle: +9 defense, +6 accuracy, +2 power ratings of damage, +5 damage resistance, +4 toughness, +13 damage threshold, and +50% acceleration rating.
- Horner gains +4 defense and +50% acceleration rating with flying vehicles
- Horner gains +8 damage and penetration with all vehicle weapons.
- When commanding a capital ship, all the ship's weapons gain +17 damage and +8 accuracy
- When flying a vehicle that is colossal-sized or smaller, he gains advantage on all pilot maneuver checks and ignores facing when making attacks
- Any vehicle Horner controls gains protection points at the start of each turn equal to the vehicle's fortitude
- When hit by an enemy attack, Horner or his vehicle can make an opportunity attack at the target that hit them.

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

Special Ability (Paragon of Leadership): Matt Horner inspires his allies with his leadership, idealism, and strong tactical sense. He gains the following perks that relate to leadership.

- Horner generates 1 additional morale when rallying
- When Horner rallies an ally, he gives them 5 protection points per morale point he gave them
- Horner's leadership combat augmentations cap at DC 35, and continue to increase 1 interval every 5 points of the tactics skill result
- Horner can apply two leadership combat augmentations with a single check
- Horner can apply 2 morale points to an ally when rallying.
- All allies under Horner's leadership gains a bonus to move speed equal to their positive morale level
- Horner starts encounters at positive 3 morale and gains a morale level at the start of every turn
- Horner can use both combat influence and leadership in the same minor action
- Terrans must spend a morale point to make an attack against Horner if he has not attacked them this encounter

Special Ability (Tactical Points): Horner can spend a move action on his turn to enter telemetry data into his digital uplink. By doing so, he gains 2 tactical points. He also gains 1 tactical point for free each round. Any time an ally attacks or is attacked, before rolling Horner can choose to spend a tactical point. If they spend a tactical point on an ally attack, that ally gains a+8 accuracy. If they spend a tactical point when an ally is attacked, they can spend a tactical point to give that ally +8 defense. Only allies that also have a digital uplink can benefit from a tactical point. Horner can have up to 8 tactical points at once. Unspent tactical points expire at the end of an encounter.

Special Ability (Paragon of Strategy): Matt Horner has excelled due to his brilliant tactical mind. He gains the following perks that relate to tactics and combat.

- When hitting with a ranged attack, Horner gives all allies the benefit of aiming when attacking the target he attacked.
- Horner gains +1 power rating with all ranged weapons, and gains +1 range and +4 penetration with all non-automatic ranged weapons
- First time Horner takes damage in a turn, he reduces the damage by half, after all modifiers. Then he gains protection points equal to the damage suffered until the start of his next turn.
- When Horner aims with an attack, he can decide the attack is directed at his enemy's critical location and maintain his full aim bonus.
- Horner's tactics combat augmentations cap at DC 35, and continue to increase 1 interval every 5 points of the tactics skill result
- Horner can make 4 reactions per turn. He threatens all squares within long range, and can make an opportunity attack against enemies that end their turn without cover to him.

Special Ability (Grand Scheme): After initiatives are rolled but before the beginning of the encounter, Horner generates 11 strategy points. They use their strategy points before the encounter starts for the following functions; all unused strategy points go away. They do not gain any strategy points if they are surprised.

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



The Hyperion

The Hyperion was an upscale behemoth-class battlecruiser that once functioned as the flagship of the Sons of Korhal fleet, until it was stolen by Raynor. It then became the heart of Raynor's Raiders. Captain Horner led the ship's operations and crew, Swann modified the ship with custom bits to make it the best it could be, while Raynor held them together and inspired them to keep the fight going. The Hyperion is much more than an old battlecruiser; it is a customized vessel that serves as the wings of liberty throughout the sector.

Hyperion

Behemoth Terran Capital Ship, Epic-3 Threat

Hit Point: 14,520

Damage Threshold: 312

Toughness: 306

Strength/ Fortitude: 80

Structure Rating: 16

Damage Resistance: 115

Pilot Requirements: 8

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 50

Max Speed: 500

Defense: -11 + defensive training (min 1)

Crew Actions: 6 or 12 (see The Ship is Our Home)

Military Assets: 10 military units, 4 dropships, 3 banshees, 6 vikings, 1 Nuclear Warhead

Ship Systems: Boarding Tubes (2), Hanger Bay (2), Advanced Scanners (3), Tier 5 Impenetrable Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes), Charge System (Yamato Cannon), Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Stabilizers

Grand Ordinance Weapons: Tier 5 Yamato Cannon, Omega EMP Blast, Nuclear Warhead

Primary Weapons: Tier 5 Bombardment Laser Battery (x6)

Secondary Weapons: Tier 5 Bombardment Laser Battery (x2)

Point Defense Weapons: Tier 5 Defensive Autocannons, Tier 5 Defensive Autocannons

Omega EMP Blast: The Hyperion has a special grand ordinance weapon, the Omega EMP Blast. This weapon releases a blast of electromagnetic energy that hits all enemies within 3 squares of it at starship scale combat. All ships in the area, besides the Cerberus, suffers 50 EMP damage, +50 EMP damage for every size they are above gargantuan. In addition, colossal-sized or smaller ships in the area shutdown for 1 turn. These ships can perform no actions. All ships that are massive sized or larger have half as many crew actions for 2 turns and suffer a -20 to all attack accuracy and skill checks for that time. As a grand ordinance weapon, the EMP Blast requires a standard action and 4 crew actions to fire. After being fired, it takes 10 crew actions dedicated to recharging the blast before it can be fired again.

The Ship is Our Home: Raynor's Raiders spent many years fighting for freedom aboard the Hyperion. The ship is their home, and they are very comfortable with its design and systems. If the Hyperion's crew is at least 50% Raynor's Raider veterans, and the ship is commanded by either Raynor, Horner, or Swann, it has 12 crew actions per turn instead of 6.



Hyperion Description

The Hyperion brought freedom to worlds for years, saving oppressed populaces from the Dominion and the Zerg alike. Now that the Dominion has been reformed and the Raiders are now part of the Dominion military, the Hyperion serves as the flagship of Admiral Horner's fleet. This example Hyperion uses Matthew Horner as the commander and the Raynor's Raiders as crew. In the meantime, Rory Swann serves in the engine room, using his engineering skill to aid the vehicle's emergency repairs.

The Hyperion

Level 35 Epic Terran Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 25

Talent Purchases:

Ability Score Purchases: 32

Hit Points: 14,520

Healing Threshold: NA

Damage Threshold: 325

Defense: 17

Toughness: 310

Resolve: 46

Acceleration Rating: 100

Max Speed: 500

Morale Bonus: +13

Space: 4 by 4 starship

Reach: NA

Initiative: +19

Damage Resistance: 120

Crew Actions: 12

-Bombardment Laser Battery 1d20+44 accuracy x6, 325 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 23, Energy Damage, Macro

-Defensive Autocannon DC 35 Point Defense, 91 damage, 1 strike maximum; *Special Traits:* Penetration 33, Hailfire 4, Point Defense (DC 35)

-Yamato Cannon 1d20+39 accuracy, 4,025 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Piercing, Burst 6, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 8, Athletics 6, Computers 14, Defensive Training 15, Durability 12, Endurance 8, Influence 12, Leadership 16, Lore 12, Medicine 10, Melee 10, Mental Training 12, Perception 12, Pilot 17, Ranged 16, Science 14, Stealth 10, Survival 4, Tactics 17

Skill Focuses: Computers +2, Defensive Training +3, Leadership +4, Pilot +5, Ranged +4, Science +2, Tactics +5, +1 all skills

Talents: Aerial Evasion II, Air of Authority, Awesome Abilities (instinct, intelligence), Bombardment, Close Combat Shot, Combat Reflexes, Defense of Will, Defensive Fighting III, Devastating Cripple (ranged II), Distraction, Dodge II, Dog Fighter, Dual-Weapon Skill II, Empowering Command, Engineer Foreman, Excellent Spirits, Far Shot, Fast Reload, Good Spirits, Grand Leader, Great Speaker, Hardened Survivalist, Head Hunter II, Heavy Metal II, In Control, Inspirational Presence, Master Tactician, Penetration V, Pistol Finesse II, Powered Armor Training, Precision Shot, Quick Draw, Resilience II, Resolute II, Sabotage, Shot on the Runner, Survival Instincts, Threatening Shot III, Ultra Specialization, Weapon Comprehension, Weapon Mastery (ranged III)

Strength: 6

Instinct: 13*

Agility: 8

Fortitude: 7

Intelligence: 12

Willpower: 10

Forces: 6 swarms of marines, 4 squadrons of 5 goliaths, 4 siege tanks, 2 ghosts, 4 drop ships, 8 wraiths, 1 nuclear warhead

Special Ability (Yamato Cannon): Before the yamato cannon can be fired, eight Charge actions must be prepared to ready the weapon for use. Once it is primed, the yamato cannon requires a standard action and 4 crew actions in order to fire.

Special Ability (Omega EMP Blast): The Hyperion has a special grand ordinance weapon, the Omega EMP Blast. This weapon releases a blast of electromagnetic energy that hits all enemies within 3 squares of it at starship scale combat. All ships in the area, besides the Cerberus, suffers 50 EMP damage, +50 EMP damage for every size they are above gargantuan. In addition, colossal-sized or smaller ships in the area shutdown for 1 turn. These ships can perform no actions. All ships that are massive sized or larger have half as many crew actions for 2 turns and suffer a -20 to all attack accuracy and skill checks for that time. As a grand ordinance weapon, the EMP Blast requires a standard action and 4 crew actions to fire. After being fired, it takes 10 crew actions dedicated to recharging the blast before it can be fired again.

Special Ability (Capital Ship): The vessel has 12 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 on a battlecruiser can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (3) area

Charge Omega EMP Blast: Ten charge omega EMP actions are required to prepare the weapon to fire.

Charge Yamato Cannon: Eight charge yamato cannon actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 2 military unit as boarders for another craft via boarding tubes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+80 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +13 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Choose one of the benefits each time this option is chosen: the bombardment laser battery can make another attack, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the Defense Autocannon point defense weapon for 1 round. Two crew actions can be spent maintain two such point defense weapons.

Secondary Weapon: A crew action can be spent to fire 2 extra bombardment laser attacks.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Maximum Firepower): Four times per round, when the Hyperion is hit by an attack, it may fire a single bombardment laser battery shot back at the attacker.

Special Ability (Good Crew Morale): The Hyperion begins encounters with 3 positive morale levels and gains 1 morale at the start of each turn.

Special Ability (Resilient War Ship): The Hyperion gains 80 protection points at the start of each turn. It reduces all crippling wounds it suffers by 6.



Zerg Paragons of War

This section is dedicated to the most noteworthy Zerg champions in the Koprulu Sector.

Who is Sarah Kerrigan?

~I now see my true enemy. He waits for me in the Void, wielding powers I cannot imagine. I got to face him, having renounced everything. My humanity. My identity. The man I love. But I will not face this enemy alone. I am the Swarm!

~Sarah Kerrigan, Queen of the Zerg

Betrayed and betrayer. Hero and villain. Victim and victimizer. The woman who was once known as Sarah Kerrigan has shaped the fate of the Koprulu Sector like none other. Born as a psychically gifted terran, she killed her mother in a freak accident. She became the confederacy's finest ghost and assassin. Saved by Arcturus Mengsk, she became his close lieutenant until he betrayed her and left her to die at the zerg's hand.

But the zerg did not kill her. Instead, they captured her and warped her into an infested monstrosity of infinite power, who became known as the Queen of Blades. As the queen, she ravaged the terrans and protoss alike, and sought to seize control over the zerg after the Overmind's passing. In this Brood War, she gathered the whole of the zerg under her control, destroyed the expedition fleet from Earth, and betrayed the terrans and protoss who helped her do it. By the end of the conflict, she was the sector reigning super power. Regardless, she stayed her hand from sweeping across the rest of the sector, at least for the time being.

Four years later, the Queen of Blades resumed her invasion of the sector, sparking the Second Great War. During this combat, her former lover, terran rebel hero James Raynor, used a Xel'naga artifact to return her to her terran form of Sarah Kerrigan. Their union was short lived, however, as Raynor was captured and presumably killed by Arcturus Mengsk, leader of the terran Dominion.

Distraught over his loss, Kerrigan dedicated herself to revenge. She reformed the zerg swarm, and claimed it as her leader. By absorbing the power of Zerus, the zerg homeworld, she became zerg once more. However, this time her actions were of her own will and not driven by evil impulses and destructive latent programming. She rescued the captive James Raynor, took her revenge on Arcturus Mengsk, and put a new, more benevolent, government in charge of the Dominion.

Now she wanders the cosmos searching for Amon, the fallen Xel'naga dedicated to bringing about the end of the universe. And as she marches to war, her faithful zerg swarm follows.

Using the Queen of the Zerg in the StarCraft RPG

The statistics here represent Kerrigan during the events of the End War, after she had been freed of corruption, absorbed the power of Zerus, and become the Primal Queen of the Zerg. At this point, Kerrigan is extremely powerful and should never be used lightly in a campaign. Such is her power that she can destroy armies, cities, and capital ships. Her strength of will can make even the weakest zerg nearly indestructible under her command.

Kerrigan is most likely used as plot tool for the GM for zerg characters, as someone to give missions and orders to infested or primal zerg characters. Her primary goals are the death of Arcturus Mengsk, and later the defeat against Amon. Zerg characters might work for or with her to defeat hybrid, battle the Moebius Corps, or combat the Tal'darim. As she mostly fights alone or as part of the grandest engagements, players are unlikely to fight with her, but infested terrans might receive her potent command benefits.

Kerrigan is one of the most powerful beings in the StarCraft setting. A Game Master should be extremely careful about introducing her into a StarCraft Encounter. As an ally, she will easily overshadow her allies. As a foe, she is virtually unbeatable.



Kerrigan's Tactics

The first thing to remember about Kerrigan in combat is that she rolls initiative twice and gets her full turn on both initiatives. The second is that she has an energy score that her psionic powers subtract from, rather than just having to worry about energy fatigue. The third is that every action she used to manifest a psionic power can be used to cast two powers, although all powers have three times normal energy fatigue cost.

Kerrigan always keeps her *Regeneration* and *Enhanced Fang* augmentation powers active. The damage, rending, and regeneration values in parenthesis mark her stats with those powers on. Most opponents do not seriously threaten Kerrigan. In these cases, she relies on manifesting numerous *Psionic Discharges* to quickly eliminate her foes. When facing swarms, she instead uses *Mind Ripple* or *Viral Waves* to wear them down quickly. When only scraps are left of her foes, she exterminates them with Leap attacks used in conjunction with her barbed tendrils.

Against more difficult foes, such as hybrids or capital ships, she will start combat by manifesting a *Crush* on the most threatening target. If she is overwhelmed, she will use her quick casting to target two enemies with *Crush*. Then she will use *Summoning* to call in reinforcements, usually powerful kamikaze units. Kerrigan's command tactics are very powerful, and she typically uses *Undying* to make even her common minions resilient but will switch to other power's as needed. She relies on the vast number of protection points from *Mutating Carapace* to keep her alive. The *Collect Essence* power sustains her offense, as long as there are enemies to kill.

In tough fights, she will alternate between using *Bio-Plasma Discharge*, *Mind Overload*, and *Psionic Discharge* to quickly eliminate foes while maintain their various energy levels. As it requires maintaining a standard action, she only uses *Telekinetic Grasp* when there are no other foes, or they are least otherwise occupied. If her health goes below half (455), she will use *Mend* to rejuvenate herself, then fight carefully until her hit points restore. In long battles, she will use *Resurrection* on creatures such as ultralisks, brood lords, or brutalisks. If the battle is near won, she will use *Siphon Life* to regenerate her biomass. If she runs out of biomass and energy, she will resort to melee combat unless that option is infeasible.

Kerrigan will retreat from battle if outmatched, if only to wait for the next wave of zerg to hatch. It doesn't take much downtime for her to restore to full power. Even if she is killed, her essence usually recollects at a nearby hive while she reconstructs herself. Only destroying all hive nodes nearby, and then killing her, will utterly destroy her.

Kerrigan's Favored Psionic Powers: Psi Level 17, +46 psionic manifestation bonus, recovers 5 energy per turn

- Summoning;** DC 18 manifestation as a minor action; 10 energy fatigue; 60 levels worth of zerg arrive after 2 turns, only minion or specialist strains that are extreme threat or lower; commonly summons 5 baneling hunters (see Supplement 4)
 - Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; +54 regeneration, lasts 17 minutes (170 rounds)
 - Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +36 damage and +9 rending, lasts 180 minutes (3 hours)
 - Psionic Discharge;** DC 28 manifestation as a standard action; 14 energy fatigue; +45 attack versus defense at distant range, struck takes 90 damage with *Piecing* trait then leaps to a target within short range, keeps jumping until it misses or hits 10 total targets
 - Psionic Blast;** DC 30 manifestation as a standard action; 16 energy fatigue; +45 attack versus defense at remote range, target takes 200 damage; Burst 20 and *Piercing* traits
 - Mind Overload;** DC 24 manifestation as one or more full-round actions; 3 energy fatigue; +45 attack versus resolve at medium range, target takes 160 psionic damage, and then 80 psionic damage at the start of the caster's next turn, and 38 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; +45 attack versus resolve against all enemy targets in Burst 40 centered on the caster, struck takes 100 psionic damage; Rending 10; crippled target are slowed for number of rounds equal to crippling points
 - Crush;** DC 30 manifestation as a standard action; 24 energy fatigue; +85 attack versus toughness at remote range, target is lifted 8 squares off the ground, is Immobilized and Staggered, can make a DC 50 strength test to end the effect, on the turn after the target takes 1,000 damage
 - Telekinetic Grasp;** DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +85 attack versus toughness against all targets that are gargantuan or smaller within a burst 2 at distant range, target takes 80 damage per round, is Staggered, Tormented, and Immobilized sustained, can attempt to escape with a DC 35 strength at end of turn, caster sustains as a standard action
 - Cloaking;** DC 14 Manifestation as free action; 1 energy cost +1 per round sustained; character has the cloaking effect while the power is sustained, sustained as a free action
-

Kerrigan's Favored Evolution Powers: Biomass 53, regains 2 biomass per turn

-**Mend**; 10 biomass; as free action, allows brood mother to regain 240 hit points and increases regeneration by 40 for 5 rounds. Allied zerg within short range heal 120 hit points and increase regeneration by 20.

-**Bio-Plasma Discharge**; 20 biomass; power useable as a standard action; +54 attack at remote range, 360 damage; Piercing, Burst 2, Acid Damage, Corrosion

-**Viral Wave**; 6 biomass; as full-round action; +54 attack in Cone 15, deals 160 damage on hit and target takes a -8 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

-**Siphon Life**; 2 biomass; targets two enemy biological targets within long range, each round power is sustained targets takes 60 damage and Kerrigan recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

-**Resurrection**; 18 biomass; used on a dead zerg within medium range, after 3 rounds zerg comes back with 40 hit points per level and 0 crippling wounds

Kerrigan's Favored Command Tactics: Command +40

-**Fervor**; commanded minions gain +6 accuracy and can perform aim actions

-**Swarm Maneuvering**; commanded minions gain +7 defense and toughness

-**Undying**; commanded minions gain 18 replenishing protection points

-**Unyielding**; commanded minions gain +7 damage resistance

Kerrigan, The Primal Queen of the Zerg**Level 40 Medium-sized Zerg Creature (Heroic Hunter/ Mastermind Strain/ Psionic Entity), Epic-3 Threat****Skill Purchases:** 34**Talent Purchases:** 63**Ability Score Purchases:** 56**Hit Points:** 982**Healing Threshold:** NA**Damage Threshold:** 173**Defense:** 57**Toughness:** 158**Resolve:** 58**Speed:** 14 (51 fly)**Shift Speed:** 4**Morale Bonus:** NA**Space:** 1 square**Reach:** 1 square**Initiative:** +18**Damage Resistance:** 61**Psionic Resistance:** 103**Energy:** 289**Regeneration:** 112 (166)**Biomass:** 152

-**Scything Claws w/ Enhanced Fangs** 1d20+36 accuracy, 190 damage, +7 strikes maximum; *Special Traits:* Penetration 24, Rending 15

-**Barbed Tendrils w/ Enhanced Fangs** 1d20+37 accuracy, 205 damage, +5 strikes maximum; *Special Traits:* Penetration 28, Rending 19

Skills: Acrobatics 12, Athletics 12, Command 16, Computers 8, Defensive Training 18, Durability 18, Endurance 16, Influence 10, Lore 14, Medicine 7, Melee 20, Mental Training 18, Perception 14, Pilot 12, Psionics 20, Ranged 16, Science 10, Stealth 14, Survival 14, Tactics 16

Talents: Awesome Abilities (strength, willpower II), Jaded, Cynic, Endless Energy V, Brutality III, Bulwark, Cleave II, Combat Reflexes, Command Abilities, Defensive Fighting III, Defensive Motion, Deft Charge, Devastating Cripple (melee II), Dodge II, Dual-Weapon Skill II, Evolution Powers x4, Hardened Survivalist, Leap, Martial Arts Unarmed Training II, Natural Health III, Power Strike II, Psychic Power x9, Psychic Discipline Focus (telepathy III, telekinesis III, energy III, augmentation I), Resilience II, Resolute II, Survival Instincts, Swift Strikes II, Unstoppable Movement, Untapped Psi Level (15, 16, 17), Weapon Mastery (melee III), Zerg Skill Focus (Will)

Skill Focuses: Athletics +2, Melee +2, Mental Training +2, Psionics +2, All Skills +2

Psionic Powers: *Reading, Messaging, Enhanced Fangs, Surge of Activity, Dominate Minion, Summoning, Psychic Block, Compulsion, Hallucination, Stop Organ, Feedback, Mind Blast, Command, Mind Ripple, Mind Overload, Psionic Maelstrom, Dominate, Manipulate, Move Object, Telekinetic Impact, Telekinetic Grasp, Crush, Psionic Bolt, Psionic Burst, Psionic Discharge, Psionic Fury Aura, Psionic Wave, Psionic Blast, Psionic Storm, Annihilator Beam, Cloaking, Acute Senses, Muscular Enhancement, Enhanced Attributes, Toughness, Regeneration, Breathless Eternal Form*

Evolution Powers: *Corrosive Bolt, Consumption, Wild Mutation, Siphon Life, Mend, Bio-Plasma Discharge, Bio-Plasma Stasis, Dark Swarm, Miasma, Plague, Devouring Swarm, Razor Swarm, Acid Fumes, Mutagen, Infest, Viral Wave, Create Aberration, Adaptive Infestation, Virophage, Resurrection*

Command Tactics: *Adrenaline, Fervor, Focused, Push, Rejuvenation, Replenishment, Swarm Maneuvering, Terrifying, Undying, Unyielding*

Creature Abilities: Beyond Gravity, Divine Form x2 (defense, damage threshold, damage resistance, attack accuracy, attack damage, attack penetration), Immense Strength, Haste, Power Overwhelming, Predator's Eye, Counter Attack, Rapid Healing,

Unlock Evolution Disciplines x6 (Paragon Biomancy, Paragon Infestation, Paragon Pestilence), Growth Hormones II, Mutating Carapace*, Collect Essence*, The Ascended Queen of the Zerg*

Strength: 18 **Instinct:** 12 **Agility:** 16 **Fortitude:** 18

Intelligence: 12 **Willpower:** 17

Gear: Tier 5 Scything Claws with Brutal Edge, Tier 5 Barbed Tendrils with Brutal Edge and Reactive Muscle, Tier 5 Zerg Plated Carapace

Special Ability (Power Overwhelming): Kerrigan's psionic might is unbelievably vast. Any action she uses to manifest a psionic power, she can use that action to manifest another psionic power that also requires that action. For example, if she manifests a power as a standard action, she can instead manifest two powers that require standard actions with that single action. However, if Kerrigan does 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 (Mutating Carapace): Kerrigan gains strength from dealing damage and exerting herself. Whenever she manifests an evolution power or psionic power, she gains 50 protection points. When she hits with a melee attack, including an opportunity or counterattack, she gains 75 protection points. She can have a maximum of 300 protection points but loses 25 at the end of each turn. These protection points last until they run out.

Special Ability (Counterattack): If Kerrigan is missed by an incoming melee attack, she can instantly make an opportunity attack at that target if they are within reach.

Special Ability (Collect Essence): When Kerrigan slays any living enemy, she regains 10 energy. Whenever she slays a zerg, she regains 5 biomass. The enemy must be within long range for Kerrigan to collect from them.

Special Ability (Psionic Nature): Kerrigan has immense psionic potential. Kerrigan has a base Psi Level of 14 and a final Psi Level of 17. Kerrigan has access to the Telepathy, Telekinesis, Augmentation, Cloaking, and Energy psionic disciplines. She never overloads her psionic powers from poor dice rolls. In addition, Kerrigan has Natural Mind Reading, Psionic Detection, and an Instinctive Telepathic Link with Zerg.

Special Ability (Haste): Kerrigan moves and reacts so quickly, she seems to be fighting in a different time frame. Kerrigan rolls initiative twice and keeps both initiative counts. She acts on both initiative results, making her full suite of actions on each count. Any effect that relies on the start or end of their turn triggers on her first turn in any round.

Special Ability (Energy): Kerrigan has a wellspring of psionic energy to call from. This energy is used to manifest psionic powers. Kerrigan does not gain energy fatigue from manifesting psionic powers. Instead, any energy fatigue gained is instead subtracted from her score. This gives psionic entities a nearly unlimited reservoir of energy to call from. Kerrigan has an energy score of 2. She 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 her normal maximum.

Special Ability (Immense Strength): The Primal Queen has strength and fortitude beyond what is capable for her meager size. She counts as being huge-sized for determining its toughness, damage threshold, and hit points. She counts as colossal-sized for determining her regeneration.

Special Ability (Perfect Senses): Kerrigan's senses are so attuned that she ignores all concealment from darkness. She gains advantage on all perception checks.

Special Ability (Breathless and Eternal): Kerrigan's psionic power is such that she does not require oxygen and can survive in the cold vacuum of space or underwater. In addition, she does not need to eat or drink and does not age at any noticeable rate.

Special Ability (The Ascended Queen of the Zerg): Kerrigan has become the true queen of the Zerg, has evolved beyond all others. She gains a +100 bonus to the following attributes: damage threshold, regeneration, toughness, biomass, and all melee damage. Her evolution powers gain +20 accuracy and any damage or healing they deal is doubled. In addition, **Kerrigan suffers half damage from all attacks after damage resistance and hailfire are applied.**



Who is the Queen of Blades?

"Once again I stand atop the broken bodies of my enemies. Victorious, but not unscarred. The Earth-borne directorate has been destroyed, and the Overmind lies dead and trampled beneath the ashes of Char. As for my unlikely allies, I think that I shall allow them a reprieve. For in time I will seek to test their resolve and their strengths. They will all be mine in the end, for I am the Queen of Blades. None shall ever dispute my rule again."

~Queen of Blades, having conquered the sector after the Brood War

The Queen of Blades was what Sarah Kerrigan became after she was initially infected with the Zerg virus. Her body was twisted by Abathur's mutations to create the ultimate killing machine. Her mind was warped into a vicious being through predatory Zerg mutations. Her essence was tainted by Amon's presence, who used her as a weapon to devastate the sector. By the end of the Brood War, she had all but toppled the greatest nations in the Koprulu Sector and remained the reigning queen of the Zerg. Going into the Second Great War, she was the ultimate enemy of both the protoss and the terrans, and peace could never be had as long as she lived.

Using the Queen of Blades in the StarCraft RPG

"At this point, I'm pretty much the Queen Bitch of the Universe. And not all of your little soldiers or spaceships will stand in my way again."

~Queen of Blades, addressing her enemy's final stand against her

The statistics here represent Kerrigan during the events of the Second Great but could represent her during the Brood War as well. Kerrigan as the Queen of Blades was a vicious and treacherous entity that craved power and control while spreading death. Most likely, she will be introduced in campaigns as a villain. Perhaps the players are trying to fight her off in order to escape a Zerg invasion, or trying to defeat her to prevent her from claiming an objective. Victory is hollow against her, for she will just return to her hive cluster upon defeat. But the very best heroes in the StarCraft setting might be able to achieve a fleeting victory against her, long enough to get away and complete their objective.

Alternatively, the Queen of Blades could be the benefactor for a group of infested terran or broodmother characters (the primal zerg were not discovered until after the Queen of Blades was defeated on Char). In a situation like this, the Queen of Blades is likely to unleash the players on missions to assist her with capturing Xel'Naga artifacts or inflicting mass death and mayhem upon her victims. Serving the Queen is a dark thing, for she is a truly evil being, and you will want to make sure your players will be comfortable in the mass casualty events she will likely have you perform in her name.



Queen of Blade's Tactics

The Queen of Blades is a fierce adversary to conquered the sector and laid low the forces the terran and the Dominion. This is an incredibly powerful being but not unbeatable. Unfortunately, she does everything while being accompanied by massive swarms of Zerg. She usually has no less than 6 hunter killers with her at every opportunity, and her attacks are accompanied with swarms of zergling alphas, swarms of mutalisks, and 2-4 ultralisks. She keeps two command up most of the time, Fervor and Swarm Maneuvering, to make sure her warriors last in battle and deal the damage they need to. In the meantime, her haste ability lets her act twice a turn.

Kerrigan's greatest offense is her powers. Her *Corrosive Blast*, *Corrosive Discharge*, and *Devastating Fissures* do massive amounts of damage to numerous different foes. They are her primary offensive abilities. *Crush* is usually used to destroy heavy artillery that targets her, such as siege tanks and reavers. *Mind Ripple* can quickly eliminate groups of marines and zealots, clearing out a huge area around her. All of these are expensive powers, however, and while her energy is high, it is not unlimited. If she needs a more sustainable offense, she will use *Move Object* to bombard her foes with rubble and debris, including wrecked vehicles, shattered builds, and crashed space ships. This allows her to do sustainable damage while waiting for her energy to recover.

If she is facing a serious threat, she will make the effort to weaken them first with evolution powers. *Dark Swarm* will cover her advance and protect her from artillery, while *Ensnare* will prevent routed enemies from fleeing. *Razor Swarm* is one of her greatest offenses, as she will cast it in a group of slow-moving infantry, like marines, and let it tear them apart. The swarm will grow in power as it kills, eventually being strong enough to quick destroy vehicles and bunkers. *Mend* is used if the Queen of Blades it taking too much damage, and *Devour* is used on one of her close minions to regain biomass. The queen has no natural biomass regeneration, so *Devour* is very important to her. She prefers not to use *Devour* on her hunter killers, but she will if she has to, and will still prioritize them over an ultralisk.

When her enemies are substantially weakened, the Queen of Blades will engage in melee combat. She ensures that *Enhanced Fangs* is always active to maximize her melee damage, and will frequently use *Corruption* to soften a tough foe. If she is engaging an extremely dangerous enemy, she will also keep *Cloaking* active while fighting in melee. She will and tear apart one target at a time with her barbed tendrils while using Leap to jump 8 squares at a time to go foe to foe.

Even if the Queen of Blades is defeated, she will instinctively return to her hive cluster to get her strength back. Thus, most victories against her are more of a delay than a resolution.



Queen of Blade's Favored Psionic Powers: Psi Level 15, +53 psionic manifestation bonus, recovers 5 energy per turn

- Cloaking;** DC 14 Manifestation as free action; 1 energy cost +1 per round sustained; character has the cloaking effect while the power is sustained, sustained as a free action
 - Crush;** DC 30 manifestation as a standard action; 24 energy fatigue; +95 attack versus toughness at remote range, target is lifted 7 squares off the ground, is Immobilized and Staggered, can make a DC 45 strength test to end the effect, on the turn after the target takes 750 damage
 - Corrosive Blast;** DC 30 manifestation as a standard action; 16 energy fatigue; +35 attack versus defense at remote range, target takes 150 damage; Burst 15, Piercing, Flames, and Corrosion traits
 - Corrosive Discharge;** DC 28 manifestation as a standard action; 14 energy fatigue; +35 attack versus defense at distant range, struck takes 70 damage with Piecing trait then leaps to a target within short range, keeps jumping until it misses or hits 7 total targets, on hitting defense and toughness deals Melting and Burning
 - Devastating Fissures;** DC 35 manifestation as a standard action; 26 energy fatigue; creates an area of deadly plasma fissures on the ground, that effects a line that 45 squares long and 30 squares wide. All targets in the area or within 7 squares above it suffer 120 damage, Penetration 75; huge or smaller targets gain Burning and Melting; area is difficult terrain; lasts 3 rounds; caster can spend a minor action to prolong effect 2 rounds and increase damage dealt by 30
 - Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +30 damage and +7 rending, lasts 150 minutes
 - Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +35 attack versus resolve against all enemy targets in Burst 30 centered on the caster, struck takes 100 psionic damage; Rending 7; crippled target are slowed for number of rounds equal to crippling points
 - Move Object;** DC 18 manifestation as a standard action; 1 energy fatigue +1 per round sustained; caster can grab up to 7 massive sized or smaller objects within remote range and move them 8 squares per round, objects can instead be hurled up to 45 squares dealing damage as the type of object they are, +30 accuracy with thrown objects
 - Telekinetic Grasp;** DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +65 attack versus toughness against all targets that are gargantuan or smaller within a burst 2 at distant range, target takes 80 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
-

Queen of Blade's Favored Evolution Powers: Biomass 69

- Corruption;** 3 biomass; target within long range, +51 attack; target's damage resistance is reduced to 0 and their damage threshold is reduced by 9, Burst 1, lasts 2 rounds
 - Dark Swarm;** 4 biomass; standard action; at long range, creates a dense cloud of zerg organisms that block line of sight for non allied zerg in a Burst 18 area, total concealment for non-zerg attacking into the swarm, total concealment for those in the swarm attacking, all within the swarm gain +5 damage resistance against burst attacks, zerg within swarm gain +2 defense and cannot be flanked
 - Devour;** 0 biomass; power usable as a full-round action, kills one adjacent Zerg minion, restores biomass equal to twice target's level, regains hit points equal to ½ hit points target had left, up to 200
 - Ensnare;** 3 biomass; Burst 16 at long range; area becomes difficult terrain for 1 minute (10 rounds), +47 attack roll against all targets within the area, area is difficult terrain, struck targets are Immobilized and cannot benefit from Hidden or Cloaking; removed with a DC 25 acrobatics test as full-round action; area lasts 50 rounds; anyone entering the area suffers a +47 attack versus their toughness or be immobilized per the power
 - Mend;** 8 biomass; as free action, allows brood mother to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.
 - Razor Swarm;** 14 biomass; full-round action; create a swarm of flying zerg micro-organisms within medium range; swarm has 200 hit points and takes a Burst area of 1 per 25 hit points (starts at Burst 8), attacks against swarm automatically hit but takes no damage from weapons without the following traits: burst, cone, line, energy damage, acid damage; takes half damage from attacks with one of those traits or full damage from attacks with two traits. Swarm moves on guardian's turn at speed of 6, anything within its area takes 30 damage (pen 5) per 25 hit points it has, swarm takes damage equal to the damage it would deal prevented by damage resistance, if swarm kills anything, the swarm gains 50 hit points.
-

Queen of Blade's Favored Command Tactics: Command +44

- Fervor**; commanded minions gain +6 accuracy and can perform aim actions
- Swarm Maneuvering**; commanded minions gain +7 defense and toughness

Queen of Blades

Level 30 (20 Paragon) Infested Terran Epic Heroic Character (Psionic Node/ Agent of the Swarm/ Psionic Paragon/ Commander/ Bio-Mage/ Evolutionist/ Metamorph/ Queen of Blades), Extreme Threat

Skill Purchases: 31 **Talent Purchases:** 60 **Ability Score Purchases:** 55

Hit Points: 556	Healing Threshold: NA	Damage Threshold: 73
Defense: 47	Toughness: 60	Resolve: 58
Speed: 13, 30 fly	Shift Speed: 4	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +14
Damage Resistance: 74	Psionic Resistance: 102	
Regeneration: 43	Biomass: 69	

-**Barbed Tendrils** 1d20+20 accuracy, 70 damage, +6 strikes maximum; *Special Traits:* Penetration 41, Rending 4, Devastating Cripple II, Psionic, 23 max attack overages

-**Barbed Tendrils w/ Enhanced Fangs** 1d20+20 accuracy, 100 damage, +6 strikes maximum; *Special Traits:* Penetration 41, Rending 11, Devastating Cripple II, Psionic, 23 max attack overages

Skills: Acrobatics 12, Athletics 14, Command 16, Computers 7, Defensive Training 14, Durability 16, Endurance 12, Influence 8, Lore 10, Medicine 7, Melee 15, Mental Training 15, Perception 12, Pilot 12, Psionics 17, Ranged 15, Science 10, Stealth 12, Survival 10, Tactics 14

Skill Focuses: Acrobatics +2, Athletics +2, Command +4, Defensive Training +2, Durability +4, Endurance +2, Melee +3, Mental Training +3, Psionics +5, Ranged +3, Tactics +2

Mutations: Barbed Wings III, Dexterous Legs II, Enhanced Bone Structure III, Enhanced Natural Attributes II, Enhanced Natural Attributes, Enhanced Health V, Evolutionary Perfection III, Evolutions Mastery x6, Immune to Pain V, Improved Natural Plating, Infested Tenacity V, Shoulder Tendrils, Specialized Natural Weapon (barbed tendrils) II, Warrior Breed V, Zerg Fury V

Talents: Alien Beauty, Awesome Abilities (strength II, agility, fortitude, intelligence, willpower III), Brutality II, Cleave II, Close Combat Shot, Combat Reflexes, Command Tactics, Cynic, Defensive Fighting III, Devastating Cripple (melee II), Dodge II, Endless Energy V, Evolution Powers x3, Hardened Survivalist, Immune to Pain, Jaded, Leap, Natural Health II, Precision Shot, Power Strike II, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Power x3, Resilience II, Resolute II, Swift Strikes III, Unstoppable Movement, Untapped Psi Level (11, 12, 13, 14, 15), Weapon Mastery (melee III), Zerg Skill Focus (will)

Psionic Powers: *Reading, Messaging, Corrosive Bolt, Corrosive Burst, Corrosive Discharge, Corrosive Blast, Devastating Fissures, Compulsion, Mind Blast, Command, Mind Ripple, Psionic Maelstrom, Dominate, Manipulate, Move Object, Telekinetic Impact, Telekinetic Grasp, Crush, Enhanced Fangs, Dominate Minion, Cloaking*

Evolution Powers: *Bio-Plasma Discharge, Mend, Wild Mutation, Siphon Life, Devour, Razor Swarm, Dark Swarm, Ensnare, Creeping Infection, Corruption, Mutagen, Infest, Viral Wave, Adaptive Infestation, Virophage, Resurrection*

Command Tactics: All

Strength: 16 **Instinct:** 10 **Agility:** 15 **Fortitude:** 12

Intelligence: 12 **Willpower:** 16

Gear: Tier 3 Barbed Tendril, Tier 3 Zerg Plated Carapace

Special Ability (Paragon of Power): The Queen of Blades was as a being of limitless power, able to wield both psionic abilities and evolution powers with great affinity. She gains the following perks that relate to psionic and evolution powers.

- Targets of the Queen's telepathy powers are slowed for 1 round
- Once per round, when the Queen manifests a psionic power, she heals 36 hit points, gains 16 protection points, and gains +15 damage threshold for 1 turn
- She may spend 6 biomass as a minor action to make a psionic recovery check
- The Queen's energy powers that deal the melting condition also inflict the burning condition
- The Queen reduces the cost of evolution powers that cost 3 or more by 1, or the cost of powers that cost 10 or more by 2
- When the Queen casts a biomancy power, she gains Mighty Boost (4) for 1 turn; if she casts an infestation power, she gains Healthy Boost (4); if she casts a pestilence power, she gains Precision Boost (4). These boosts last 10 rounds. They do not stack for multiple casts of a single discipline.
- The Queen gains +16 accuracy and +10 penetration with evolution powers
- The Queen can cast 2 evolution powers with a single action, paying for both powers.
- The Queen can increase the cost of an evolution power by 50% to effect another target or area.
- Telepathy powers cause all enemies within medium range to lose 1 morale and suffer 20 psionic damage

-The Queen can spend a move and a minor to gain rapid flight for a turn, with an acceleration rating of 75, a combat speed of 225, and a maximum speed of 750. She must spend 3 energy fatigue each additional round she sustains it.

Special Ability (Haste): The Queen of Blades moves and reacts so quickly; she seems to be fighting in a different time frame. She rolls initiative twice and keeps both initiative counts. She acts on both initiative results, making her full suite of actions on each count. Any effect that relies on the start or end of their turn triggers on her first turn in any round.

Special Ability (The Queen of Blades): The Queen of Blades has near limitless physical and psionic might. She is destined to rule the Zerg and expand their dominion in conquering the stars. Her command limit is 10 times normal, and she can command up to 2,400 zerg. She gains a +20 bonus to damage threshold, damage resistance, regeneration, biomass, and natural weapon damage. In addition, **the Queen of Blades suffers half damage from all attacks after damage resistance and hailfire are applied.**

Special Ability (Paragon of Control): The Queen of Blades has an incredible control over lesser Zerg, so much as she was able to rip control of the swarm from the cerebrates. She gains the following perks as relates to commanding zerg.

-The Queen of Blades can apply two command tactics to a minion at once

-All Zerg minions within 12 squares gains +2 penetration and +2 rending. She can gain 2 energy fatigue to extend this area to 30 squares.

-After the Queen of Blades attacks, a Zerg minion within 6 squares can make an instant attack

-When the Queen of Blades moves, up to two Zerg minions under her control can take a shift action.

-The Queen of Blades is always accompanied by a pet Hunter Killer hydralisk (See Supplement 4: Monsters of Koprulu). This hunter killer gains +100 max hit points, +10 accuracy, and +10 damage.

Special Ability (Zerg Psychic): The Queen of Blades has a Psi Level of 15, and can draw powers from the Telepathy, Telekinesis, Cloaking, Energy, and Augmentation discipline. She also possesses Psionic Detection, Natural Mind Reading, and a Instinctive Telepathic Link with Zerg. She uses the infestation variant of Energy psionic powers (See Supplement 4: Monsters of Koprulu).



Who is Zagara?

"I only did as you instructed, me queen!"

"I told you to rebel against me?"

"You told all your broodmothers to be strong, to fight, to conquer. You said the zerg lead by strength of will. Your will is strongest, and I shall serve you."

~Zagara and Sarah Kerrigan

Zagara is the current ruler of the swarm. Zagara began her life as a common swarm queen, until she was the first of the queens elevated to the position of brood mother. Since then, she has only continued to evolve to be more powerful and have a greater control of the swarm. Now, she is a paragon being of great power and unlimited authority over the swarm.

Early in her life as a brood mother, Zagara was a brutal and aggressive leader of the swarm. She focused on empowering her own evolutions and leading vast hordes of zerg in aggressive sorties against her foes. After the Queen of Blades was defeated on Char, Zagara decided she would rule the swarm in her place. She grew an army and waged a futile war against General Warfields occupying army on Char. When Kerrigan returned, de-infested, she refused to fall in line and fought her. Zagara lost and agreed to serve Kerrigan again to spare her own life.

Kerrigan began to mentor Zagara as they battled together to destroy the terran Dominion. Kerrigan taught her lessons about vision, tactics, and strategy while instructing the evolution master, Abathur, to enhance Zagara's mental capacity and strength. Zagara prized these lessons as part of her own evolution, and even refused to take the swarm from a seriously wounded Kerrigan, as she still had much left to learn.

Upon the death of Arcturus Mengsk, Zagara accompanied Kerrigan in her quest to destroy Amon and his hybrid. She even followed her queen in the void itself, where Kerrigan ascended to Xel'naga. With her ascension, she left Zagara as leader of the swarm.

After the fall of Amon, Zagara remained the queen of all zerg and the most powerful of her kind in the sector. Rather than lead her swarm on a merciless conquest of the sector, Zagara took her mistress' lessons to heart and dedicated the zerg to the prosperity of life and growth throughout the sector. For the first time, the zerg sought only peace.

Using Zagara in the StarCraft RPG

"I have been honored to serve you, my queen."

"The swarm is yours, Zagara. Remember our lessons"

"I shall."

~Zagara and Sarah Kerrigan

The statistics here represent Zagara at the peak of her power and evolution, after the fall of Amon. She now rules over most of the swarm.

Zagara is a powerful figure that now acts in the background of the setting, dictating the activities of the zerg while secure aboard her leviathan or the primary hives on Char. Players of other races might face Zagara as a friend or foe. While she has no wish for war against other races, she will viciously defend herself and the swarm from extinction. The entire sector has suffered under the onslaught of the zerg and grudges have been held. Players might be sent to assassinate Zagara to destabilize the swarm. On the other hand, players might be forced to deal with Zagara as a political ally, making requests of her or establishing diplomatic connections.

High level zerg characters might take instructions directly from her. As Overqueen, Zagara rules over infested terrans and primal zerg alike. She might send the players on missions to defend the zerg from external threats, deal with rebellious brood mothers, or work with terran and protoss forces for the stability of the sector. Zerg heroes might also need to defend her from assassination attempts and other direct threats to their queen.

For campaigns that take place before Zagara becomes ruler of the swarm, she is a considerably more ruthless figure who has little value for terran or protoss lives. Players might fight alongside Zagara on raids against enemy strongholds, particularly the forces of Amon or Arcturus Mengsk. During those conflicts, Zagara was not shy about participating directly in combat, and will often fight on the front lines with her swarms of troops.

Zagara Tactics

As the overqueen of the Zerg, Zagara is one of the most powerful beings in the Koprulu Sector after the End War. She possesses overwhelming offense and durability. Most foes she can weather down by hitting them with her medusa spines. Her spine attacks hit three targets, with high penetration and rending, dealing extra acid damage and a poison that slows targets. Between rending and devastating cripple II, she will quickly tear apart limbs with her powerful attack. On top of this incredible offense, she always keeps *Enhanced Fangs* active.

In battle, Zagara creates a bulwark of roaches to intercept anyone who would attack her. In the meantime, she has her hydralisk honor guard stay adjacent to increase her damage resistance and defense, while attacking her favored target. If facing a serious threat, Zagara will start an encounter by laying four eggs, each of which will turn into a hunter killer after 5 rounds. Zagara will stay in her defensive perimeter and bombard enemies with her spine banks and occasionally a *Bio-Plasma Discharge*.

Zagara will supplement her attacks with occasional special abilities. *Baneling Barrage* has a huge potential for damage, but it is primarily used as an anti-swarm attack, where it excels. *Rage Blast* is a powerful ability that blasts foes that get too close, with powerful damage. As a minor action, she can usually find a way to fit it in her attacks, as long as she has a viable cone to use. As a smaller cone, Zagara has *Devouring Tide* which will weaken enemies that push through her minions and threaten her, applying a variety of debuffs. Finally, she has both *Psionic Barrier* and *Psionic Scream* to stop her foes and protect herself. She usually uses 20 energy fatigue with *Psionic Barrier* to gain a 300 point energy shield. With *Psionic Scream*, she starts with a full powered at 10, then uses 6 or 8s to keep foes staggered.



Zagara's Favored Psionic Powers: Psi Level 10, +48 psionic manifestation bonus, recovers 5 energy fatigue per turn

-**Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +20 damage and +5 rending, lasts 100 minutes

-**Move Object;** DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 5 colossal sized or smaller objects within remote range and move them 10 squares per round, objects can instead be hurled up to 30 squares dealing damage as the type of object they are, +28 accuracy with thrown objects

-**Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, Zagarara can take a full-round action even though it is not their turn, can only be used twice per turn between the turns of other characters or NPCs

Zagara's Favored Evolution Powers: Biomass 91, regains 3 biomass per turn

-**Bio-Plasma Discharge;** 20 biomass; power useable as a standard action; +41 attack at remote range, 250 damage; Piercing, Burst 2, Acid Damage, Corrosion

-**Mend;** 10 biomass; as free action, allows brood mother to regain 130 hit points and increases regeneration by 24 for 5 rounds. Allied zerg within short range heal 70 hit points and increase regeneration by 14.

-**Spawn Hunter Killers;** 34 biomass; standard action; creates four eggs anywhere within short range, after 5 rounds they hatch into hunter killer hydralisk

Zagara's Favored Command Tactics: Command +36

-**Fervor;** commanded minions gain +6 accuracy and can perform aim actions

-**Push;** commanded minions gain +6 movement speed

-**Swarm Maneuvering;** commanded minions gain +7 defense and toughness

-**Undying;** commanded minions gain 21 replenishing protection points

Overqueen Zagara

Level 30 (Paragon 12) Gargantuan-sized Epic Heroic Broodmother (Warrior Queen 6, Evolutionary Matriarch 3, Swam Witch 5, Hive Empress 5), Epic Threat

Skill Purchases: 29

Talent Purchases: 43

Ability Score Purchases: 32

Hit Points: 2,951

Healing Threshold: NA

Damage Threshold: 117

Defense: 34

Toughness: 71

Resolve: 48

Speed: 21, 21 tunneling

Shift Speed: 3

Morale Bonus: +14

Space: 6 by 6 squares

Reach: 6 squares

Initiative: +16

Damage Resistance: 75

Psionic Resistance: 78

Regeneration: 51

Biomass: 111

-**Spine Banks** 1d20+36 accuracy, 95 damage +47 damage from acid coating, +4 strikes maximum, long range; *Special Traits:* Penetration 40, Rending 17, Slowing Poison (DC 40 Endurance or be slowed for 10 rounds), Penetration (21, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Scything Claws** 1d20+37 accuracy, 99 damage, +4 strikes maximum; *Special Traits:* Penetration 37, Rending 14

-**Scything Claws** 1d20+41 accuracy, 104 damage, +4 strikes maximum; *Special Traits:* Penetration 37, Rending 14, Bleed 8

Skills: Acrobatics 8, Athletics 8, Command 16, Defensive Training 16, Durability 16, Endurance 12, Leadership 6, Lore 8, Medicine 4, Melee 16, Mental Training 16, Perception 12, Psionics 13, Ranged 16, Science 4, Stealth 4, Survival 12, Tactics 16

Skill Focuses: Command +3, Defensive Training +3, Durability +3, Melee +3, Mental Training +3, Ranged +3, Tactics +3, +1 all skills

Talents: Apex Survivalist, Awesome Abilities (strength, agility, fortitude, willpower), Close Combat Shot, Command Tactics, Defensive Fighting III, Devastating Cripple (ranged II), Epic Extra Adaptation x2, Evolved Royalty V, Evolution Powers x2, Extra Adaptation x3, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Power, Resilience II, Weapon Mastery (melee II, ranged III), Zerg Skill Focus x5 (brutality, speed, stamina, corrosion, will)

Psionic Powers: *Reading, Messaging, Enhance Fangs, Surge of Activity, Dominate Minion, Compel Action, Summoning, Manipulate, Move Object, Compulsion, Command, Dominate, Acute Senses, Muscular Enhancement, Toughness*

Evolution Powers: *Frenzy, Corrosive Bolt, Consumption, Wild Mutation, Transfusion, Devour, Siphon Life, Mend, Bio-Plasma Discharge, Spawn Larvae, Generate Creep, Spawn Broodling, Spawn Minion (hunter killer hydralisk), Spawn Creep Tumor, Hatch Egg*

Command Tactics: *All*

Advancements: *Psionic Scream, Medusa Spines, Baneling Barrage, Quick Tunnel, Hydralisk Guard, Rage Blast, Monarch of Battle, Queen's Fury, Growing Brood, Devouring Tide, Psionic Barrier*

Adaptations: *Enhanced Cranium, Acid Coating, Multi-Tasking, Tier 2 Natural Weapons, Tier 3 Natural Weapons, Tier 4 Natural Weapons, Tier 2 Natural Armor, Tier 3 Natural Armor, Tier 4 Natural Armor, Lateral Thinking, Reinforced Carapace, Brutal Edge and Splintering Bone, Greater Understanding, Plated Carapace*

Creature Abilities: *Overqueen of the Zerg*, Protégé of the Queen of Blades**

Strength: 25 **Instinct:** 10 **Agility:** 11 **Fortitude:** 24

Intelligence: 10 **Willpower:** 12

Gear: Tier 4 Gargantuan-sized Spine Banks with Acid Coating, Splintering Bone, Brutal Edge, and Medusa Spines, Tier 4 Gargantuan-sized Scything Claws, Tier 4 Zerg Plated Carapace

Special Ability (Queen's Fury): When Zagara takes damage from a weapon attack, she can spend 2 biomass as a reaction to make a scything claw attack at every enemy within 6 squares. This uses the Queen's Fury attack profile above.

Special Ability (Medusa Spines): When Zagara makes a spine bank attack, she can mark two enemies within 3 squares of her target to be secondary targets of her attack.

Special Ability (Chosen Zerg Minions): Zagara is always accompanied by a group of zerg that she personally spawned. These minions include 6 roaches and 2 hydralisks. These minions protect her and must remain within medium range of her. They go after Zagara in initiative. They use the normal profile for creatures of that type, modified in the following ways based on creature:

-All minions gain +4 power ratings of damage, +10 damage resistance, and +50 maximum hit points.

-Roaches gain +10 attack accuracy, defense, toughness, and resolve. They gain +5 penetration with their acidic saliva attacks

-Hydralisks gain +10 attack accuracy, defense, toughness, and resolve. If Zagara is adjacent to a hydralisk, she gains +3 defense and +3 damage resistance. If she is adjacent to both hydralisks she gains +5 defense and +5 damage resistance.

Special Ability (Baneling Barrage): Zagara can quickly spawn a group of banelings and release them in a column towards your enemies. This is a full-round action that costs 24 biomass that creates 6 banelings as part of the attack. You release them in a Line (30) area. The first target they come across in the area is attacked by the banelings one at a time. The banelings have an +51 attack bonus. If they hit, they deal 60 acid damage, penetration 10. They also have a Burst 4 area, so they hit others besides the primary target in the line as well. If the first baneling does not kill the target, then all other banelings in the row will attack the target until Zagara uses all her banelings or the target is reduced to 0 hit points. If the target is reduced to 0 hit points and there are banelings remaining, the rest will continue rolling past and attack the next target in the line. They will continue attacking targets in the line until they run out of banelings. If there are no other targets in the line, and they travel the full 30 squares without encountering anything else, the banelings will die harmless. If the banelings encounter a wall or other unstoppable terrain feature before they reach the end of their line, they will explode against the wall, possibly damaging the terrain and anyone standing near it.

Special Ability (Rage Blast): Zagara can release her rage in a psionic attack that contains both cripples the mind with telepathy and throws them about with telekinesis. This power can be used as a minor action, but costs 12 energy fatigue and 5 biomass. It does not require a manifestation check. The power effects a Cone (40) area and makes a +33 attack that has an accuracy bonus equal to the number of hit points the broodmother is missing divided by 10. The attack is made against defense, toughness, and resolve, and effects are resolved independently based on which values are hit. If the attack hits defense, the target suffers 90 damage. If the attack hits toughness, the target is knocked prone and pushed backwards 1 square, +1 square per 5 points the attack surpassed toughness. If the attack hits resolve, the target suffers 90 PL psionic damage and is Slowed for 2 turns. After this power is used, it cannot be used again until 5 rounds have passed.

Special Ability (Quick Tunnel): Zagara can make a special burrow strike as a full-round action. She instantly burrows, then moves up to 23 squares. She then emerges from the earth in an explosion of earth and dust. She makes a +30 attack against the toughness of every target within her reach. Any target who is hit is blinded until the end of their next turn. Afterwards, she makes an immediate melee attack against one target, who is flat-footed against the attack.

Special Ability (Psionic Scream): Zagara can spend a full-round action to let out a psionic scream that disables nearby living foes. It only effects enemies vulnerable to psionic effects. As part of this action, she spends either 2, 4, 6, 8, or 10 energy fatigue on the attack. She then makes a +33 attack roll against the resolve of all targetable enemies within 32 squares. The power has an effect based on how much energy fatigue she gained.

2 Energy Fatigue- Struck targets are slowed for 1 round.

4 Energy Fatigue- Struck targets are slowed for 2 rounds and knocked prone.

6 Energy Fatigue- Struck targets are staggered for 1 round.

8 Energy Fatigue- Struck targets are staggered for 1 round, slowed for 2 rounds, and knocked prone.

10 Energy Fatigue- Struck targets are stunned for 1 round. An enemy can only be stunned by this power once per encounter.

Special Ability (Devouring Tide): Zagara can release a tide of micro Zerg that sweep over an area. This ability costs 12 biomass and effect a Cone (12) area. She makes a +51 attack versus the toughness of all targets in the area. Roll on the following table to see what condition the target is dealt, and for every 2 round the attack surpasses the target's defense, roll for a new condition. All conditions last 3 rounds.

Roll	Effect Applied
1-2	Melting (cannot be removed normally, but ends after 3 rounds)
3-4	Skilled Drain (3)
5-6	Slowed
7-8	Mighty Drain (3)
9-10	Tormented
11-12	Precision Drain (3)
13-14	Blinded
15-16	Swiftiness Drain (3)
17-18	Immobilized
19-20	Staggered

Special Ability (Psionic Barrier): Zagara can weave a force field around her by spending psionic energy. As a move action once per encounter, she can spend any number of available energy fatigue to weave herself a barrier. Upon doing so, she gains a personal energy shield with a shield pool of 15 x energy fatigue used. This shield has no shield armor and lasts for 5 minutes or until depleted.

Special Ability (Enhanced Cranium): The first power Zagara manifests in an encounter cost half as much energy fatigue. In addition, when she spends an action to recover energy, her next power costs half as much.

Special Ability (The Overqueen Survives): if Zagara is reduced to 0 hit points while within 5 miles of a hive cluster, instead of going down she instantly burrows and tunnels back to the hive cluster. Once there, she spends 1 hour in a chrysalis as she heals all hit point damage and crippling wounds, before she is ready to go again.

Special Ability (Evolution Powers): Zagara can use Zerg evolution powers and has access to Paragon Biomancy, Advanced Infestation, and Master Spawning.

Special Ability (Zerg Psychic): Zagara has Psi Level of 10 and can draw powers from the Augmentation, Telekinesis, or Telepathy disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg.

Special Ability (Overqueen of the Zerg): Zagara is a mastermind strain and can use the Command skill to issue orders to minion and command strain Zerg. She can control 5 times as many minions as normal. She has a Command limit of 1,500. In addition, Zagara counts as having 2 extra advancements in each of the broodmother paths for determining her passive statistics and capabilities.

Special Ability (Protégé of the Queen of Blades): Zagara was enhanced and trained directly by the Queen of Blades. She gains +20 damage threshold, regeneration, toughness, biomass, and natural weapon damage.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



Who is Alexei Stukov?

Alexei Stukov was a high-ranking official amongst the United Earth Directorate and was vice-admiral of the UED expedition into the Korpulu Sector. He served under his close friend and colleague, Gerard DuGalle. Together they sought to seize control of the terran colonies in the Koprulu Sector, pacify the zerg, and eliminate the protoss threat.

As Stukov and Gerard led their invasion in the sector, they joined forces with a resistance force led by a terran named Samir Duran. While Duran aided them in many battles, he dissuaded Admiral DuGalle from utilizing the psi disruptor that could be instrumental in their campaign. Acting against orders, but for the betterment of the mission, Stukov did not destroy the disruptor as ordered, and instead rebuilt it in secret. When DuGalle learned of this, he believed that Stukov was treasonous and ordered his execution at Duran's hands. Only after his friend's death did he learn that Duran had been playing them both, and was trying to destabilize their forces on Kerrigan's behalf. Using the psi disruptor, DuGalle was able to emerge victorious on Char, at least for a time.

After his death, Stukov was resurrected and infested by a cerebrate who intended to rebuild its own swarm free of Kerrigan's control. He was freed of infestation by a contingent of protoss warriors and the terran hero James Raynor and turned over to the Moebius Foundation for study and revival. Unfortunately for Stukov, the Moebius group was led by Emil Narud, just another form of the enigmatic shapechanger Stukov had known as Duran. Narud subjected Stukov to numerous biological experiments, transforming him into a one-of-a-kind infested through nightmarish experiments.

Stukov escaped his captivity during the Second Great War and allied with his former enemy, Sarah Kerrigan, to destroy the hybrid labs where he was contained. Afterwards, he swore his service to Kerrigan, and became one of her top advisers and lieutenant throughout the siege of Korhal, the End War, and the invasion of the Void. During the invasion of the Void, Stukov was finally able to obtain his vengeance on Duran, by killing the Xel'naga in his native dimension.

Using Alexei Stukov in the Starcraft RPG

Stukov is a powerful individual and is perhaps the strongest infested terran in the sector, besides Kerrigan herself. As a member of the swarm, he focuses on leading armies of infested warriors. Infested terran characters might see Stukov as their mentor, or at least what they hope to become someday. As he focuses on building an army of infested, infested terran characters might have been designed by Stukov to serve in his undying legion, possibly as officers under his command.

For those that actively oppose infestation, Stukov can be a dangerous enemy. They might be opposing his spreading of the zerg virus and building his own infested army. If they come to face the man himself, they will realize that he is a terrifying opponent in personal combat.

Stukov's Tactics

After layers of infestation and his many experiences on the door of death, Stukov is the ultimate survivor. Anyone who faces him in combat will quickly realize that he has seemingly impossible stamina for any man. He compounds his inherent immunity with his psionic and evolution powers, as well as formidable strength.

Stukov always begins combat by manifesting *Toughness*, which gives him a massive boost to survivability. He then activates his Master Tactician to set up his tactics early. He favors no single tactics above others, and uses the tactic based on what is needed in battle. If there is no deficit to be made up, he uses accuracy to ensure his powerful mutated arm attack hits. Once combat begins, he will usually start by using *Command* to control a dangerous foe. Afterwards, his strategy depends on the range of the battle. From afar, he battles with *Corrosive Bolt* and *Move Object*. He handles swarms of enemies by blasting them with a *Viral Wave*. In close combat, he uses heavy strike actions with his mutated arm to rip his opponents, even tanks, apart with his grasp.

Any time Stukov loses roughly 200 hit points, he will use *Mend* to restore his life and empower his regeneration. He tries to always ensure his energy fatigue is low enough that he can manifest *Eternal Form* in a dire situation, such as being targeted by a powerful psionic ability or a battle cruiser's Yamoto Cannon.

When commanding his legions of infested, Stukov prefers the Undying command to make them more likely to reach close combat. Once the bulk of his forces are in melee, he activates fervor to increase their offense. Alternately, the Terrifying command tactic is used against more elite units, so they gain no benefit from morale in his presence. If he is not directly entangled in close combat, he uses his minor actions to give a second command tactic, usually fervor, to his minions. He also uses his minor actions to give adrenaline points to his elite units, such as aberrations.

Stukov's Favored Psionic Powers: Psi Level 8, +36 psionic manifestation bonus, recovers 4 energy fatigue per turn

-Eternal Form; DC 20 manifestation as a standard action; 15 energy fatigue; Stukov is stunned and immune to damage, injuries, conditions, abilities, and powers, cannot be moved, and does not suffer from disease, wounds, or poisons; lasts until end of next turn; after effect ends, Stukov gains +4 damage resistance for 2 rounds

-Command; DC 20 manifestation as standard action; 8 energy cost; +29 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 23 willpower test.

-Move Object; DC 18 manifestation as a standard action; 1 energy fatigue +1 per round sustained; caster can grab up to 4 gargantuan size or smaller objects within remote 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, +29 accuracy with thrown objects

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +8 damage resistance, psionic resistance, and +4 damage threshold, lasts 11 rounds

Stukov's Favored Evolution Powers: Biomass 61; regains 5 biomass per round

-Corrosive Bolt; 6 biomass; power useable as a standard action; +30 attack at long range, 80 damage; Burst 2, Penetration 10, Acid Damage, Corrosion

-Mend; 12 biomass; as free action, allows Stukov to regain 60 hit points and increases regeneration by 10 for 5 rounds. Allied zerg within short range heal 30 hit points and increase regeneration by 5.

-Siphon Life; 4 biomass; targets enemy biological target within long range, each round power is sustained target takes 30 damage and Stukov recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

-Viral Wave; 8 biomass; as full-round action; +30 attack in Cone 12, deals 60 damage on hit and target takes a -2 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

Stukov's Favored Command Tactics: Command +25

-Fervor; commanded minions gain +5 accuracy and can aim

-Terrifying; commanded minions give enemies -10 morale bonus and willpower checks

-Undying; commanded minions 15 protection points

Alexei Stukov

Level 30 (10 Paragon) Infested Terran Epic Heroic Character (Agent of the Swarm/ Psionic Node/ Hand of the Swarm/ Evolutionist/ Infested Bio-Engineer/ Infested Commander), High Threat

Skill Purchases: 37

Talent Purchases: 54

Ability Score Purchases: 40

Hit Points: 616

Healing Threshold: NA

Damage Threshold: 59

Defense: 41

Toughness: 43

Resolve: 47

Speed: 7

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 42

Psionic Resistance: 89

Regeneration: 9

Biomass: 61

-Barbed Tendrils 1d20+15 accuracy, 59 damage, +2 strikes maximum; *Special Traits:* Penetration 28, Devastating Cripple II

-Mutated Arm 1d20+17 accuracy, 80 damage, 3 strikes maximum; *Special Traits:* Penetration 33, Cleaving 1, Reach 4, Stun, Devastating Cripple II, Push

Skills: Acrobatics 6, Athletics 6, Command 12, Computers 6, Defensive Training 14, Durability 16, Endurance 12, Influence 10, Leadership 12, Lore 12, Medicine 8, Melee 14, Mental Training 14, Perception 10, Pilot 12, Psionics 14, Ranged 12, Science 6, Stealth 8, Survival 10, Tactics 12

Mutations: Shoulder Tendrils, Thick Legs, Psionic Potential II, Enhanced Natural Attributes II, Improved Natural Plating II, Enhanced Bone Structure III, Sensory Nodes II, Strengthened Metabolism II, Evolutionary Perfection, Psionic Potential II, Enhanced Health V, Immune to Pain V, Warrior Breed IV, Zerg Fury IV, Evolutions Mastery IV, Overgrown Arm II

Talents: Awesome Abilities (fortitude II, strength I, willpower I), Air of Authority, Bulwark, Cleave II, Close Combat Shot, Combat Reflexes, Command Tactics, Cynic, Defense of Will, Defensive Fighting III, Defensive Motion, Devastating Cripple (melee II), Dodge, Empowering Command, Endless Energy IV, Evolution Powers, Hardened Survivalist, Intimidating Presence II, Jaded, Master Tactician, Military Unarmed Training II, Natural Health III, Power Strike II, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Power x2, Resilience II, Resolute II, Swift Strikes, Weapon Mastery (melee III), Zerg Skill Focus (stamina)

Skill Focuses: Command +2, Durability +3, Defensive Training +2, Melee +2, Mental Training +2, Psionics +2

Psionic Powers: *Reading, Messaging, Manipulate, Move Object, Dominate Minion, Hidden Sight, Compulsion, Command, Acute Senses, Muscular Enhancement, Toughness, Dominate, Enhanced Attributes, Regeneration, Eternal Form*

Evolution Powers: *Frenzy, Corrosive Bolt, Consumption, Wild Mutation, Siphon Life, Mend, Contaminate, Corruption, Mutagen, Viral Wave, Bolster Spawns*

Command Tactics: *Adrenaline, Fervor, Push, Rejuvenation, Swarm Maneuvering, Terrifying, Undying, Unyielding*

Strength: 15 **Instinct:** 8 **Agility:** 7 **Fortitude:** 16

Intelligence: 9 **Willpower:** 15

Gear: Tier 3 Barbed Tendril, Tier 3 Mutated Arm, Tier 3 Zerg Plated Carapace, Admiral's Uniform (Tier 3 Padded Jacket with Extra Reinforcement)

Special Ability (Lurking Arm): Alexei Stukov can enter special assault mode as a full-round action. In this phase, he sticks his mutated arm deep underground and has it burst through the ground to attack enemies. While in this phase, he cannot move or perform any actions other than lurking arm attacks. Alexei performs a free detector action at the start of his turn against every target that is in contact with the ground within 30 squares. Stukov can only target enemies that are on the ground within long range but can target enemies outside line of sight. Even if this attack is outside line of sight, it suffers no penalties from concealment or cover. This attack is identical to a standard mutated arm attack, except the target is denied their agility bonus to defense. The attack gains the +10 damage. While he is in the Lurking Arm stance, Stukov does not gain his agility bonus to defense (-7 defense). Stukov can leave this stance as a full-round action.

Special Ability (Master of Arm): If Stukov hits an opponent with his mutated arm attack and hits the target's defense and toughness, he may push the target up to 1 square + 1 additional square for every 5 that he exceeds the target's toughness.

Special Ability (Zerg Commander): Stukov applies 2 command tactics effects when he would apply one normally.

Stukov may make a DC 15/20/25/30 command check as a minor action to give friendly zerg within short/medium/long/distant range two command tactic effects, even if they are not under his command. This is in addition to any command effect they already have, if it is a different command. This effect lasts 9 rounds.

Stukov helps direct his minion's attacks. All zerg allies sharing a telepathic link within 9 squares gain +5 penetration and +2 rending on all attacks. Stukov may spend 2 energy fatigue as a free action at the start of his turn to increase the area to 30 squares.

All Stukov's zerg allies within medium range sharing an instinctive telepathic link gain +2 on tactics combat augmentations and on ranged maximum attack overages.

Stukov can give his zerg minions a free action attack 1/round as a standard action, or as a free action after he makes an attack. Whenever Stukov moves, up to 2 zerg minions under his command may move up to their shift speed as a free action.

Special Ability (Intimidating Presence): All enemies of Stukov within 14 squares score gain a -4 penalty to attacks, skill checks, and morale bonus.

Special Ability (Evolution Powers): Alexei Stukov can use Zerg evolution powers and has access to Master Biomancy and Master Infestation. All Stukov's evolution powers gain +10 accuracy and penetration.

When Stukov manifests an evolution power that affects a target or area, he may increase the biomass cost by 50% to affect an additional target or area. If the powers overlap, any given target may only be affected once.

Special Ability (Amazing Growth Hormones): Stukov regenerates 5 Biomass every turn, up to his normal maximum.

Special Ability (Zerg Psychic): Alexei Stukov has a Psi Level of 10, and can draw powers from the Telepathy, Telekinesis, Cloaking, and Augmentation discipline. He also possesses Psionic Detection and Natural Mind Reading. Unlike most infested, he only possesses an Instinctive Telepathic Link with zerg that are under his control. Stukov's augmentation psionic powers each increase his regeneration and damage threshold by 2, in addition to the normal effects.

Special Ability (Fear and Disgust): Alexei suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, he has advantage on all checks to terrorize, taunt, or intimidate other races.

Special Ability (Zerg Traits): Stukov has a regeneration value based on his size. His advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. He can burrow as a standard action.



Who is Abathur?

"What are you?"

"Abathur. Evolve Swarm. Spin strands and sequences. Served Overmind, then served Queen of Blades. Now serve you."

"I am the Queen of Blades!"

"Different. Examining genetic strands. Queen of Blades was efficient, ancient Zerg qualities. Minor terran Influence. You, infected with more terran matter. Grasper limb poorly designed. Can improve. Will give it back, better."

~Kerrigan and Abathur, speaking shortly after Kerrigan was returned to human form.

Abathur is the evolution master of the Zerg Swarm. He is an ancient and vital part of the Swarm, the only example of his species. He was created by the Overmind to manipulate essence to expand the species of the Zerg, and incorporate sources of essence to create new and evolved Zerg. While the swarm has changed leadership many times, Abathur has remained a constant, serving the current ruler in order to continue his quest to create perfect killer organisms.

Abathur is a cold and pragmatic being, utterly without empathy or the ability to understand emotions. His existence is entirely centered the pragmatic manipulation of essence and genetics to create killer organisms. Even his speech is short and direct, efficiently leaving out necessary words.

At the Overminds direction, Abathur shaped Kerrigan into the Queen of Blades, designing her new form. After the Overmind died, Abathur wandered without direction until the same Queen found him and brought him back to her swarm. Afterwards, Abathur was found yet again by Kerrigan after she was de-infested and served her in creating a legion to kill Mengsk with. His loyal service continued until Zagara became overqueen. Zagara began pushing the Zerg to be more benevolent, and to focus on shepherding life in the sector. Abathur opposed this notion, as he believed the Zerg required conflict to evolve and grow strong. He led a short-lived rebellion against her but was ultimately bested by Zagara in close combat. She decided to spare him, as, despite his disloyalty, he was needed by the swarm.

Using the Abathur in the StarCraft RPG

Abathur spends most of his time deep within the heart of the central hive cluster or leviathan, working to improve the swarm. He generally does not involve himself in sector politics or give out missions to players. However, Zerg players might be sent by him to fetch a genetic sample or test a new evolution. Similar, a group of heroic terrans or protoss may be sent on a mission to assassinate Abathur to weaken the swarm's evolution. While Abathur is a loner, he is always found deep in the most secure portions of the hive, and the rulers of the Swarm will sacrifice anything to protect his existence. Thus, they will have to fight through legions of Zerg in tight confines to be able to fight Abathur himself. Even then, he is likely to be guarded by corpse roaches and noxious ultralisks, his favorite minions. These noxious ultralisks will usually have attached symbiotes increasing their strength.

Abathur's Tactics

There is no other being like Abathur. While being relatively frail for his level, Abathur has endless ways of destroying his foes if threatened. As master of Zerg evolution, Abathur is an expert at manipulating evolution powers and draining the life from his foes.

Abathur has two major mechanics that he works with. First, all his attacks unleash the unravel condition on his foes. Unravel is a dangerous damage over time that causes his foes to disintegrate based on their number of unravel stacks. In addition, every time unravel deals damage, it doubles its number of stacks. Second, Abathur builds up stacks of protoplasm on himself. As he builds protoplasm, he creates an aura of difficult terrain around himself that also causes unravel on his enemies. He can also drain unravel from his foes to increase his stacks of protoplasm and regain his biomass, and then drain his own stacks of protoplasm to spawn powerful minions.

This is Abathur's cycle of actions. He starts by using evolution powers to give his enemies plenty of stacks of unravel, usually for 2-3 rounds of powers. Then he drains a large amount of unravel to give himself protoplasm as a minor action and spends a standard action to turn protoplasm into minions. His favorite minions are ultralisks with symbiotes and corpse roaches.

For his attack rotation, Abathur starts most combats with *Viral Wave* if the enemy is close, or *Plague* if they are far. Both significantly weaken a foe, while giving plenty of unravel. Afterwards, he will follow up with *Fungal Growth*, *Spawn Broodling*, and additional *Plagues*. He uses *Creeping Infection* against close foes, and *Corrosive Bolt* if he thinks he can finish off enemies. *Mutagen* is used on fleeing foes, to make sure they cannot escape his pestilence. After this volley of attacks, he will drain and spawn, and begin the attack cycle again with a refreshed amount of biomass.

Abathur heals 50 hit points and gains 50 protection points each turn, helping his survivability. He also has high damage resistance. However, his hit points, defense, and damage threshold are all very low for his level. Because of this, the best way to defeat Abathur is to a full focused offense directed on him as early as possible. It is difficult, if not impossible, to beat Abathur in a long battle, as he will eventually destroy all his foes with unravel while creating endless swarms of incredibly powerful minions.



Abathur's Favored Evolution Powers: Biomass 78, regains 5 biomass per turn

- Corrosive Bolt;** 4 biomass; power useable as a standard action; +39 attack at long range, 200 damage and 1 stack of unravel; Penetration 5, Burst 2, Acid Damage, Corrosion (if target gains melting, also gain 3 stacks of unravel)
- Creeping Infection;** 3 biomass; power useable as a standard action; +39 attack versus toughness at short range, Burst 4 area, all struck by the power must make a DC 51 Endurance test every round or gain Health Drain (2) and 3 stacks of unravel. Power ends once player succeeds 3 subsequent tests. Effected targets are contagious and can spread the disease to adjacent allies, in which the targets suffer an attack versus toughness as normal. Anti-toxins give +1 to endurance test per potency.
- Devour;** 0 biomass; power usable as a full-round action, kills one adjacent Zerg minion, restores biomass equal to twice target's level, regains hit points equal to ½ hit points target had left, up to 500
- Fungal Growth;** 6 biomass; power useable as a standard action; +39 attack versus toughness at long range, Burst 8, struck targets are Crushed and Immobilized for 3 rounds (cannot move, shift, or evade, suffer -2 to attacks, checks, and defenses, and 60 damage every round with penetration 10); targets also gain 3 stacks of unravel; effect can be ended with a DC 46 Athletics or Acrobatics test as full-round action
- Mutagen;** 3 biomass; power useable as a minor action; +29 attack versus toughness at medium range, Burst 2 area, struck targets must make a DC 46 Endurance check or begin to undergo the infestation process
- Plague;** 12 biomass; power useable as a standard action; +39 attack at long range, Burst 10 area, struck targets take 60 damage per round with the Penetration 10 and Rending 10, deals Tormented Condition and 5 stacks of unravel, lasts 20 rounds or until removed with DC 35 endurance check as full-round action (anti-toxins required)
- Spawn Broodling;** 9 biomass; biological target within long range; +39 attack versus defense and toughness, 160 damage and 2 stacks of unravel, Rending 5, five broodlings appear adjacent to target and act after the caster.
- Viral Wave;** 6 biomass; as full-round action; +39 vs defense attack in Cone 15, deals 160 damage on hit and target takes a -8 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects, struck targets suffer 2 stacks of unravel

Abathur's Favored Command Tactics: Command +17

- Adrenaline;** commanded minions deal +6 damage
- Undying;** commanded minions gain 15 protection points
- Terrifying;** commanded minions give all enemies that can see it -10 to morale bonus and willpower checks

Abathur

Level 35 Large-sized Zerg Creature (Heroic Oppressor/ Assailant/ Mastermind Strain), Extreme Threat**Skill Purchases:** 24**Talent Purchases:** 31**Ability Score Purchases:** 40**Hit Points:** 551**Healing Threshold:** NA**Damage Threshold:** 65**Defense:** 33**Toughness:** 58**Resolve:** 73**Speed:** 7**Shift Speed:** 2**Morale Bonus:** NA**Space:** 2 by 2 squares**Reach:** 1 square**Initiative:** +9**Damage Resistance:** 55**Psionic Resistance:** 80**Regeneration:** 50**Biomass:** 78

-**Acidic Saliva** 1d20+28 accuracy, 105 damage, +2 strikes maximum; *Special Traits:* Penetration 30, Line 12, Corrosion, Acid Damage, Close Quarters, Unravel Essence*

-**Barbed Tendrils** 1d20+23 accuracy with advantage, 83 damage, +1 strike maximum; *Special Traits:* Penetration 20, Poison (DC 48 endurance or 70 poison damage), Unravel Essence*

-**Scything Claws** 1d20+24 accuracy, 66 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Unravel Essence*

Skills: Acrobatics 4, Athletics 4, Command 10, Computers 4, Defensive Training 14, Durability 16, Endurance 14, Lore 19, Medicine 19, Melee 14, Mental Training 17, Perception 14, Psionics 14, Ranged 17, Science 19, Stealth 13, Survival 14, Tactics 14

Skill Focuses: Athletics +2, Durability +2, Lore +5, Medicine +5, Mental Training +3, Perception +2, Ranged +4, Science +5

Talents: Apex Survivalist, Awesome Abilities (instinct, fortitude, intelligence II, willpower), Biomass Reservoir x3, Bulwark, Close Combat Shot, Command Abilities, Defensive Fighting III, Devastating Cripple (ranged II), Enhanced Regeneration II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Resilience II, Resolute II, Stalker, Surgical Precision V, Weapon Mastery (melee III, ranged III), Zerg Skill Focus (Stamina)

Psionic Powers: *Manipulate, Move Object, Hidden Sight, Enhanced Fangs, Dominate Minions*

Evolution Powers: All

Command Tactics: All

Creature Abilities: Acid Resistance, Organic Artillery, Instill Fear, Alien Mind, Zerg Master of Evolution*, Evolutionary Perfection*, Unravel Essence*, Genetic Abominations*, Acid Blood, Growth Hormones III, Rapid Healing, Sensory Glands II, Tunneling

Strength: 6 **Instinct:** 9 **Agility:** 5 **Fortitude:** 9

Intelligence: 16 **Willpower:** 10

Gear: Tier 5 Large-sized Scything Claws, Tier 5 Large-sized Barbed Tendrils with Extra Limbs and Poison, Tier 5 Large-sized Acidic Saliva, Tier 5 Reinforced Carapace

Special Ability (Unravel Essence): Abathur possess the special ability to slow dissolve biological entities slowly and painfully with a special poison. Any time a biological target suffers hit point damage from one of Abathur's attacks condition they gain 1 stack of Unravel. They gain one stack of unravel if they end the turn in the protoplasma field or take damage from his acid blood. Enemies that take hit point damage from an evolution power or his poison suffer 2 stacks of Unravel. Enemies that gain a condition from one of Abathur's evolution powers gains 3 stacks of Unravel. At the start of an enemy's turn, they suffer 5 piercing damage for each stack of unravel they possess, and then the stacks double. Thus, if any enemy has 3 stacks of unravel, then they suffer 15 piercing damage and double their stacks to 6.

As this is piercing damage, it cannot be resisted by antitoxin or immunity to poison and can deal crippling wounds. Once dealt, unravel ignores energy shields and protection. Crippling wounds are dealt to every wound location. If you are reduced to 0 hit points by unravel, do not roll for disfigurement. You simply dissolve and fall apart, forever dead. If Abathur is within 15 squares when you die, he gains 4 stacks of protoplasma. Unravel can be removed by taking a full-round action to try and purge your current stacks by making an endurance check. This is a DC 5x number of stacks you possess. Antitoxin gives you +2 to the endurance check to remove per potency. In addition, applying a protoss medipack can remove unravel by the user making a separate DC 35 medicine check in addition to the healing.

As a minor action, Abathur can draw the dissolving essence of one or more visible enemies within 30 squares. Each enemy he targets suffers 5x unravel stacks piercing damage, and then lose all stacks of unravel. Abathur gains 1 stack of protoplasma and restores 5 biomass for every stack of unravel that is removed.

Special Ability (Protoplasma): At the start of each of Abathur's turns, he gains 1 stack of protoplasma. This is a thick, toxic goo that is made of usable Zerg essence that Abathur can shape. This field of goo extends 1 square in every direction for every point of protoplasma Abathur possesses. Any enemy that ends their turn within the protoplasma gains 1 stack of unravel. The area is also difficult terrain.

Special Ability (Genetic Abominations): As a standard action, Abathur can convert his stacks of protoplasma into powerful proto-zerg. These are similar to advanced forms of regular Zerg, but their forms are unstable and only last an hour before dissolving. In doing so, Abathur creates a number of Zerg in his protoplasma field. Each type of Zerg costs a certain number of stacks of protoplasma.

- 1 protoplasma stack can create a Zergling Devouring One or a Splitter Baneling
- 2 protoplasma stacks can create a Roach Corpser, a Ravager, or a Mutalisk Fiend
- 4 protoplasma stacks can create a symbiote
- 8 protoplasma stacks can create a noxious ultralisk

Thus, if Abathur has 12 stacks of protoplasma, he could spend 10 of them to create 4 devouring one zergings, 2 splitter banelings, and 2 roach corpses. Alternatively, space permitting, he could spend all 12 to create a noxious ultralisk with a symbiote.

After minions are spawned, they all roll their own initiative. After spending protoplasma and creating minions, Abathur's protoplasma aura shrinks based on how many stacks he has left.

Special Ability (Zerg Master of Evolution): Abathur is the grand evolution master of the swarm, in charge of designing new species and evolutions for the swarm. As such, he is also the greatest user of evolution powers. Abathur knows every evolution power from every discipline, all used at paragon level. In addition, he adds his intelligence (16) to accuracy with evolution powers, increases the DC of his evolution powers by his intelligence, and all his powers deal double damage and/or healing.

Special Ability (Evolutionary Perfection): Abathur gains +20 to the following statistics: toughness, damage threshold, damage resistance, resolve, regeneration, max biomass, and natural weapon damage. At the start of every turn, he gains 50 protection points.

Special Ability (Amazing Growth Hormones): The Abathur regenerates 5 Biomass every turn, up to its normal maximum.

Special Ability (Tunneling): While burrowed, Abathur can move at his normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after Abathur passes by.

Special Ability (Acid Blood): Abathur's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 70 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait. It also deals 1 stack of unravel.

Special Ability (Alien Mind): The Abathur's mind is alien, disturbing, and utterly anathema to the thought processes of natural creatures. Any character that uses a telepathic power on Abathur loses 2 morale levels.

Special Ability (True Sight): Abathur has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, he treats all characters as detected even if sneaking or cloaked, effecting everything within 300 squares (2 starship squares), even if they are not within line of sight. Abathur can then automatically share this information with allied zerg.

Special Ability (Zerg Mastermind Strain): Abathur is a mastermind strain and can use the Command skill to issue orders to minion and command strain Zerg. He has a have a Command limit of 70.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



Who is Dehaka?

"Essence is change. Change is survival. Collect and live. Stay still and die."
~Dehaka

Dehaka is the primary primal zerg pack leader in the Koprulu Sector. When Kerrigan traveled to Zerus to take the power of the primal zerg, Dehaka chose to join her instead of fight. This pragmatism has served Dehaka well, as he has continued to take the essence of many after traveling to the Koprulu Sector.

While not the largest or strongest primal zerg, Dehaka is extremely wise, experienced, and clever. He views power as a trap; seeking it brings one into ruin and stagnation. Instead, he seeks survival above all else. To him, essence allows him to change and adapt, and thus continue to survive. Dehaka spent most of his life seeking to consume the essence of others, to constantly grow and change. He declared himself an essence collector.

Dehaka grew powerful enough that he became a pack leader, leading his own swarm of primal zerg in the ways of survival and adaptation. As Kerrigan battled her way across Zerus, Dehaka hid and observed. Once she took the power of the first spawning pool, he swore himself and his pack to her service. He was willing to sacrifice his freedom and leadership in order to stay alive and continue collecting essence. Their bond proved important; Dehaka was instrumental in destroying the psi destroyer on Augustgrad, allowing the siege to continue.

After the Second Great War, Dehaka continued to serve Kerrigan in her battles against Amon and the hybrid. After the End War, he was free to do as he pleased, but maintained a loose alliance with Overqueen Zagara. On his direction, primal zerg have spread across worlds throughout the sector, maintaining their own agendas in their quest for essence and dominance.

Using Dehaka in the StarCraft RPG

Dehaka is the dominant pack leader in the Koprulu Sector. That being said, the loose chain of authority that the primal zerg follow means that a primal zerg may or may not follow or even know about Dehaka. They might follow a local pack leader, an individual that has risen since the primal infestation of the sector. The primal zerg that are most likely to relate to Dehaka are those that remain allied with the larger swarm instead of being independent of it.

For primal zerg characters, Dehaka can be a benefactor or a rival. He might direct the primals on missions to consume their enemies, protect their holdings, or simply to shepherd their growth by sending them after certain targets. However, primal philosophy is to place one's self above all. Ambitious primals may seek to challenge Dehaka for leadership of his pack. In that instance, he is a dangerous foe to fight and always has a host of minions at his behest.

Characters of other races will likely view Dehaka as a threat. Dehaka cares only for his own growth and survival, and little about politics. While the armistice after the End War has kept him from conquering, Dehaka will not prevent his pack from growing and consuming enemies on worlds that they now occupy. Some heroes might be tempted to try to take Dehaka out simply to remove him as a potential threat to them all, should his appetite grow.



Dehaka's Tactics

Dehaka is not the largest primal, but he should not be underestimated because of this. He is very strong and has a wide variety of attack methods to defend himself. He usually begins combats by using Clone Spawns to create a pair of lesser Dehaka clones, which will help weaken the enemy for several turns. In the meantime, he softens enemies with either *Bio-Plasma Discharge* or his Primal Fire Spit breath. Then he engages into melee.

In melee, Dehaka relies on his Molten Fury aura to soften foes while he uses heavy strike attacks with his smashing fist. Depending on how many extra actions he has available, Dehaka will use either his ripping fangs or his tail as a minor action attacks, but not at the cost of being able to heavy strike with his fist. His Essence Drain ability lets him recover 20 hit points with every hit, and he also deals 5 bleed with every hit, +6 additional bleed if the attack was a crippling wound or on a target below half hit points. The more bleed a target has, the more hit points he regains with Essence Drain. Between Essence Drain and his exceptional regeneration, Dehaka can fight for a prolonged time in close combat.

Dehaka is a prodigal commander of the primal zerg, and always has a host of minions he can call to his aid. As a minor action, he can apply a command tactic to and summon minions that arrive next turn. The Dehaka's Pack ability lists his most commonly summoned minions and how many he can call. He usually calls minions to counterattack his disadvantages or deal with foes that he cannot readily engage in melee, such as mutalisk furies, primal guardians, or great wurms. However, if he needs help dealing with powerful melee foes, he will not hesitate to call a powerful primal ultralisk or multiple ultra primalisks. Swarms of primal roaches are used to deal with overwhelming enemy numbers or rival swarms.

Dehaka relies heavily on his counterattack ability in close combat, where he always uses his smaller scything claws with a frenzy of accurate attacks. These claws add up additional bleed on their foes while giving him more regeneration with his Essence Drain.

Dehaka's Favored Evolution Powers: Biomass 50, regains 1 biomass a turn

-Bio-Plasma Discharge; 19 biomass; power useable as a standard action; +37 attack at remote range, 200 damage; Piercing, Burst 2, Acid Damage, Corrosion

-Consume Essence; 11 biomass; power useable as a full-round action, consumes the essence of a willing or hostile target within short range, if target is unwilling, requires a +25 attack roll that must hit the target's defense, toughness, and resolve, attack gains +10 accuracy if target is below half health or +20 accuracy if target is below ¼ health; if check is successful, target instantly dies and Dehaka regains health equal to hit points target had remaining, regains biomass and energy equal to target's level, up to normal maximums

-Mend; 9 biomass; as free action, Dehaka regains 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.

Dehaka's Favored Command Tactics: Command +35

-Fervor; commanded minions gains +6 accuracy

-Focused; commanded minions gain +7 skill checks

-Swarm Maneuvering; commanded minions gain +7 defense and toughness



Dehaka

Level 30 (10 Paragon) Huge-sized Primal Zerg Epic Heroic Character (Genetic Quirk: Intelligence/ Pack Leader/ Eternal/ Apex Predator/ Vampiric Primal/ Adaptive Primal: Willpower/ Fireborn Aberration/ Primal Shaman), Extreme Threat

Skill Purchases: 30

Talent Purchases: 50

Ability Score Purchases: 44

Hit Points: 1,195

Healing Threshold: NA

Damage Threshold: 21

Defense: 33

Toughness: 54

Resolve: 38

Speed: 13, 13 burrow

Shift Speed: 3

Morale Bonus: +11

Space: 4 by 4 squares

Reach: 4 squares

Initiative: +8

Damage Resistance: 54

Psionic Resistance: 56

Regeneration: 30

Biomass: 50

-Primal Scything Claws w/ Counterattack 1d20+29 accuracy, 53 damage, +6 strikes maximum; *Special Traits:* Penetration 23, Rending 17, Bleed 5, Cleaving 1, Essence Drain 20

-Primal Smashing Fist w/ Heavy Strike and Power Strike II 1d20+28 accuracy, 124 damage, 1 strike maximum; *Special Traits:* Penetration 37, Rending 14, Cleaving 2, Bleed 5, Impact Wave, Essence Drain 20

-Primal Ripping Fangs w/ Sudden Strike 1d20+28 accuracy, 67 damage, 1 strikes maximum; *Special Traits:* Penetration 23, Rending 18, Bleed 5, Essence Drain 20

-Primal Fire Spit 1d20+22 accuracy, 56 damage, +2 strikes maximum; *Special Traits:* Penetration 34, Cone 12, Energy Damage, Flames

-Armored Tail 1d20+29 accuracy, 70 damage, 1 strike maximum; *Special Traits:* Penetration 10, +1 Reach

Skills: Acrobatics 12, Athletics 12, Command 16, Defensive Training 12, Durability 16, Endurance 15, Influence 12, Lore 12, Medicine 7, Melee 16, Mental Training 12, Perception 12, Ranged 14, Science 4, Stealth 12, Survival 12, Tactics 12

Skill Focuses: Command +3, Durability +3, Endurance +2, Melee +5, Ranged +1

Talents: Apex Survivalist, Brutality III, Bulwark, Cleave II, Defensive Fighting III, Devastating Cripple (melee II), Dodge II, Evolution Powers, Hardened Survivalist, Heed my Call III, Jaded, Keen Senses, Leap, Mighty Blow V, Penetration II, Power Strike II, Primal Leader III, Resilience II, Resistant V, Resolute II, Spontaneous Growth II, Stalker, Swift Strikes II, Throw, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Zerg Skill Focus (brutality)

Evolution Powers: *Consume Essence, Bio-Plasma Discharge, Bio-Plasma Stasis, Mend, Siphon Life, Devour*

Command Tactics: *Fervor, Focused, Swarm Maneuvering*

Evolutions: Biped, Biomancy Evolution IV, Clone, Extra Eye: Night Vision, Keen Senses, Lashing Tail, Mutating Carapace Slime, Primal Acid Spit, Primal Ripping Fangs, Primal Smashing Fist w/ Oversized Limb, Primal Scything Claws, Primal Plated Carapace, Second Skin, Size Evolution: Large, Size Evolution: Huge, Snatching Tendrils, Special Blood: Mutagenic Blood, Tail, Tail Augmentation: Armored, Tunneling Claws

Strength: 20

Instinct: 9

Agility: 10

Fortitude: 20

Intelligence: 9

Willpower: 10

Gear: Tier 3 Gargantuan-sized Smashing Fist, Tier 3 Huge-sized Scything Claws, Tier 3 Huge-sized Ripping Fangs, Tier 3 Huge-sized Fire Spit, Tier 3 Primal Plated Carapace

Special Ability (Sudden Strikes): Once per round, Dehaka can spend a minor action to attack with his ripping fangs. Dehaka can also use a minor action once per round to attack with his tail. Alternatively, if he does not attack with his tail, he gains +5 defense whenever he uses bob and weave, due to the armored coating on his tail.

Special Ability (Impact Wave): After making a heavy strike attack, Dehaka makes +37 attack against the toughness of all targets within a Burst 6 centered on Dehaka's primary target. Any target hit by the attack is knocked prone and pushed 1 square away from the center of the burst. Vehicles need to make DC 10+ speed modifier pilot checks or loses control of their vehicles.

Special Ability (Direct Minions): Dehaka can spend a full-round action directing his minions. Six allies under your command can make an instant standard action. In addition, Dehaka gains +10 on all command skill checks.

Special Ability (Essence Drain): When Dehaka hits an enemy with a melee attack, he regains 20 hit points plus additional hit points based on how much bleed the target had on them. This also occurs when he makes a counterattack.

Special Ability (Clone Spawns): Dehaka can create two clones of himself that follow and serve its bidding for 3 rounds. Using this ability costs 12 biomass and requires a full-round action. These clones are identical to Dehaka, except do not have evolution powers, only have a standard and move action every turn, suffer disadvantage on all attacks, and have only 417 hit points. Consuming these clones is not worth any essence or biomass.

Special Ability (Snatching Tendrils): The Dehaka can extend his tongue to grab enemies from a distance and pull them closer. Dehaka can grab targets that are up to 40 squares away as a standard action. Dehaka makes a +57 attack versus the target's toughness. If the attack hits, the target is pulled 1 square towards them, +1 square for every point the attack roll surpasses their toughness. Using this ability costs 2 biomass.

Special Ability (Counterattack): When Dehaka is hit by a melee attack, he makes an opportunity attack against the attacker with his Scything Claws. This attack gains Cleaving (1) and can make his full number of strikes with this attack. He can make up to 4 opportunity attacks per turn.

Special Ability (Dehaka's Pack): Dehaka always has an army of primal minions nearby for him to call for his aid. As a minor action, Dehaka can call minions to his aid. They arrive at the start of the next round. Dehaka can call 405 levels worth of primals to his side every day. The following list is his favorite primals to summon, and how many he can summon each day.

-Swarm of Primal Roaches: 104 levels

-Ultra Primalisk: 80 levels

-Primal Mutalisk Fury: 48 levels

-Primal Guardian: 80 levels

-Primal Great Wurm: 60 levels

-Primal Ultralisk: 216 levels

Special Ability (Molten Fury): Dehaka exudes great heat. All enemies that end their turn within his reach suffers 70 energy damage. In addition, Dehaka gains +20 damage resistance against attacks with the Flames trait and cannot gain the Burning condition.

Special Ability (Terrifying Roar): Dehaka knows how to fill his enemies with dread. As a minor action, he can perform a roar action, that functions as a Demoralize combat influence attempt against all enemies within 10 squares. He has a +35 bonus with this demoralize action.

Special Ability (Mutating Carapace Slime): Dehaka gains 20 protection points at the start of each turn.

Special Ability (Resurrection): Once per 24 hours, once Dehaka is reduced to 0 hit points, he automatically revives himself. He instantly regains 25 hit points, +10 hit points for every point of biomass spent once you go below 0.

Special Ability (Zeal): Despite having the Jaded talent, Dehaka can still gain up to 3 positive morale levels. His negative morale is still limited by having Jaded.

Special Ability (Keen Senses): Dehaka automatically discovers hidden foes with 16 squares as if it performed a spotter action. Dehaka can see perfectly in complete darkness.

Special Ability (Biomancy Mastery): Dehaka gain +5 accuracy with biomancy powers, and manifests such powers for 1 less biomass (minimum 1). Once per round he can double the base cost of a biomancy power to manifest it as a minor action. Each time Dehaka manifests a biomancy power, he heals 10 hit points and increases his regeneration by +2 until the end of the encounter, to a maximum of +20



Who is Zurvan?

~No allegiance but to self. Kill or be killed. This is the way of all primal zerg. You know this.

~Zurvan to Kerrigan

Zurvan, also known as the ancient one, is a primordial primal zerg. Born thousands of years ago, Zurvan saw the Xel'naga come to Zerus, saw Amon corrupt the Zerg, and witnesses the creation of the Overmind. Over the many millennia of his life, Zurvan gained incredible power by consuming countless other Zerg across Zerus. It resulted in him becoming the most powerful primal zerg.

Such was his power, that no primal on Zerus could provide him worthwhile essence to continue his growth. Therefore, Zurvan slumbered beneath the surface of Zerus for ages. He was awoken by Sarah Kerrigan, who sought the power of the Primal Zerg to become more powerful than the old Queen of Blades and overthrow Arcturus Mengsk. Zurvan guided her to the first spawning pool and led her to battle and take the essence of the strongest primal pack leaders over Zerus. Once she had gathered their essence and reigned ascendant, Zurvan turned on Kerrigan and tried to kill her for her essence. Kerrigan triumphed over Zurvan as well, killing him and taking his essence. His long reign as the most powerful Zerg had finally ended.

Using Zurvan in the StarCraft RPG

Zurvan was killed during the Second Great War, as Kerrigan took command of the Primal Zerg. For all his long life, Zurvan never left Zerus. Any campaigns that involve Zurvan would likely take place on Zerus before his death. Therefore, he probably has the strongest place in a campaign involving primal zerg players that begins before or during Kerrigan's arrival on Zerus.

In that campaign, the players might play as Primal Zerg that are apart of Zurvan's pack or possibly a rival pack trying to steal Zurvan's territory. Zurvan might awaken to guide or command powerful primals or defend his territory from a grave threat that his minions cannot handle. Woe be those primals that must face Zurvan in combat.

Alternately, Zurvan may be encountered by players fighting on Kerrigan's behalf at the end of her conquest of Zerus. Player primal zerg or infested terrans might have to contend with Zurvan's minions as he tries to kill Kerrigan. They might even fight with her directly as she tries to absorb Zurvan's pack and power. In that case, the players are best off dealing with Zurvan's spawned minions while Kerrigan fights the ancient one herself.



Zurvan's Tactics

When Zurvan was first awakened by Kerrigan on Zerus, there was worry amongst Kerrigan's advisors. They feared that they were awakening a creature that could destroy the swarm if it chose to. This was a legitimate fear. Zurvan's power is beyond imagining, such that he could fight off legions of armed hosts if he needed to.

Zurvan is incredibly resilient, possessing overwhelming hit points, regeneration, and damage resistance. Merely wounding him is a noteworthy feat. In addition to his natural resilience, Zurvan gains protection points every round, and deals damage to his melee attackers via his electrified blood and barbed carapace. In addition, any creature that ends their turn within Zurvan's reach is subjected to his electrical aura, which quickly vaporizes weaker foes.

Zurvan always begins combat by belching up a host of minions to defend him. Against most foes, he releases an ultra primalisk supported by greater ravasaur and hydralisks. If he is facing foes that try to remain outside his reach, he instead releases a flock of primal guardians and mutalisks to engage flying or distant foes. Once he is engaged in combat, he begins every round by making a Destroyer of Worlds attack against the most powerful concentration of enemies. He follows this with melee attacks, punishing enemies with his flailing limbs. He prefers to use two attacks of three flailing limbs each, to maximize his accuracy and the effectiveness of his attacks. He usually uses his standard action to attack with his cone of electricity but may strike with his claws or bite instead. His most often offensive turn order is as follows: Storm Spit (standard action), Flailing Limbs with three strikes x2 (two minors), Ripping Fangs with Power Strike and Sudden Strike (another minor).

Between his resistance, retaliatory damage, and many area of effect attacks, Zurvan can easily counter huge legions of enemies. But he is not without weaknesses. Zurvan is very slow and lacks capabilities to fight enemies much further than 30 squares away. To help deal with long ranged foes, he uses his spawning power to regurgitate mutalisks and guardians to engage such enemies. He can also use his Corrosive Bolt power, attacking beyond its normal range, to bombard distant enemies. This is fairly ineffective compared to his normal offense, however. If he needs to move, he can double his speed by using his flailing limbs for assisted movement and move much more quickly towards his foes. He can sprint up to 96 squares a round that way. His climb and tunneling speeds are equal to his land speed, and he often prefers to burrow underground to be adjacent to his foes rather than move over ground.



Zurvan's Favored Evolution Powers: Biomass 129, 325 spawning points, regains 1 biomass a turn

- Bio-Electric Surge;** 2 biomass as a standard action; Zurvan suffers 144 damage, ignoring resistance but not dealing a crippling wound, makes a +64 attack against all enemies within 2 squares of the guardian, targets take 144 damage; Penetration 20, Stun
- Corrosive Bolt;** 4 biomass; power useable as a standard action; +65 attack at medium range, 80 damage; Acid Damage, Corrosion, Burst (2)
- Spawn Primal Defenders;** 20 biomass; full-round action; creates 1 ultra primalisk, 2 greater ravasours, and 4 primal hydralisks for 148 spawning points
- Spawn Primal Air Raiders;** 20 biomass; full-round action; creates 2 primal guards and 3 primal mutalisks for 174 spawning points

Zurvan's Favored Command Tactics: Command +24

- Fervor;** commanded minions gain +4 accuracy
- Swarm Maneuvering;** commanded minions gain +5 defense and toughness
- Undying;** commanded minions gain 12 protection points at the start of each turn

Zurvan

Level 30 (20 Paragon) Massive-sized Primal Zerg Heroic Character (Genetic Quirk: Fortitude/ Birther/ Eternal/ Pack Leader/ Stalwart Guardian/ Storm Aberration/ Kraken/ Leviathan/ Adaptive Lifeform (Intelligence)/ Thornback/Elemental Terror [storm]), Epic Threat

Skill Purchases: 26

Talent Purchases: 58

Ability Score Purchases: 60

Hit Points: 5,713

Healing Threshold: NA

Damage Threshold: 144

Defense: 5

Toughness: 142

Resolve: 41

Speed: 12 (L, C, T)

Shift Speed: 1

Morale Bonus: +11

Space: 30 by 30 squares

Reach: 30 squares

Initiative: +14

Damage Resistance: 72

Psionic Resistance: 59

Regeneration: 102

Biomass: 129

-**Primal Storm Spit** 1d20+86 accuracy, 96 damage, 1 strike maximum, special range; *Special Traits:* Penetration 45, Cone 24, Energy Damage and Stun OR EMP Damage

-**Primal Scything Claws** 1d20+82 accuracy, 92 damage, +2 strikes maximum; *Special Traits:* Penetration 21, Rending 6, Cleaving 4, Special Combat Action, Storm Strike (suffer a hit of 25 damage, pen 10, and Stagger if bypass toughness)

-**Primal Ripping Fangs w/ Power Strike II and Sudden Strike** 1d20+68 accuracy, 146 damage, 1 strike maximum; *Special Traits:* Penetration 21, Rending 10, Cleaving 4, Storm Strike (suffer a hit of 25 damage, pen 10, and Stagger if bypass toughness)

-**Flailing Limbs** 1d20+80 accuracy, 80 damage, 1-6 strikes; *Special Traits:* Penetration 20, Cleaving 4, Combat Limbs

-**Destroyer of Worlds** 1d20+50 accuracy, 150 damage, 1 strikes maximum; *Special Traits:* Burst 8, See Destroyer of Worlds

Skills: Acrobatics 12, Athletics 12, Command 14, Defensive Training 12, Durability 18, Endurance 14, Lore 14, Melee 14, Mental Training 12, Perception 12, Ranged 15, Science 4, Stealth 5, Survival 12, Tactics 12

Skill Focuses: Command +2, Durability +7, Endurance +2, Lore +2, Melee +2, Ranged +3

Talents: Apex Survivalist, Brutality III, Bulwark, Cleave II, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II, melee II), Enhanced Regeneration V, Evolution Powers II, Hardened Survivalist, Master Tactician, Mighty Blow V, Natural Health III, Penetration V, Power Strike II, Resilience II, Resistant IV, Resolute II, Survival Instincts, Throw, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant, Zerg Skill Focus (Stamina)

Evolution Powers: *Spawn Minion (primals), Summon Swarm, Hatch Egg, Spawn Primal Wurm, Primal Bio-Electric Surge, Corrosive Bolt, Devour, Bio-Plasma Blood, Mend, Wild Mutation, Transfusion, Siphon Life, Frenzy*

Command Tactics: *Fervor, Swarm Maneuvering, Undying*

Evolutions: Adrenal Glands, Blindsight, Biomancy Evolution III, Colossal-sized, Crawler, Extra Eye: Night Vision, Elementally Charged Claws (Storm), Gargantuan-sized, Growth Sacks, Huge-sized, Large-sized, Mutating Carapace Slims, Nest of Blades, Primal Acid Spit, Primal Juggernaut Carapace, Primal Ripping Fangs, Primal Scything Claws, Spawning Sacks, Special Blood: Storm Blood, Tunneling Claws

Strength: 50

Instinct: 9

Agility: 1

Fortitude: 53

Intelligence: 9

Willpower: 10

Gear: Tier 3 Massive Primal Scything Claws, Tier 3 Massive Primal Ripping Fangs, Lashing Appendages x6, Tier 3 Massive Primal Storm Spit, Tier 3 Primal Juggernaut Carapace

Special Ability (Primal Brooder): As a full-round action, Zurvan can spend biomass to summon a variety of different primal minions. Refer to the Zurvan's Favored Evolution powers above to see the list of their most common children.

Special Ability (Destroyer of Worlds): Zurvan can cause a localized earthquake at a square within reach. They make a +50 attack versus toughness against every creature within a Burst 8 centered on the square. Any struck targets take 150 damage and are knocked prone. Targets take half damage on a missed attack and are not prone. This is used as a standard action once per turn.

Special Ability (Paragon of Invincibility): Zurvan is an ancient monstrosity and is nigh unkillable. The following features relate to Zurvan's indestructible nature.

-Zurvan gains 20 protection points at the start of each turn.

-Zurvan gains +20 to endurance checks against the stun trait.

-Any creature that makes a melee hit or grapples Zurvan suffers 72 damage, penetration 30.

-Zurvan releases an electrical aura around itself. Any creature that ends its turn within 60 squares of Zurvan suffers a +28 attack against them. If they are hit, they suffer 80 energy damage, with the Sun and Penetration (10) weapon traits.

-Targets stunned by Zurvan take 80 energy damage (Penetration 10), and deal the same damage to every target within their reach.

-When Zurvan is wounded by an attack by a melee attacker or adjacent enemy, his blood projects as currents of lightning.

Anyone adjacent to Zurvan that wounds him suffers 60 energy damage

- Once per 24 hours, once Zurvan is reduced to 0 hit points, it can revive itself. When it does so, it regains 25 hit points, +10 hit points for every point of biomass spent.

Special Ability (Battering Ram): Zurvan can spend a full-round action to throw his weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 250 damage, Penetration 100.

Special Ability (Flailing Limbs): Zurvan has 6 powerful, flailing limbs. They can attack with one or more of them as a standard. Every limb spent on an attack beyond the first counts as an extra strike, giving +4 accuracy and +1 hailfire. Zurvan can do this multiple times per turn as long as he has enough limbs. For example, Zurvan frequently spends 2 minor actions to attack twice with his flailing limbs, using 3 limbs (and therefore +2 strikes and +8 accuracy and +2 hailfire) with each attack. When not attacking with these limbs, they can be used to assist his movement instead, giving him +12 speed, and +12 to athletics and acrobatics checks.

Special Ability (Many Limbs): Zurvan's many limbs gives him an extra minor action every round.

Special Ability (Trample): Zurvan can push through and stomp upon smaller targets. The creature can move as normal through creatures that are gargantuan-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift to try to move out of the creature's way. At the end of the Zurvan's move, all smaller creatures that it trampled over take 250 damage. Creatures that shifted out of the creature's way take no damage.

Special Ability (Blindsense): Zurvan has advanced sensory organs that allows them to notice hidden enemies beyond their sight. It can make a detector action as a standard action, effecting all enemies within 80 squares.

Special Ability (Direct Minions): Zurvan can spend a full-round action directing their minions. Up to 9 commanded minions can instantly perform a standard action.



Protoss Paragons of War

This section is dedicated to the most legendary protoss heroes in the StarCraft setting.

Who is Artanis?

~Templar, at long last, we stand at the threshold of destiny. For today, we will restore the glory of our legacy. Today we will retake what we have lost and reclaim our homeworld!

~Artanis, Hierarch of the Daelaam

From the beginning of life, Artanis was destined for greatness. He was a prodigy amongst the Aiur Templar, and the pupil of the great protoss executor, Tassadar. By the time of the zerg invasion of Aiur, he was the youngest ever Praetor of the Templar. Combined with James Raynor, Tassadar, Praetor Fenix, and the Dark Prelate Zeratul, he led the attack force that destroyed the Overmind and ended its rampage of his people. Even through Tassadar's final sacrifice to slay the overmind, Artanis could not save his world from being overrun. Along with his allies, he was forced to flee Aiur and take refuge at the nerazim home world of Shakuras.

There, he was forced to battle the zerg invasion under the control of two rival zerg commanders; the second Overmind and the Queen of Blades. The attempts to destroy the zerg swarm forever were unsuccessful, but Shakuras was cleansed of the zerg presence and made safe while the protoss rebuilt their empire.

A new protoss empire was established, with the protoss of Aiur and Shakuras finally working as one. Though he had his misgivings about the idea, Artanis was appointed as the hierarch of all the new protoss empire. As their leader, Artanis led them in rebuilding the protoss fleet, the Golden Armada, and reclaiming Aiur from the zerg.

However, once the great fleet was about to begin its grand conquest, disaster struck. Amon and his hybrid armies descended on the Koprulu Sector. Amon took control of the templar's telepathic link, the Khala, and enslaved them all. Only the dark templar without a connection to the Khala, were spared. Zeratul sacrificed himself to save Artanis from the Khala's corruption, leaving the mournful hierarch on a quest to destroy Amon and free his people from the fallen Xel'naga's influence.

Using the Artanis in the StarCraft RPG

The statistics here represent Artanis during the events of the End War, after he had been freed of the Khala's corruption, has begun walking the path of the dark templar, and wields Zeratul's warp blade. Artanis is a noble figure and larger than life for many protoss, despite his relatively young age. Artanis has a great deal to oversee and attend to, and he does not have time to personally address all protoss characters. However, protoss warriors that have proven their honor, valor, and commitment to their species might get to address him directly, and receive their assignments from him.

Artanis is a brave and mighty warrior, and often fights alongside his troops. He might fight alongside the most proven protoss allies; the players might even serve as his escort or honor guard. Artanis greatly values the lives of his fellow protoss, and views their lives as his burden. He is hesitant to risk his fellows on risky or suicidal assignments, and often gives them a choice when it comes to their own lives. Players should feel they have a leader that values and respects them.



Artanis' Tactics

Artanis is one of the greatest warriors in the StarCraft setting. He fights with a combination of physical might and psionic powers. He always enters battle with *Regeneration* active to increase his survivability. He uses tactics to increase his defense or damage resistance. When fighting amongst allies, he usually uses the Coordinate leadership augmentation to help his zealots surround and pin down their foes. Any time he has a spare minor action, he used a rally to inspire his warriors. *Astral Winds* are used in trying fights to keep his allies healthy.

Artanis fights in one of two fashions. The first is to rely on psionic offense. In this case, he uses Focusing combat behavior to increase his psionic accuracy and gain bonus PL from his psionic amplifier. He prefers to battle using *Shadow Barrages* as a flexible power to deal with most enemies. *Telekinetic Shockwave* is reserved for when he is fighting by himself and is hopelessly surrounded. *Templar's Fury* is often used as a finisher, to destroy or disable the last few foes at the cost of most of his energy fatigue. He can omit himself and many of his allies from the effect area of the psionic storm, making it worthwhile to use at even short range.

His second pattern of warfare is relying on his melee skill. Artanis is a blademaker without peer, but it is even further augmented by his psionic prowess. When entering into combat, Artanis activates *Imbue Form* to empower all his movements and actions with invisible telekinetic force. This allows him to fight the most powerful enemies in hand to hand, including hybrids and giant zerg such as ultralisks. Artanis' energy fatigue recovery is such that he can maintain the effect and still recover some energy. In combat, Artanis will usually use *Overwhelming Fury* with both blade attacks against a single target, unless they are too difficult to hit or he needs the energy recovery from the *Hierarch's Blade*.

Artanis is very difficult to fight alone, because he always has considerable assets to call into battle. In addition to being able to call down orbital strikes near his position, Artanis can order an invasion force of templar or even a pair of destructive reavers. He has access to a huge number of command points and will call for additional troops, special defensive support, and powerful artillery strikes to annihilate the foes of the protoss. Artanis fights to the death, as honor demands.

-Artanis' Favored Psionic Powers: Psi Level 10, +27 psionic manifestation bonus, recovers 6 energy fatigue per turn

-Astral Winds; DC 28 manifestation as a standard action; 14 energy fatigue; healing energies flow in rectangular area 20 squares long and 10 squares deep. All allies within the area, including caster, can spend a healing threshold to recover 85 hit points.

-Blink; DC 26 manifestation as a move action; 0 energy fatigue; character instantly teleports to any location they know about that is up to 50 squares away

-Eternal Form; DC 20 manifestation as a standard action; 10 energy fatigue; caster is immune to all damage, injuries, effects, and psionic powers, and cannot be moved pushed or knocked down, lasts until the start of next turn, next two rounds afterwards caster gains +9 damage resistance and +4 damage threshold

-Imbue Form; DC 24 manifestation as a move action; 6 energy fatigue +6 per round sustained; Artanis gains +12 defense, melee damage, melee penetration, +2 damage resistance, +6 strikes and move speed, +1 damage threshold

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 30 for 10 minutes (100 rounds)

-Shadow Barrage; DC 26 manifestation as a standard action; 6 energy fatigue; releases 5 missiles that can target different or the same targets, +27 attack versus defense, struck takes 38 damage with Penetration (20)

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 10 energy fatigue; +27 attack versus defense and toughness in a Burst 30 centered on the caster, targets takes 142 damage if defense is hit; if toughness is hit, targets are knocked prone and pushed 1 square +1 square for 5 points attack surpassed toughness

-Templar's Fury Psionic Storm; DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (20) area at distant range, deals 65 damage to everyone within area with Penetration (20) and staggers them if they fail a DC 30 endurance test, lasts 2 rounds; power's area can omit 10 squares from being effect, these squares can change every round



Artanis

Level 30 (12 Paragon) Aiur Protoss Epic Heroic Character (Zealot 7, Champion 5, High Templar 7, Praetor 6, Executor 4, Aerial Sentry 7, Fleet Commander 5, High Praetorian of Aiur 1), High Threat

Skill Purchases: 29

Talent Purchases: 51

Ability Score Purchases: 45

Hit Points: 538

Healing Threshold: 14

Damage Threshold: 57

Defense: 41

Toughness: 49

Resolve: 55

Speed: 13

Shift Speed: 3

Morale Bonus: +12

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 42

Psionic Resistance: 75

Energy Shields: 180 (Shield Armor 25)

-Hierarch's Blade 1d20+17 accuracy, 43 damage, +6 strikes maximum; *Special Traits:* Penetration 18, Defensive, Focusing, Devastating Cripple II, Hailfire 1, Storm Blade

-Blade of the Exiled Prelate 1d20+17 accuracy, 63 damage, +6 strikes maximum; *Special Traits:* Penetration 28, Cleaving 1, Defensive, Devastating Cripple II, Hailfire 1

-Psionic Lightning 1d20+27 accuracy, 38 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Line (10), Energy Damage, Energy Fatigue Cost (1)

-Orbital Strike 1d20+17 accuracy, 60 damage; *Special Traits:* Penetration 50, Hailfire 3, Burst 8, 2 round delay

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 15, Durability 14, Endurance 12, Influence 10, Leadership 12, Lore 10, Medicine 6, Melee 14, Mental Training 12, Perception 8, Pilot 12, Psionics 15, Ranged 12, Science 6, Stealth 4, Survival 10, Tactics 12

Talents: Awesome Attributes (strength I, fortitude I, willpower I), Bulwark, Cleave II, Combat Reflexes, Defensive Motion, Devastating Cripple (melee II), Dodge II, Dual-Weapon Skill II, Empowering Command, Endless Energy III, Enduring Shields, Good Spirits, Grand Leader, Hardened Survivalist, Inspirational Presence II, Martial Arts Unarmed Training II, Master Tactician, Military Unarmed Training II, Natural Health III, Power Strike, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Discipline Focus (telekinesis II, telepathy I), Psychic Power x4, Resilience II, Resolute II, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee III, ranged I), Daelaam Unification (Void)

Skill Focuses: Defensive Training +3, Durability +2, Melee +2, Psionics +3, Pilot +2

Class Traits: Zealot Mastery III, Art of Absorption, Armored Defender II, Psionic Charge, Psychic Champion III, Psychic Ward, Energizing Shields, Tactical Devotion, Omniscient Stance, Overwhelming Fury, Psionic Lightning, High Templar Mastery III, Rapid Channeling, Protoss Command Mastery III, Bulwark of Faith, Praetor Mastery II, Power of Opportunity, Battle Synergy, Executor Mastery II, Psychic Integrity, Rejoice in the Khala, Pilot Expert, Grav Disk, Resilience of the Firstborn, Fleet Commander Mastery III, Orbital Strike, Command Priority, Temporal Mastery, Ultimate Assets, Invasion Force, Warship, Symbol of Command, Flexible Strategy

Psionic Powers: Reading, Messaging, Toughness, Manipulate, Hallucination, Feedback, Mind Blast, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Imbue Form, Regeneration, Eternal Form, Blink, Psionic Maelstrom, Void Blast, Empowered Shields, Writhing Darkness, Shadow Barrage, Guardian Shell, Astral Winds, Might of the Archon, Judicator's Vengeance, Templar's Fury

Strength: 16* **Instinct:** 9* **Agility:** 10 **Fortitude:** 12

Intelligence: 10 **Willpower:** 12

Gear: *Hierarch's Blade* (Tier 3 Focusing Psi Blade with Storm Blade), *Blade of the Exiled Prelate* (Tier 3 Warp Psi Blade with Vorpall Blade), *Heart of the Daelaam* (Tier 3 Protoss Imperial Power Suit with Psionic Bulwark Armor [Plasma Shielding in Immortality Socket, Uraj Fragment in Immortality Socket, Uraj Fragment in Normal Socket]), *Bracer of Prelate Ascendant* (Bracer with Focusing Bracer and Khalis Fragment in Vengeance Socket), *Judicator's Blessing* (Amulet with Sacred Pendant Khaydarin Crystal in Wisdom Socket), Tier 3 Psionic Amplifier, Tier 3 Protoss Medipack x3, Tier 3 Crystalline Computing Array, Tier 3 Equipment Belt

Special Ability (Paragon of War): Artanis has fought on the front line of every major conflict since the zerg entered the sector. He is one of the greatest warriors the protoss have every known.

-Whenever Artanis makes a successful weapon attack with the *Hierarch's Blade*, he removes 7 points of energy fatigue and deals 36 damage to all enemies adjacent to the primary target.

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

- When Artanis charges, he gains +10 movement speed and deal +50 damage at the end of the charge.

-All attacks against an adjacent ally suffers -5 accuracy

- Every round, Artanis regenerates 5 points in his shield pool.

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

-Artanis gains +1 accuracy and +2 damage with his psi blades for each morale he possesses

Special Ability (Paragon of Leadership): More than anything, Artanis is an inspirational figure who commands great respect. His soldiers believe in him and know that he will lead them to greatness. He is an expert strategist, with a wisdom that surpasses his years.

- When Artanis rallies an allied protoss with a leadership check, those allies regain 30 shield points.

- While an ally is under one of Artanis' leadership functions, 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.

- All allies within 12 squares of Artanis gain +4 to attacks, skill checks, and morale bonus.

-When Artanis is controlling a capital ship, their ship gain the following benefits: +5 attack accuracy and skill checks, +2 crew actions, and the ship recovers twice as much energy shields with a Recover Shields action.

-Twice per hour, Artanis can order an Orbital Bombardment on a location within sight as a full-round action. The attack arrives 2 rounds after ordered.

-Artanis can order an invasion force to fight at his side. This invasion force consists of 30 zealots, 5 dragoons, and a high templar.

-Artanis can order 2 reavers to be brought to his side in battle.

-Artanis can spend a full-round action to give all allies under his leadership a +10 bonus to attacks and skill checks

-When Artanis uses a leadership combat augmentation, he activates all leadership combat augmentation options with a single role. His followers can benefit from any of those leaderships.

-When using command points (see StarCraft heroes guide), Artanis has 86 command points, advantage on tactics checks to activate command powers, and +5 accuracy with artillery strikes.

Special Ability (Rapid Channeling): Once per round, Artanis 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): Artanis can check to remove energy fatigue as a standard action instead of a full-round action.

Special Ability (Protoss Psychic): Artanis is a powerful protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Energy, Temporal, or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. Artanis draws his power from the Void but can use it to replicate either the Khala or Void psionic power sources.

Special Ability (Mental Discipline): Artanis never overload psionic powers due to a poor die roll. When he boosts psionic powers, he only takes 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.

Preator's Scout

Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 775

Damage Threshold: 65

Toughness: 59

Strength/ Fortitude: 21

Structure Rating: 12

Damage Resistance: 47

Pilot Requirements: 5

Space: 4 by 6 squares

Reach: NA

Acceleration Rating: 120

Max Speed: 800

Defense: 4 +Defensive Training +Agility

Energy Shield: 400

Crew: Pilot

Base Gear: Tier 3 Ultra Front-Mounted Twin-linked Photon Blaster, Tier 3 Ultra Front-Mounted Anti-Matter Missile Battery, Navigation System, Target Guidance System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 3 Ultra 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.

Artanis had an upgraded scout designated to him during his rank of Praetor during the Great War and Brood War. While he flew it into combat throughout those conflicts, since his promotion to hierarch he rarely takes such a small ship into combat, preferring to battle from the deck of a command ship or on foot. However, the scout remains in case he needs it for a special mission. Its not impossible, as Artanis frequently leads battles himself or goes off on his own.

Artanis in Praetor's Scout

Level 30 (12 Paragon) Aiur Protoss Epic Heroic Character (Zealot 7, Champion 5, High Templar 7, Praetor 6, Executor 4, Aerial Sentry 7, Judicator 6), Extreme Threat

Skill Purchases: 29

Talent Purchases: 52

Ability Score Purchases: 45

Hit Points: 775

Healing Threshold: NA

Damage Threshold: 65

Defense: 32

Toughness: 59

Resolve: 55

Acceleration Rating: 170

Max Speed: 1,040

Morale Bonus: +12

Space: 4 by 6 squares

Reach: NA

Initiative: +12

Damage Resistance: 56

Psionic Resistance: NA

Energy Shields: 520 (Shield Armor 9)

-Photon Blaster 1d20+25 accuracy, 65 damage, medium range; *Special Traits:* Penetration 15, Rending 2, Full Automatic

-Antimatter Missile Battery 1d20+19 accuracy, 75 damage, 1 strike maximum, 36 shots at distant range; *Special Traits:* Penetration 55, Burst 4, Missile

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 15, Durability 14, Endurance 12, Influence 10, Leadership 12, Lore 10, Medicine 6, Melee 14, Mental Training 12, Perception 8, Pilot 12, Psionics 15, Ranged 12, Science 6, Stealth 4, Survival 10, Tactics 12

Talents: Awesome Attributes (strength I, fortitude I, willpower I), Bulwark, Cleave II, Combat Reflexes, Defensive Motion, Devastating Cripple (melee II), Dodge II, Dual-Weapon Skill II, Empowering Command, Endless Energy III, Enduring Shields, Good Spirits, Grand Leader, Hardened Survivalist, Inspirational Presence II, Martial Arts Unarmed Training II, Master Tactician, Military Unarmed Training II, Natural Health III, Power Strike, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Discipline Focus (telekinesis II, telepathy I), Psychic Power x4, Resilience II, Resolute II, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee III, ranged I), Daelaam Unification (Void)

Skill Focuses: Defensive Training +3, Durability +2, Melee +2, Psionics +3, Pilot +2

Class Traits: *Zealot Mastery III, Art of Absorption, Armored Defender II, Psionic Charge, Psychic Champion III, Psychic Ward, Energizing Shields, Tactical Devotion, Omniscient Stance, Overwhelming Fury, Psionic Lightning, High Templar Mastery III, Rapid Channeling, Protoss Command Mastery III, Bulwark of Faith, Praetor Mastery II, Power of Opportunity, Battle Synergy, Executor Mastery II, Psychic Integrity, Rejoice in the Khala, Pilot Expert, Grav Disk, Resilience of the Firstborn, Fleet Commander Mastery III, Orbital Strike, Command Priority, Temporal Mastery, Ultimate Assets, Invasion Force, Warship, Symbol of Command, Flexible Strategy*

Psionic Powers: *Reading, Messaging, Toughness, Manipulate, Hallucination, Feedback, Mind Blast, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Imbue Form, Regeneration, Eternal Form, Blink, Psionic Maelstrom, Void Blast, Empowered Shields, Writhing Darkness, Shadow Barrage, Guardian Shell, Astral Winds, Might of the Archon, Judicator's Vengeance, Templar's Fury*

Strength: 21

Instinct: 9*

Agility: 10

Fortitude: 12

Intelligence: 10

Willpower: 12

Gear: *Praetor's Scout*

Special Ability (Auto Aim): When Artanis 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 Artanis' 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 Artanis' 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 triple its normal value, therefore increasing combat speed, but it gains -5 defense that turn.

Special Ability (Shield Attunement): In combat, Artanis can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue, but restores 90 shield points.

Special Ability (Instant Recovery): Artanis can check to remove energy fatigue as a standard action instead of a full-round action.

Special Ability (Protoss Psychic): Artanis is a powerful protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Energy, Temporal, or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. Artanis draws his power from the Void, but can use it to replicate either the Khala or Void psionic power sources.



~Hierarch Artanis (above)

~Highlord Alarak (below)



Who is Alarak?

*~Amon's downfall is at hand! Tal'darim! Your Highlord demands the dark god's blood! Do not disappoint me!
~Alarak, Highlord of the Tal'darim*

Alarak is the brutal and merciless Highlord of the tal'darim. Alarak is a despot who believes all tal'darim must bow before him and his power.

Like all tal'darim, Alarak was forced to climb the Chain of Ascension to prove himself. While he was an incredibly powerful protoss warrior, his climb was largely achieved by manipulation and betrayal. Alarak deceived his kin into fight against each other so he can take their ranks along the chain. To climb the next highest rank in the chain, the lofty position of First Ascendant, he killed the 2nd and 3rd ascendants who sided with their highlord, Ma'lash, in a Rak'shir duel. After he murdered them, he then sided with Ma'lash in their place to secure his dominant position.

As First Ascendant, Alarak led the tal'darim in battle during the End War, although he had secretly learned that the tal'darim's faith in Amon was misplaced. Amon had no intention to elevate the tal'darim; they would be exterminated along with everyone else. Therefore, Alarak planned one final betrayal. He turned from Amon's forces and helped rescue the daelaam hierarch, Artanis, when he was stranded on Ulnar. He promised to help Artanis defeat Amon's forces if Artanis first helped him gain control of the tal'darim.

Artanis assisted Alarak in a rak'shir duel against Ma'lash and together they eliminated Amon's faithful servant. Alarak rose as Highlord and pledged to aid the firstborn in their war against Amon. They did so, freeing the imprisoned protoss from the corrupted Khala, killing Amon's host body, then following him into the Void to finish him off. Afterwards, Alarak gave all his followers one last chance to join the Daelaam. Then he split from the unified protoss society to create his own empire in the stars.

Using the Alarak in the StarCraft RPG

~Nova... why are you helping these vermin?

*There are innocent people here. You already know that. You just don't care.
~Alarak speaking to Nova*

After the End War, Alarak remains the second most politically powerful protoss in the sector, as the grand leader of the tal'darim protoss. Taking his throne, Alarak leads a much more aggressive and vengeful tal'darim society that is determined to show it's might and prove its place of power in the sector, not just hide in the shadows. Alarak leads his faction in ruthless expansion and is violent towards any group that threatens his power and or tries to restrict his empire.

Alarak is a noteworthy individual for being a special kind of evil. While there is no shortage of villains in the Koprulu Sector, most embrace evil for certain ends. Alarak, however, has a sadistic love of inflicting pain and fear for his own pleasure. Moreover, he thinks very little of his subjects, believing they exist only to serve his will. He will gladly kill his followers to increase his own power.

For tal'darim heroes who are still apart of Alarak's empire, they must understand that they are bound servants to his will. Alarak does not accept disobedience or defiance. He has given all tal'darim a chance to leave his fold. Those who have stayed are now bound to him forever. Tal'darim heroes that interact with Alarak must obey. However, they also must show strength. Alarak disdains weakness and will often discard subjects that are too timid, merciful, or weak. Higher level subjects may be asked to serve as Alarak's personal guards, escorts, or enforcers.

For all other heroes, Alarak is an ever-present threat that hangs over the sector. While the tal'darim are not technically at war with any other faction, Alarak has proven that he will not hesitate to attack others under the slightest provocation. However, he will also ally with other nations if it serves his purpose. Anyone making a deal with Alarak must be wary of deception and treachery, because these are core concepts to his nature.

Like all of the faction leaders, Alarak is a deadly warrior that has entire legions of starships and soldiers at his deployment. Therefore, any attempt to face Alarak in combat will first involve defeating his armies, a truly daunting and epic task.

Alarak's Tactics

Alarak is an immensely gifted warrior and leads battles from the front line. He begins battles by setting up his special Suffer for Me leadership combat augmentation and using tactics for defense. Afterwards, he dives into combat, tearing foes apart with his might psi blades. He tries to stack his bleeding on targets around him so he can gain plentiful protection, equal to the points of bleed on targets within 6 squares of him. He tries to score killing blows whenever he can, so his various powers trigger that allow him to drain life from his enemies. If battle is going well and he simply needs more strength to kill his foes, he activates *Imbue Form* to increase his potency. *Imbue Form* is also favored in solo duels with rival warriors. If he is outnumbered, Alarak will also manifest *Empowered Wrath* to devastate his enemies while tearing apart his foes with his empowered psi blades.

As great of a warrior he is, Alarak is an even greater master of psionics. His favored psionic power is *Chaos Wave* for the incredible damage that it deals and how effectively it shatters enemy ranks. He will use *Chaos Orb* instead if *Chaos Wave* would deal too much damage to his own forces. Between these two powers, Alarak can quickly vaporize entire armies of enemies; a true testament of his brutal power. As long as he is killing enemies, he rapidly recovers energy fatigue from his various powers, making his barrage of expensive psionic powers constant. *Life Drain* is used rarely, mostly if Alarak is low on energy fatigue somehow and in need of hit points. If he is surrounded, he will activate Destructive Surge whenever he uses a power, unless he has 5 or fewer healing threshold remaining.

Alarak greatly prizes his own survivability and will gladly sacrifice his servants for his own power. If he is wounded in battle, he will use Your Life for Mine to wound or kill his followers to recharge himself. He can spend his opportunity attacks to redirect powerful attacks from him towards his minions. While he maintains his Suffer for Me combat augmentation, he generally does not perform rally actions, being beneath him, and instead gives his allies morale points by killing enemies. Because he has the Cynic talent, Alarak does not have morale points himself and cannot be affected by combat influence.

Alarak greatly prizes his own life and will not fight to the death unless he cannot escape from battle. If death looks certain, he will try to take his enemies down with them. Alarak saves his *Obliteration* power for desperate circumstances when it looks like he will not win a fight without it. The damage it deals to him is significant, but it can quickly disintegrate even the most powerful enemies. It is used as a last resort option, but even then it will rarely be used if it would bring him below 0 hit points.

-Alarak's Favored Psionic Powers: Psi Level 10, +35 psionic manifestation bonus (+37 with Energy powers), recovers 5 energy fatigue per turn

-Chaos Orb; DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 12 squares per round, makes a +30 attack against any target that were within 5 square of it during any part of its move; attack deals 87 damage on a hit; Piercing trait, 3 bleed, and struck targets suffer 1 negative morale level, continues move in a straight line for 6 rounds before dissipating at end of caster's 4th round

-Chaos Wave; DC 28 manifestation as a standard action; 16 energy fatigue; +30 attack versus defense and toughness, effects an area adjacent to the character that is 24 squares long and 6 squares wide, struck takes 97 damage with Piercing trait; 3 bleed and targets lose 1 negative level; if power surpasses toughness, struck targets are pushed 6 squares away

-Empowered Wrath; DC 28 manifestation as a standard action; 6 energy fatigue +6 per round sustained; all targets within 12 squares suffer 112 damage at the end of their turn, Piercing weapon trait, deals 3 bleed and 1 negative morale, caster suffers 66 damage at end of each turn, ignoring shields and damage resistance

-Imbue Form; DC 24 manifestation as a move action; 6 energy fatigue +6 per round sustained; Alarak gains +12 defense, melee damage, melee penetration, +2 damage resistance, +6 strikes and move speed, +1 damage threshold

-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +32 accuracy, targets an enemy within long range, deals 68 damage with Piercing trait and 3 bleed; target suffers 1 negative morale levels; caster can spend a healing threshold to regain hit points equal to damage dealt

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 5 colossal sized or smaller objects within remote range and move them 11 squares per round, objects can instead be hurled up to 33 squares dealing damage as the type of object they are, +25 accuracy with thrown objects

-Obliteration; DC 36 manifestation as a full-round action; 16 energy fatigue; creates a beam 2 squares wide and 36 squares long, those within the area suffer 319 damage with the piercing trait, causes 3 bleed and struck targets suffer 1 negative morale level, user suffers 199 damage ignoring their energy shield and damage resistance, sustained as a full-round action, beam can be rotated when sustained

Alarak

Level 30 (10 Paragon) Tal'darim Protoss Epic Heroic Character (Fanatic 7, Blood Hunter 5, Ascendant 6, Paragon 4, Sorcerer 7, Warlock 5, Doom Lord 5, Corrupter 1), High Threat

Skill Purchases: 37

Talent Purchases: 54

Ability Score Purchases: 37

Hit Points: 571

Healing Threshold: 18

Damage Threshold: 51

Defense: 35

Toughness: 39

Resolve: 64

Speed: 9

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 32

Psionic Resistance: 81

Energy Shields: 170 (13 Shield Armor)

-Highlord's Blades w/ Dual Wielding 1d20+18 accuracy, 46 damage, +8 strikes maximum x2; *Special Traits:* Penetration 21, Rending 5, Defensive, Bane, Devastating Cripple II

-Blood Orb 1d20+23 accuracy, 51 damage, 1 strikes maximum, 1 shot at short range; *Special Traits:* Burst 1

Skills: Acrobatics 6, Athletics 8, Computers 6, Defensive Training 12, Durability 15, Endurance 12, Influence 12, Leadership 14, Lore 12, Medicine 9, Melee 15, Mental Training 12, Perception 12, Pilot 12, Psionics 15, Ranged 12, Science 8, Stealth 6, Survival 12, Tactics 12

Talents: Air of Authority, Awesome Abilities (strength, fortitude, willpower), Bulwark, Channeled Strength, Combat Reflexes, Cynic, Defense of Will, Devastating Cripple (melee II), Dual-Weapon Skill II, Empowering Command, Endless Energy IV, Enduring Shields V, Grand Leader, Great Speaker, Hardened Survivalist, Inspirational Presence, Intimidating Presence II, Jaded, Masterful Parry, Natural Health III, Penetration V, Power Strike II, Psionic Powers x3, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Discipline Focus (telekinesis, telepathy, energy II), Resilience II, Resolute II, Righteous Fury, Swift Strikes II, Weapon Mastery (melee III)

Skill Focuses: Durability +3, Leadership +2, Melee +3, Psionics +3

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Hunter in Shadows, Blood Haze, Merciless Hunger, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Instant Recovery, Destructive Surge III, Vile Touch, Feed, Protoss Commander Mastery III, Sacrifice, Ascendant Mastery II, Redirect Attack, Rak'Shir Dueling, Psychic Integrity, Paragon Mastery II, Soul Stealer, Fateweaver Mastery I, Zone of Negative Energy, Doom Lord Mastery III, Grievous Wounds, Embrace their Suffering, Your Life for Mine, Demanded Obedience, God of Death, Fleixble Strategy, Symbol of Command, Influential*

Psionic Powers: *Reading, Messaging, Stop Organ, Cloaking, Life Drain, Void Strength, Dark Matter Surge, Chaos Missiles, Compulsion, Feedback, Chaos Wave, Soul Eater, Empowered Wrath, Chaos Orb, Command, Dark Matter Storm, Dominate, Obliteration, Manipulate, Move Object, Levitation, Imbue Form*

Strength: 15*

Instinct: 5*

Agility: 8

Fortitude: 12

Intelligence: 8

Willpower: 12

Gear: *Highlord's Bane Blades* (Tier 3 Bane Psi Blade with Entropic Blades x2), *Ambition's Bulwark* (Tier 3 Protoss Imperial Power Suit with Psionic Empowerment Armor [Plasma Shield in Immortality Socket, Uraj Fragment in Immortality Socket, Uraj Fragment in Normal Socket]), *Grip of Rage* (Focusing Bracer with (Bloodshard Crystal in Vengeance Socket), Bracer (Plasma Shielding in Vengeance Socket), Tier 3 Crystalline Computing Array, Tier 3 Equipment Belt

Special Ability (Bane Weapon): This psionic weapon ignores shield armor, deals 8 bleed damage. They deal +3 crippling wounds upon wounding a target.

Special Ability (Paragon of War): Alarak is one of the greatest warriors in the universe. He gains the following perks that relate to martial prowess and survivability.

-Alarak recovers 5 shield points on the start of each turn

-When Alarak kills an enemy, he rolls a d20 and regains a healing threshold on a 12+. If the enemy was stun, helpless, or dying, he also gains protection points equal to the executed targets level

-Alarak can spend a healing threshold and gain 5 energy fatigue to gain an extra standard action on his turn. This action cannot be used for manifesting powers.

-Alarak can spend a healing threshold at the start of his turn to gain **Adrenaline Rush**. Adrenaline Rush gives advantage on all attack rolls and strength and agility skill checks. He also deals +2 damage. This effect only lasts for that turn.

-When Alarak suffers damage to his shield, he deals damage to all adjacent enemies equal to the shield points he lost.

-At the start of his turn, Alarak gains protection points equal to the amount of bleed damage suffered by friends or foes within 6 squares.

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

Special Ability (Redirect Attack): When Alarak is targeted by a ranged attack or is the primary target on a burst attack, he can redirect the attack towards an ally within 6 squares. That ally becomes the target of the attack, or the primary target of the burst. The ally must be a valid target of the ranged attack. This uses the Alarak's opportunity attack.

Special Ability (Paragon of Psionics): Alarak is one of the most powerful protoss in terms of psionic ability. He gains the following perks that relate to psionics.

- Alarak's psionic powers deal +8 damage and remove a healing threshold on a crippling wound
- All energy powers deal 3 bleed on a successful hit
- Target's of Alarak's powers lose a morale level
- When killing an enemy psychic with a power, Alarak regains a healing threshold (on a 12+) and regains energy equal to the target's PL
- Alarak gains a +4 bonus to manifestation checks (included above)
- Telepathic attacks ignore 5 points of psionic resistance
- When a living creature dies with 6 squares of Alarak, Alarak recovers energy fatigue equal to target's level as well as 10 hit points
- Once per round, Alarak can double the energy fatigue cost of a single power to manifest it as a minor action. This power must have an energy fatigue cost higher than 0 but no greater than 5. If it is a sustained power, the power must still be sustained with the same action mechanic.
- Once per day, Alarak can spend a minor action to instantly lose all current energy fatigue, and instantly be completely recovered from all psionic drain.

Special Ability (Destructive Surge): When Alarak manifests a corruption energy psionic power, he can spend a healing threshold to cause a burst of energy around them. This energy deals damage to all nearby foes within a Burst (6) centered on the himself. This power does not wound allies and does not require an attack roll. It deals 84 damage to all enemies in the area, with the Penetration (10) and Rending (10) traits. It also causes a negative morale level for all struck enemies.

Special Ability (Rak'Shir Dueling): As a minor action, Alark can draw upon the psionic energy of all nearby allies. This gives the him +1 Psi Level and +2 to psionic manifestation checks for every psionic ally within short range until the start of his next turn. He cannot gain more than +4 Psi Level and +8 psionic manifestation from this ability. All their contributing allies suffer 8 points of energy fatigue.

Special Ability (Your Life for Mine): Alarak can draw life energies from a nearby, willing, ally as a minor action. Their targeted ally loses 3 healing thresholds, and a number of hit points equal to three times their damage threshold. If this effect reduces an ally to 0 hit points, they do not roll for disfigurement and are instead permanently killed. Alarak then regains an amount of shield points and hit points equal to twice the number their ally lost.

Special Ability (Zone of Negative Energy): All characters, friend or foe, that start their turn within short range of Alarak suffer a negative morale level at the start of their turn and suffer -4 to all attacks and checks. Characters with the Jaded, Cynic, or Emotionless talents are immune to this power.

Special Ability (Demanded Obedience): Alarak cannot utilize any of the default leadership combat augmentations. Instead, Alarak gains the new Suffer for Me leadership option. Suffer for Me allows minions to spend morale points to recover 10 hit points, +5 hit points for every 5 points of success on the leadership check. This does not use up a healing threshold. In addition, allies under his leadership do not gain a morale point when killing an enemy. They gain a morale point whenever Alarak kills an enemy. Alarak can still perform Rally actions to give his minions morale.

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

Who is Karax?

~Amon's hybrid facility lie in ruins. His hybrid armies shattered. And yet, for the briefest of moments, we lingered on the cusp of ruin. We endured because of the actions of one brave templar. In the midst of darkness, I have seen a light. I have seen defiant hope. Karax of the Khalai, you were born a craftsman from a caste of engineers. But now, you stand as a warrior. Today, it is clear the age of caste has come to its end. Today we must all become Templar!

~Artanis, Hierarch of the Daelaam, praising Karax for his deeds after the battle of Revanscar

Karax is one of the most distinguished individuals in the Daelaam after the End War. Unlike other leaders in the protoss empire, Karax is not a warrior, a commander, or a great pilot. What he is one of the greatest engineers of all time.

Like many of his people, Karax was forced to flee from Aiur to Shakuras after the fall. With the collapse of Aiur society, he was one of the most brilliant minds to transfer to Shakuras, already sustaining a reputation as a master of military equipment. Once the Brood War ended, he began the long task of rebuilding the templar arsenal on the nerazim home world and crafting the new Golden Armada. Such was his diligence that he came to directly serve Executor Selendis.

When the invasion of Aiur was launched and Amon dominated the Khala, Karax was almost lost. He was rescued by nerazim warriors and his nerve cords were severed. Once his protectors were lost, he was saved again by Hierarch Artanis. From that point on, he became Artanis' closest and most loyal supporter throughout the End War. Karax helped him raise the Spear of Adun from the ruins of Aiur. Afterwards, he pushed Artanis to incorporate the purifiers into the fight against Amon and his hybrid. He was also able to use the keystone to discover the location of Ulnar, the xel'naga home world.

When the protoss besieged Revanscar, the heart of Moebius' hybrid creation, Karax was forced to lead the invasion on the facility by himself, despite his lack of warrior training. Through intellect and keen understanding of the war machines he commanded, Karax was able to destroy the last of the hybrid creation laboratories. The victory caused Artanis to state the time of castes was over, and Karax was as worthy to be called templar as any other protoss.

After the End War, Karax set his task at rebuilding Aiur for the Daelaam. He remained as part of Artanis' inner council and helped command the Spear of Adun.

Using the Karax in the StarCraft RPG

~No matter what happens, if we die, we all die Templar, and I thank you for that- for your faith in me.

~Karax to Artanis

Karax is an instrumental part of the Daelaam following the End War and remains one of the most revered protoss in the empire. Despite this, his origins are as a technician, not a warrior or commander. Therefore, he is rather timid and humble compared to the other highest ranked protoss, who are frequently known for their arrogance. He is a thinker and a scientist rather than a warrior and lacks a warrior's confidence.

Despite that, he has a place of great prestige within the empire. High level protoss might find themselves under his command or at least working with Karax on missions of great importance for the empire. His priorities involve the safekeeping of Aiur and its people, and issues involving technology and relations with other races. He rarely involves himself with sweeping military campaigns or grand strategy. He usually instructs protoss heroes into taking strategic missions of a precise nature, the type of things protoss adventurers would excel at. Therefore, of all the individuals on the Daelaam inner council, he is the most likely to work with protoss heroes.



Karax's Tactics

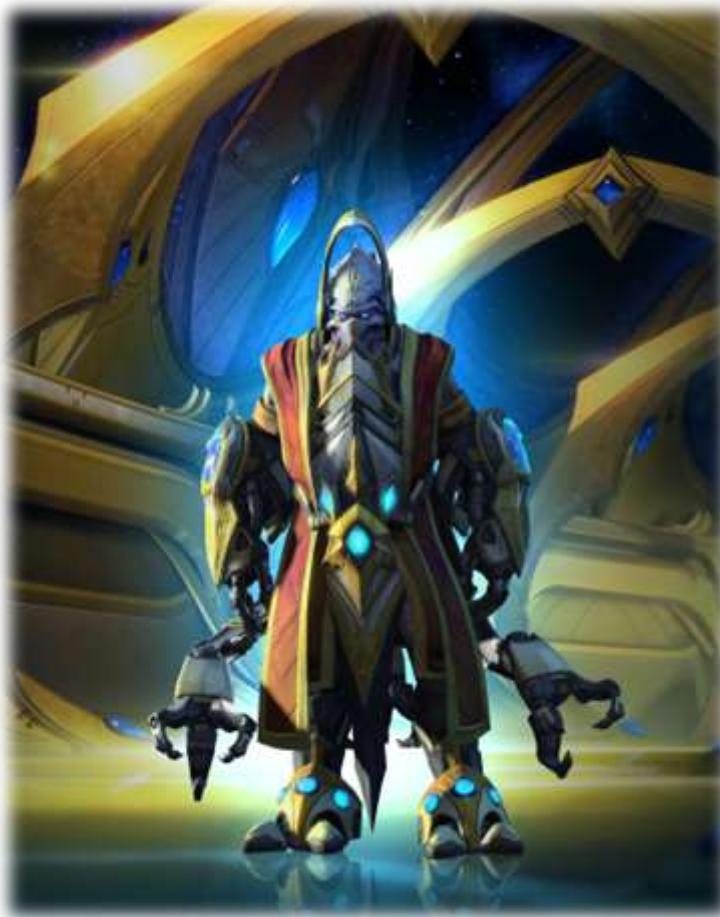
Karax is not a warrior templar and is not as powerful or experienced as the other protoss heroes. Despite this, Karax has had a long life that has involved plenty of hardships, forcing him to adapt to survive. Therefore, he has been forced to adapt his training as a phase smith with psionic might and the power to defend himself.

As an esteemed individual within the Daelaam, Karax is rarely encountered alone. He has plenty of allies who are willing to fight alongside him and protect him from harm. In those cases, he defends himself from the back when he is not supporting his allies. When fighting from opponents far from him, he uses his staff of force, *Move Object*, and *Telekinetic Grasp*. *Telekinetic Grasp* is his favored power, using it to grapple powerful enemies and letting his allies deal with them. He uses *Move Object* to pick up titanic objects and drop them on his foes. If enemies get close to him, Karax instead uses a plasma rod and focusing blades, along with the *Telekinetic Impact* psionic power. He also uses *Force Field* and *Move Object* to control the battlefield and cut off his opponents from one another.

Karax is never truly alone, even when by himself. A squadron is always standing by to help him in emergencies. If alone and outnumbered, Karax will use his warp-in ability to summon a contingent of purifiers and templar to assist him. Karax will usually place them in a ring around him. His allies benefit greatly from his psionic matrix that gives a bonus to energy recovery and manifestation bonus. He also uses *Empowered Shields* as his primary power to keep his allies alive long enough to make a difference. If the enemy forces are significant enough that his allies cannot defeat them alone, he uses his rapid-deployment photon cannons to augment his forces with heavy artillery.

Often in battle, Karax's priority is keeping his allies alive through medicine, *Empowered Shields*, and his combat mechanic ability. His mechanical arms give him range on his skill checks. He is also accompanied by his two customized probes, Orion and Daevi, whom labor on his behalf and protect their master.

If the worst happens, Karax prefers to flee from battle, but will not leave his friends and allies behind. If there is nowhere to run or retreat is not an option, he will give his life in battle- just as any templar should.



-Karax's Favored Psionic Powers: Psi Level 8, +24 psionic manifestation bonus, recovers 7 energy fatigue per turn

-Empowered Shields; DC 22 manifestation as standard action; 6 energy cost; make a science check, 2 targets within short range (one of which can be Karax) regain twice that many shield points (normally d20+24 x2); target recovers 5 shield points at the start of each turn for 8 rounds

-Force Field; DC 22 manifestation as a standard action; 15 energy cost; creates 16 Burst (1) blocks of unbreachable terrain that cannot be passed or attacked through, and perception tests through them take a -10 penalty. Each block must be adjacent to another block, and last 40 rounds.

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 5 colossal size or smaller objects within remote range and move them 10 squares per round, objects can instead be hurled up to 30 squares dealing damage as the type of object they are, +25 accuracy with thrown objects

-Telekinetic Impact; DC 22 manifestation as a standard action; 6 energy fatigue; +30 attack versus defense at long range, target takes 70 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness

-Telekinetic Grasp; DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +50 attack versus toughness at distant range against a target gargantuan-sized or larger, target takes 60 damage per round, is Staggered, Tormented, and Immobilized sustained, can attempt to escape with a DC 25 strength at end of turn, caster sustains as a standard action

Phase Smith Karax

Level 30 Aiur Protoss Heroic Character (Engineer 7, Phase Smith 5, Master Phase Smith 5, High Templar 7, Aerial Sentry 6), High Threat

Skill Purchases: 23

Talent Purchases: 37

Ability Score Purchases: 33

Hit Points: 250

Healing Threshold: 10

Damage Threshold: 38

Defense: 27

Toughness: 32

Resolve: 39

Speed: 7

Shift Speed: 1

Morale Bonus: +11

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 21

Psionic Resistance: 54

Energy Shields: 126 (10 shield armor)

-Psi Blade 1d20+13 accuracy, 29 damage, +2 strikes maximum; *Special Traits:* Penetration 8, Defensive, Focusing

-Plasma Rod 1d20+16 accuracy, 79 damage, +1 strike maximum, 8 shots at medium range; *Special Traits:* Penetration 10, Energy Damage, Implement, Devastating Cripple

-Staff of Force 1d20+16 accuracy, 83 damage, +1 strikes maximum, 40 shots at long range; *Special Traits:* Penetration 16, Psionic Infusion, Telekinetic Weapon (knocks target prone if bypassing defense and toughness), Stun, Implement, Devastating Cripple

-Psionic Lightning 1d20+30 accuracy, 32 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Line (8), Energy Damage, Energy Fatigue Cost (1)

-Mechanical Claw 1d20+13 accuracy, 28 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Reach 3, Smashing, +1 strike for every claw used in the attack

Skills: Athletics 8, Acrobatics 5, Computers 14, Defensive Training 12, Durability 12, Endurance 8, Influence 12, Leadership 10, Lore 14, Medicine 12, Melee 10, Mental Training 12, Perception 12, Pilot 12, Psionics 14, Ranged 14, Science 18, Stealth 4, Tactics 10

Talents: Calm Engineer, Close Combat Shot, Daelaam Unification (void), Devastating Cripple (ranged), Dissuade, Efficient First Aid, Endless Energy III, Enduring Shields III, Engineer Foreman, Fast Engineer, Great Speaker, Implement Focus III, Makeshift Repairs, Man Versus Machine, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 7, Psi Level 8, Psychic Power, Psychic Discipline Focus (telekinesis II, telepathy), Resilience, Resolute, Sabotage III, Structural Weakness V, Weapon Mastery (ranged III)

Skill Focuses: Computers +3, Lore +2, Psionics +2, Ranged +2, Science +7

Class Traits: *Combat Mechanic, Probe Familiar, Improved Probe, Improved Shields, Prestige III, Robotic Domination, Infused Warrior Spirit, Improved Domination, Psionic Matrix, Paragon of Understanding, Empowered Combat Mechanic, Second Probe, Improved Psionic Matrix, Wellspring of Energy, Rapid Deployment Cannon, Warp-In, High Templar Mastery III, Levitation, Rapid Channeling, Pilot Expert, Pilot Mastery III, Avenger, Attuned Shields, Aerial Sentry Mastery III, Intercept, Psi-Infused Hull*

Psionic Powers: *Reading, Messaging, Hidden Sight, Manipulate, Move Object, Levitation, Telekinetic Push, Telekinetic Impact, Telekinetic Grasp, Telekinetic Dome, Guardian Shell, Force Networks, Empowered Shields*

Strength: 10*

Instinct: 10*

Agility: 4

Fortitude: 10

Intelligence: 14

Willpower: 10

Gear: Tier 3 Plasma Rod, Tier 3 Staff of Force, Tier 3 Focusing Psi Blade, Tier 3 Protoss Smith Utility Suit (Plasma Shielding in Wisdom Socket, Solarite Shard in Wisdom Socket, Solarite Shard in Normal Socket), Bracer (Khalis Fragment in Vengeance Socket), Cloak (Ilhan Crystal in Immortality Socket), Tier 3 Backpack, Tier 3 Crystal Charging Cell x2, Tier 3 Crystalline Computing Array, Tier 3 Equipment Belt x3, Tier 3 Hand Console, Tier 3 Laser Cutter, Tier 3 Light Orb, Tier 3 Protoss Medipack x2, Tier 3 Protoss Repair Kit x3, Containment Prism x2*

Special Ability (Psionic Mastery): Karax is a powerful psychic and gains the following benefits as related to psionic powers:

-+2 accuracy with all offensive powers

-Regains 5 energy fatigue at the start of each round

-Once per encounter, can spend an action to recover energy fatigue, and instantly spend some of that energy fatigue to manifest a power as part of the same action

--+10 on psionics checks to recover energy shields and can recover shields as a minor action once per turn.

Special Ability (Rapid Deployment Cannon): Karax carries two containment prisms that can be thrown to quickly deploy a photon cannon. Once crafted, the containment prism can be thrown to an empty square within short range. Once it hits the target location, it unfolds into a full-sized photon cannon. If there are terrain features or huge or larger foes in the way of it filling its full 3 by 3 area, it is destroyed upon creation. If there are only minor objects that are large-sized or smaller blocking its area, it pushes them backwards 2 squares to make room for its creation. Once it is spawned, the photon cannon functions as a normal photon cannon under the control of the phase smith. It requires a psionic matrix in order to function. Once the photon cannon has been used, it cannot be moved.

Special Ability (Rapid Channeling): Once per round, Karax 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 (Infused Warrior Spirit): All allied protoss robots within 30 squares of Karax gain +14 accuracy and +7 damage.

Special Ability (Improved Psionic Matrix): Karax produces a small psionic matrix in a Burst 15 area around them that follows them wherever they go. This area functions as the psionic power field created by a pylon. Therefore, it can be used to power protoss defenses such as photon cannons, structures such as warp gates, or even be used as a beacon for warping in reinforcements. The psionic matrix also allows allied psychics to regain 2 energy fatigue per turn and grant a +4 manifestation bonus.

Special Ability (Empowered Combat Mechanic): Karax 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. Karax restores double hit points to the vehicle, applied after the check bonus of the repair kit. 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. Afterwards, the repaired construct gains +5 damage resistance and shield armor for 10 rounds

Special Ability (Warp-In): Once per day, Karax call forth reinforcements to teleport in from the *Spear of Adun* or nearby protoss citadel. This requires a full-round action as Karax contacts his reserve troops. These reinforcements must be warped in within a psionic matrix. Karax calls forward the following reinforcements: 4 Purifier Sentinels, 1 Purifier Adept, 1 High Templar and 1 Templar Immortal.

Special Ability (Piloting Focus): When Karax is piloting a vehicle, the vehicle gains +8 damage resistance, +30% maximum speed and shield pool, +30 acceleration rating, +3 defense, +3 accuracy, and deals +3 power ratings of damage with vehicle weapon attacks.

Special Ability (Protoss Psychic): Karax is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Energy, and Telekinesis disciplines. Karax also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. Karax uses either the Khala or the Void as their psionic power source.

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

Who is Fenix?

"Fenix? It can't be! The executor told me of how you fell before the zerg. How is that you live and breathe?"

"Ha ha.... Well, after my unfortunate defeat, my ruined body was recovered by our brethren. I now reside within the cold, robotic shell of a Dragoon."

"Old friend- would that none of this came to pass..."

"Nonsense! There is no shame in defeat as long as the spirit is unconquered! And I am still able to serve Aiur!"

~Tassadar and Fenix

Fenix was one of the greatest protoss warriors to ever live. He was constantly tested against overwhelming alien forces and prevailed, earning himself a place of legend amongst all protoss. While Fenix was killed by the Queen of Blades during the Brood War, he has remained a figure of legend amongst all the people of the Koprulu Sector. A part of him continues to live on in the purifier Talandar, who was originally created as a cloned robotic personality of Fenix.

Before the Great War, Fenix fought numerous battles on behalf of the protoss empire, alongside his dear friends, Tassadar and Artanis. By the time the zerg invaded Aiur during the Great War, he was a praetor leading his fellow brethren into battle under the command of the executors. While his deeds were great and slew many zerg, Fenix fell for the first time when the Zerg overtook Antioch.

His body was recovered and placed with the cybernetic shell of a dragoon. When a schism opened between the ruling Conclave and the forces of Tassadar, Zeratul, and Artanis, Fenix chose to side with his old friends. They destroyed the Conclave, rescued Tassadar from his trial, and worked with James Raynor to destroy the Overmind.

After the Overmind's destruction, Fenix and Raynor stayed behind on Aiur to help the survivors of the ravaged home world escape through a way gate. Desperate for survival, Fenix and Raynor became fast friends as they combined their forces. As the UED came to dominate the sector, they made an uneasy alliance with the Queen of Blades to fight back the forces of Earth. While this alliance was successful, Kerrigan was a treacherous creature. She betrayed her allies and decided to kill Fenix. One of the mightiest warriors that ever lived, Fenix did not go down easily and took down a legion of Zerg before finally falling. His death greatly angered the protoss forces throughout the sector, as well as James Raynor, as they swore vengeance against the hated Queen of Blades.

Using the Fenix in the StarCraft RPG

The statistics here represent Fenix at his time of death during the Brood War, where he fell on Korhal. He is already in his dragoon exoskeleton at this point. He was one of the mightiest protoss warriors and had adjusted to making the use of his dragon exoskeleton. Because of his early death, Fenix is most likely going to be encountered in campaigns that take place during the StarCraft I era. To those players, he is a leader and a fierce ally who fights alongside his soldiers and friends. He is well known to feel no fear, doubt, or hesitation and inspires confidence in his allies. Players might serve or fight alongside Fenix in many of his famous battles on Aiur, Moria, or Korhal.

Fenix's Tactics

~Don't let the fact that I am three hundred and sixty-eight years older than you dull your impression of me, young Raynor. I can still... how do you terrans say it... 'throw down' with the best of them!

~Fenix

Fenix is an exceptionally powerful dragoon. He relies on his great spirit, martial prowess, and powerful walker instead of psionic powers. Fenix starts encounters by setting up tactics to increase his accuracy and defense. If he is the senior leader in a battle, he activates leadership for either coordinate or defensive formation. Afterwards, he enters battle, blasting his enemies at long range with his phase disruptor.

Fenix always uses his ability to shift 2 squares before or after his attack. Typically, he chooses to dual-wield, attacking an ally in melee with his bash, blasting a foe with his phase disruptor, then shifting away to prevent being surrounded, as well as gaining the defense bonus. Fenix tries to always use rally action on his turn if he is leading, bolstering the shields of himself and his allies while also making sure he has enough morale to use Zeal every turn with his phase disruptor.

Even for a dragoon, Fenix is nigh invincible. He freely uses his Divert Shields and Guardianship abilities to direct fire towards himself, rather than his allies. This gives allies within 3 squares a -5 to all attacks against them and they can utilize his incredibly powerful energy shields to keep themselves alive.

Fenix

Level 30 (12 Paragon) Aiur Protoss Epic Heroic Character in Large-sized Vehicle (Zealot 7, Champion 5, Praetor 6, Crusader 5, High Praetor of Aiur 5, Honored Fallen 7, Reanimated Champion 5, Aerial Sentry 2), Extreme Threat

Skill Purchases: 33

Talent Purchases: 68

Ability Score Purchases: 37

Hit Points: 901

Healing Threshold: NA

Damage Threshold: 82

Defense: 40

Toughness: 50

Resolve: 42

Speed: 15

Shift Speed: 3

Morale Bonus: +12

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +12

Damage Resistance: 77

Psionic Resistance: 75

Energy Shields: 462 (Shield Armor 24)

-Phase Disruptor 1d20+34 accuracy, 90 damage, +3 strikes maximum, distant range; *Special Traits:* Penetration 20, Burst 5, Energy Damage

-Phase Disruptor w/ Zeal 1d20+46 accuracy, 102 damage, +3 strikes maximum, distant range; *Special Traits:* Penetration 20, Burst 5, Energy Damage, -1 morale

-Large Bash 1d20+25 accuracy, 63 damage, +5 strike maximum; *Special Traits:* Penetration 12, Cleaving (1, at positive morale, 2 at 5 positive morale)

Skills: Acrobatics 10, Athletics 12, Computers 4, Defensive Training 14, Durability 15, Endurance 12, Influence 4, Leadership 8, Lore 8, Medicine 6, Melee 14, Mental Training 14, Perception 10, Pilot 12, Psionics 12, Ranged 15, Science 6, Stealth 4, Survival 8, Tactics 12

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Dual-Weapon Skill II, Endless Energy II, Enduring Shields V, Excellent Spirits, Good Spirits, Hardened Survivalist, Honor and Glory, Inspirational Presence II, Master Tactician, Might Blow V, Military Unarmed Combat Training II, Natural Health III, Penetration V, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Power x2, Racial Familiarity I, Resolute II, Resistant V, Resilience II, Righteous Fury, Swift Strikes I, Unstoppable Movement, Weapon Mastery (melee III, ranged III)

Skill Focuses: Defensive Training +2, Durability +3, Melee +2, Mental Training +2, Ranged +3

Class Traits: *Armored Defender II, Art of Absorption, Psionic Charge, Zealot Mastery III, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Overwhelming Fury, Psychic Ward, Tactical Devotion, Protoss Commander Mastery III, Resilience of the Firstborn, Battle Synergy, Bulwark of Faith, Power of Opportunity, Praetor Mastery II, Pilot Expert, Pilot Mastery I, Aerial Sentry Mastery I, War Walker, Swift Strider, Eternal Warrior Mastery III, Honored Fallen Mastery II, Stomp, Energize Shields, Power Shot, Akhundelar, Aura of Protection, Divert Shields, Guardianship, High Praetorian Mastery III, Resolute Spirit, Crusader Mastery III, Improved Zeal, Passion, Pulverizing Charge, Sweeping Strikes, Valiant, Zeal, Reanimated Mastery III, Cannon Onslaught, Psionic Might, Inspiring Monument, Shield of Defiance, Defender to the Last*

Psionic Powers: *Toughness, Acute Senses, Rush, Muscular Enhancement, Enhanced Attributes, Psychic Block, Feedback*

Strength: 22

Instinct: 12

Agility: 14

Fortitude: 17

Intelligence: 6

Willpower: 12

Gear: Tier 3 Phase Disruptor, Tier 3 Large-sized Bash, Tier 3 Crystalline Computing Array, Tier 3 Heavy Plated Hull, Dragoon Exoskeleton (Plasma Shielding in Immortality Socket, Ilhan Crystal in Vengeance, Solarite Shard in Normal Socket, Teleportation Unit in Normal Socket)

Special Ability (Paragon of War): Fenix was one of the greatest warriors that ever lived. He was a devoted soldier who protected his allies and his home world from all threats. Fenix gains the following perks when it comes to combat and protecting allies.

-When attacking with his phase disruptor, if the attack bypasses the target's defense and toughness, they are pushed back 1 square, +1 square per 5 points they surpassed toughness. This only effects the primary target

-Whenever Fenix attacks with his phase disruptor, he can perform a free shift action before or after the attack. If he does, he gains +2 on his defense.

-Fenix regenerates 4 point in his shield pool at the start of each round.

-Enemies gain a -5 penalty to attack Fenix's allies as long as they are within 3 squares of him.

-When an ally within 3 squares takes damage from an attack, they can apply Fenix's energy shields against the attack before they apply their own energy shields or hit points.

-When Fenix's shields are reduced to 0, he makes a +30 attack against all enemies within 3 squares. On a hit, he deals 154 damage, or 77 on a miss. This power can only be used again after Fenix's shields recharge back to full and are lowered to 0 again.

Special Ability (Paragon of Zealotry): Fenix was an inspirational commander who lead fearless from the front lines of combat. His valor was reflected onto his followers, who were emboldened by his example.

- When Fenix rallies an allied protoss with a leadership check, those allies regain 30 shield points.

-Fenix can forgo all actions to give all allies under his command +8 to all attacks and checks.

-All allies withing 6 squares of Fenix gain +5 damage resistance. All allies within 10 squares of Fenix gain +3 to all attacks and skill checks. All allies within 30 squares of Fenix gain +4 morale bonus.

-Fenix begins combat with 5 positive morale. He gains 2 morale when he kills an enemy with a melee attack. When he spends a morale on an attack, he adds his morale bonus to both accuracy and damage. Fenix can have up to 7 positive morale.

-Fenix cannot be brought below 0 morale.

Special Ability (Stomp): As a full-round action, Fenix can put all his effort into a single, powerful, ground stomp attack. Fenix makes a +47 attack against the toughness of all adjacent enemies. If the attack hits, all targets suffer 63 damage (penetration 12), 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.

Special Ability (Pulverizing Charge): As a full-round action, Fenix can make a single strike melee attack against an enemy swarm. If the attack hits, it gains Hailfire (2).

Special Ability (Teleporter): Once per hour as a full-round action, Fenix can teleport 1,000 squares.

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

Special Ability (Strider): Fenix ignores all difficult terrain.

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

Special Ability (Reinforcement): Fenix ignores the first 5 crippling wounds suffered from a crippling attack.

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

Special Ability (Mental Discipline): Fenix never overloads psionic powers due to a poor die roll. When he boosts psionic powers, roll 1d20 + the amount of PL he is boosting. He only suffers a Critical crippling wound if the result is 16 or higher.



~Fenix's Dragoon (left)



~Fenix inside his Dragoon (right)

Who is Zeratul?

"You speak of knowledge, Judicator? You speak of experience? I have journeyed through the darkness between the most distant stars. I have beheld the births of negative-suns and borne witness to the entropy of entire realities. Unto my experience, Aldaris, all that you've built here on Aiur is but a fleeting dream. A dream from which your precious Conclave shall awaken, finding themselves drowned in a greater nightmare."

~Zeratul

Few have impacted the Koprulu Sector more than the Zeratul, Dark Prelate of the Nerazim. While many would revile or scorn him for his actions, he willingly bore the mark of shame for his deeds while always fighting on to do what was best for the survival of all races in the galaxy. Without him, the universe would have been overtaken in utter darkness.

Zeratul was already an ancient and powerful warrior by the great war, leading his own nerazim forces in surveying deep space searching for Xel'naga relics and potential threats to the Dark Templar. He was led to the planet Char by the psionic signal of Sarah Kerrigan becoming transformed into the Queen of Blades. It is there that he met with the templar executor Tassadar. Despite the differences between their people, they became close allies as Tassadar learned how to manipulate the shadowy void energies of the dark templar.

Zeratul was the first to slay a Zerg cerebrate, revealing that void energies were needed to destroy the Overmind's most powerful servants. This information came at a cost; the psychic backlash allowed the Overmind to learn the location of the protoss home world of Aiur from Zeratul's mind. This led to the Zerg invasion of Aiur. Zeratul later joined forces with Artanis, Fenix, Tassadar, and the terran James Raynor in battle on Aiur, destroying the Overmind that had come to infest the once glorious protoss world.

As Tassadar sacrificed himself to destroy the Overmind, the survivors realized that could not stay on Aiur. It had become too overwhelmed and ravaged by the Zerg. Zeratul suggested taking ancient Xel'Naga way gate to teleport to Shakuras, the home world of his people, the nerazim. Reluctantly they did so, and the Zerg followed behind them. Leading the protoss survivors along with Artanis, they met with the nerazim matriarch, Raszagal, and settled the survivors of the Aiur protoss on Shakuras so they could rebuild their civilization. But first they needed to clear the Zerg presence from Shakuras. For this, they made an unpleasant alliance with the Queen of Blades.

While they were able to clear the Zerg from Shakuras with her help, Kerrigan ultimately betrayed them, killing the Judicator Aldaris before he could reveal that Kerrigan had psionically dominated the nerazim matriarch, Raszagal. Kerrigan later kidnapped Raszagal and used her to blackmail Zeratul into killing the second Overmind that threatened her control of the Zerg. Zeratul realized then that Raszagal was being controlled by Kerrigan. Despite the hardship, he killed his beloved matriarch to save her from Kerrigan's control. He placed himself in exile after the dark deed.

Zeratul wandered the war-ravaged sector. He came across a dark moon where terrans were performing dark genetic experiments. He came to learn these experiments were the creation of protoss-zerg hybrid of immense power. These experiments were perpetrated by Samir Duran, a shapeshifter who fooled all three races from the beginning.



After a time in exile, Zeratul became fixated on discovering the plot of the hybrid and its origin. He traveled to an ancient shrine world to collect pieces of a Xel’Naga prophecy, only to learn that Kerrigan also sought the prophecy. Afterwards, he rescued protoss preservers from one of the first active hybrid, who then deciphered the prophecy for him. The clues lead him to Aiur and learning the plot of the fallen Overmind to have Kerrigan save the Zerg from destruction by the fallen Xel’Naga, Amon. He shared this knowledge with James Raynor, in order to ensure she was not killed.

After Kerrigan had her mind freed by the James Raynor and the Xel’Naga artifact, Zeratul led her back to Zerus to claim the power of the primal zerg. Afterwards, he continued to seek pieces of the Xel’Naga prophecy that would help them win the End War and defeat Amon and his hybrid. His search revealed the Xel’Naga keystone, an artifact assembled by the terrans, was the key to defeating Amon. He relayed this information onto Artanis, but it was too late. The End War had begun, and Amon corrupted the Khala that bound all Aiur protoss together. Zeratul gave his life to free Artanis from Amon’s corruption, leaving the young hierarch to finish the quest Zeratul began.

In the end, it was only because of Zeratul’s actions that the protoss were able to unite under Artanis and use the keystone to defeat Amon and his army of enthralled minions. The people of the galaxy were alive and safe, thanks to the sacrifices of one exile.

Using the Zeratul in the StarCraft RPG

“James Raynor... I bring tidings of doom. I have pierced the veil of the future and beheld only.... oblivion. Yet one spark of hope remains. You will hold her life in your hands... and though justice demands she dies for her crimes, only she can save us.”
~Zeratul

The statistics here represent Zeratul at the time of his death at the start of the End War. While a controversial figure to many, Zeratul was a hero that prevented the universe from slipping into darkness.

Early in the StarCraft story, around the time of the Great War and Brood War, Zeratul was a respected military leader. Players who play during that time may serve alongside or under him on his battles on Char, Aiur, or Shakuras. It was only after the death of Raszagal that Zeratul became a loner, living in self-induced exile. Players still have a chance to encounter him during the Second Great War as he scours the galaxy for the Xel’Naga prophecy. Players should be in awe of his skill, reputation, and his enduring will to stop the coming apocalypse.

Zeratul’s Tactics

“The End War has come! Amon, the Dark One, has returned!”
~Zeratul

Zeratul is a terrifying combatant who mixes psionic prowess with stealth and instant, killing blows. He almost always has *Muscular Enhancement* active. He also always has *Cloaking* active when he is in a dangerous location. In combat, he moves swiftly and silently from one enemy to another, quickly killing them with attacks combining power strike and heavy strike. The damage he deals is incredible, and he quickly kills one enemy after another. His sweeping, cleaving attacks often let him destroy close groups of foes.

If Zeratul is challenged by a foe that can stand up to him, he tries to confuse and outmaneuver his foes with various teleportation and flight abilities. If a foe is difficult to hit, or he cannot risk lowering his defense, he will use power strike alone instead of adding heavy strikes, using bob and weave instead. In the thick of combat, he will use *Imbue Form* to further maximize his combat ability. *Void Prison* is used to control troublesome enemies, while *Void Armor* grants him additional shields in case his are breached. Zeratul prefers melee combat but will occasionally use *Void Explosion* on flying enemies or very large swarms.

Zeratul is extremely dangerous to fight in melee, as he is hard to hit and missed attacks against him provoke his riposte counter attacks. Because Zeratul has extremely high rending, the slightest touch from him can instantly kill a foe, so attacking within his reach is a danger. If Zeratul is mortally threatened, he will try to escape combat using *Shadow Form* so he can continue his mission.

-Zeratul's Favored Psionic Powers: Psi Level 12, +33 psionic manifestation bonus (+35 with energy powers), recovers 3 energy per turn

-Cloaking; DC 14 manifestation as free action; 1 energy cost +1 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Imbue Form; DC 24 manifestation as a move action; 6 energy fatigue +6 per round sustained; Zeratul gains +14 defense, melee damage, melee penetration, +2 damage resistance, +7 strikes and move speed, +1 damage threshold

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; gains +12 to athletics, acrobatics, endurance, and stealth tests, +6 melee damage and penetration, lasts 120 minutes

-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 36 squares. Cannot make any physical or psionic attacks in this form. All enemies within 1 square of the character suffer 41 damage, rending 5.

-Void Armor; DC 28 manifestation as a standard action; 14 energy cost; all allies within 12 squares gain an energy shield that has a shield pool of 84 and a shield armor of 12 until used or 6 rounds pass

-Void Explosion; DC 30 manifestation as a standard action; 15 energy fatigue; +31 attack versus defense in a Burst (6) at remote range, struck takes 84 damage with Piercing and Rending 10 traits, struck targets lose a healing threshold

-Void Prison; DC 26 manifestation as a standard action; 11 energy cost; gains 12 squares of prison of adjacent prison to encase around enemies, if an enemy's squares are completely filled with prison blocks, make a +36 attack against their toughness; all targets sealed and successfully hit are imprisoned and Blinded, Stunned, and cannot suffer damage for 6 rounds; all squares not imprisoning enemies disappear entirely

Zeratul

Level 30 (15 Paragon) Nerazim Protoss Epic Heroic Character (Dark Templar 7, Assassin 5, Prelate 6, Dark Prelate 4, Centurion [Hunter] 7, Shadow Master 5, Reaper 5, Blade Dancer 5, Psionic Paragon 1), Extreme Threat

Skill Purchases: 35

Talent Purchases: 64

Ability Score Purchases: 40

Hit Points: 414

Healing Threshold: 12

Damage Threshold: 44

Defense: 49

Toughness: 33

Resolve: 58

Speed: 11

Shift Speed: 5

Morale Bonus: +13

Space: 1 square

Reach: 1 square

Initiative: +14

Damage Resistance: 17

Psionic Resistance: 88

Energy Shields: 540 (22 shield armor)

-Warp Psi Blade 1d20+20 accuracy, 87 damage, +8 strikes maximum (+6 accuracy per strike); *Special Traits:* Penetration 36, Rending 20, Cleaving 2, Defensive

-Warp Psi Blade w/ Power Strike II 1d20+4 accuracy, 111 damage, +8 strikes maximum (+6 accuracy per strike); *Special Traits:* Penetration 36, Rending 20, Cleaving 2, Defensive

-Warp Psi Blade w/ Power Strike I and Heavy Strike 1d20+24 accuracy, 134 damage, 1 strikes maximum; *Special Traits:* Penetration 36, Rending 20, Cleaving 2, Defensive, Bleed 5, Reach +1, -5 Defense, Cannot Evade

Skills: Acrobatics 14, Athletics 12, Computers 10, Defensive Training 15, Durability 14, Endurance 12, Influence 10, Leadership 10, Lore 12, Medicine 12, Melee 14, Mental Training 12, Perception 12, Pilot 12, Psionics 16, Ranged 12, Science 10, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (agility I, willpower II), Brutality III, Chosen of the Twilight, Cleave II, Combat Reflexes, Daelaam Unification (khala), Dark Vengeance, Defensive Fighting III, Devastating Cripple (melee II), Dodge II, Duelist III, Empowering Command, Endless Energy III, Enduring Shields IV, Exile Pilgrimage, Hardened Survivalist, Inspirational Presence, Mighty Blow III, Natural Health III, One with the Darkness, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Power x5, Psychic Discipline Focus (telepathy, telekinesis, cloaking), Racial Familiarity, Resilience II, Resolute II, Survival Instincts, Swift Strikes III, Untapped Psi Level (11, 12), Weapon Mastery (melee III)

Skill Focuses: Acrobatics +2, Defensive Training +3, Durability +2, Melee +2, Psionics +4

Class Traits: *Dark Templar Mastery III, Extermination, Shadow Curtain, Shadow Walk, Instant Recovery, Assassin Mastery III, Revitalizing Strike, Dark Embrace, Protoss Commander Mastery III, Resilience of the Firstborn, Fast Dodge, Prelate Mastery II, Bulwark of Faith, Shadow Mark, Psychic Integrity, Dark Prelate Mastery II, Improved Shadow Mark, Centurions Mastery III, Shadow Charge, Art of Avoidance, Blade Dancer Mastery III, Artful Riposte, Extended Blade, Maiming Strike, Execute, Dreaded Strike, Killing Blow, Precise Strikes, Reaper Mastery III, Reap the Weak, Shadow Mastery III, Invisible to All, Quick Strike*

Psionic Powers: *Cloaking, Void Blast, Shadow Field, Writhing Darkness, Shadow Barrage, Void Prison, Void Armor, Astral Winds, Hungering Void, Shadow Form, Void Explosion, Manipulate, Move Object, Telekinetic Impact, Telekinetic Grasp, Levitation, Imbue Form, Stop Organ, Hidden Sight, Hallucination, Feedback, Mind Blast, Mind Ripple, Mind Overload, Psionic Maelstrom, Acute Senses, Muscular Enhancement, Enhanced Attributes, Regeneration, Eternal Form*

Strength: 8

Instinct: 7

Agility: 12

Fortitude: 8

Intelligence: 10

Willpower: 14

Gear: *Blade of the Exiled Prelate* (Tier 3 Warp Psi Blade with Vorpal Blade), *Garb of the Dark Master* (Tier 3 Protoss Armor Suit with Psionic Reinforced Light Armor), Cloak, *Void Shackles* (Bracer with Focusing Bracers [Argus Crystal in Vengeance Socket], *Pendant of Dark Truths* (Amulet with Argus Tailsman [Khaydarin Crystal in Wisdom Socket]), *Astral Warding Harness* (Harness with Shielding Harness [Plasma Shielding in Normal Socket x2])

Special Ability (Paragon of Assassination): Zeratul has a long and storied career as a Nerazim assassin. None can deal death like he can with single strokes of his blade, and he can do so with never being detected. Zeratul gains the following abilities regarding stealth and murder.

- Zeratul deals +3 crippling wound points when dealing a melee crippling wound
- When Zeratul is hidden or cloaked, anyone making a spotter or detector action must succeed a DC 37 perception check to reveal him
- Zeratul deals +30 damage with attacks and psionic powers against flat-footed foes.
- Zeratul deals a negative morale marker to foes he attacks that cannot see him.
- While cloaked, Zeratul can teleport 36 squares as a move action every other round. Alternatively, he can teleport 24 squares as a standard action while not cloaked by gaining 1 energy fatigue.
- Zeratul ignores the hidden condition of enemies and suffers no penalties from darkness or concealment
- When Zeratul kills an enemy with a heavy strike melee attack, he gains an instant standard and move action that can be used that round. This only occurs once per turn
- When Zeratul kills an enemy with a melee attack, all other enemies within 15 squares lose 1 morale level and suffer 70 psionic damage
- Zeratul gains advantage on attacks against large-sized or larger foes, and they have disadvantage on attacks against him. This only effects creatures, not robots or vehicles
- When Zeratul deals a crippling wound to a biological target with his psi blade, he recovers 4 energy fatigue
- While cloaked and outside an encounter, Zeratul can make a +14 check against a target's damage threshold as a standard action. If successful, the target is killed without a sound or without revealing Zeratul.

Special Ability (Paragon of Dueling): Few could survive to cross blades with Zeratul, such is his might and expertise. Zeratul gains the following perks as related to melee fighting.

- When Zeratul makes multiple strikes with a melee attack, he gains +6 accuracy per strike instead of +4
- Zeratul gains 3 bonus opportunity attacks each round
- When Zeratul is missed by a melee attack within reach, he can instantly make an opportunity attack against the target that attacked him. He gains bonus accuracy on this attack equal to how much the attack missed him by. This attack gains a bonus +5 rending and +5 bleed.
- Zeratul gains his full number of strikes on opportunity attacks, and has 9 reactions per turn.
- Zeratul is always considered to be bobbing and weaving for the purpose of evading and can make 2 evade attempts in a single turn. He can evade any attack, and has a total evade bonus of +31.
- When Zeratul is bobbing and weaving, his melee reach increases by 1, and he gains 5 bleed and 5 rending on all melee attacks.
- Once per round if Zeratul is hit by a ranged attack, he can make a melee attack roll with his full strikes opposing the attack that hit him as a reaction to reduce the damage by half.
- Once per round, when Zeratul suffers hit point damage, he gains 16 protection points.

Special Ability (Exile): Zeratul functions best when fighting on his own. When he is fighting without allies, every round he gains a free morale level and he gains advantage on attacks, skill checks, and psionic manifestation, He can also recover energy fatigue as a move action. He does not gain these benefits if he has any allies. Moreover, such is his shame at losing allies that he suffers -1 morale whenever an ally drops to 0 hit points or is killed.

Special Ability (Ethereal): Any the very beginning of any turn, Zeratul can manipulate their aura of cloaking to be ethereal instead of simply invisible. By choosing to do so, their energy fatigue cost to maintain *Cloaking* that round is doubled. Until the start of their next turn, Zeratul is partially phased out of reality. He cannot interact within anything from the physical universe, nor can they attack them or be attacked. He cannot be targeted with psionic powers or effects. While ethereal, Zeratul can move through any creature or object, if their movement ends outside another's occupied square. He is not limited to moving along the ground and can fly while ethereal. On the next turn, if Zeratul chooses not to sustain the effect, he rematerializes in the square he ended his last turn in.

Special Ability (Shadow Charge): When Zeratul charges, he gains +12 move distance, and become partially ethereal. When in this state, he does not provoke opportunity attacks, and can pass through up to 12 occupied squares 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.

Special Ability (Shadow Curtain): Whenever Zeratul 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): Zeratul is a protoss psychic that can gain a Psi Level of up to 12, and can draw powers from the Telepathy, Telekinesis, Augmentation, Cloaking, or Energy disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void and Khala is their psionic power sources.



Void Seeker

Massive Protoss Aerial Vehicle, Epic Threat

Hit Point: 2,150

Damage Threshold: 122

Toughness: 116

Strength/ Fortitude: 30

Structure Rating: 12

Damage Resistance: 52

Pilot Requirements: 8

Space: 30 by 30 squares

Reach: NA

Acceleration Rating: 100

Max Speed: 2,000

Defense: 0 +Defensive Training +Agility

Energy Shield: 1,300

Crew: Pilot, Room for 20 passengers or equivalent vehicles or cargo

Base Gear: Tier 3 Ultra Turret-Mounted Void Orb Cannon, Navigation System, Telepathic Augmenter, Advanced Thrusters, Tier 3 Ultra Heavy Plated Hull, Warp Drive, Afterburners

Special Ability (Automated Command Crew): The star relic is only piloted by a single character, relying on automation for most of its functions. However, this automation is so precise that it gains extra actions as if it had a complement of crew. The pilot of the star relic has complete control over the vehicle in a way that is unheard of for such a large vessel. The star relic has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

- Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.
- Recover Shields:** Immediately perform a science check with a +20 bonus. The vessel recovers that many shield points.
- Extra Attacks:** The star relic's void orb cannon attacks gain Hailfire (1) that turn.
- Use Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)
- Psionic Thrusters:** The vehicle gains +200 acceleration rating that turns and benefits from *Displacement Engine*.
- Activate Teleporters:** The vehicle can use its built-in teleporters to either teleport willing passengers to another ship or nearby planet, or teleport willing subjects (or inanimate cargo) aboard the ship. Every crew action allows the transportation of 9 squares worth of people or cargo.
- Charge Void Barrage:** The vehicle recharges one step of the void barrage weapon.
- Cloaking Field:** The vehicle can maintain its cloaking field

Special Ability (Void Barrage): The star relic can release a powerful, void barrage at a target location. The location must be beneath the vessel, up to 5 kilometers away. Releasing a void barrage is a standard action that requires 5 Charge Void Barrage crew actions to prepare. Once prepared, the pilot makes a ranged skill check at -2 versus the target location. This is the attack roll. The attack deals 100 damage, Penetration (30), Hailfire (3), and Burst (8). After being used, it requires 5 more charge actions to be used again.

Special Ability (Cloaking Field): The star relic can activate a massive cloaking field that surrounds it at will. Maintaining the cloaking field requires a crew action. This cloaking field can be manifested in one of two methods at once. The first is a personal cloaking that gives the Star Relic the Cloaking condition. The second is providing a cloaking aura for nearby allies but not the star relic itself. All allies that the star relic's pilot chooses within its area count as being cloaked. This area extends 1 kilometer in tactical scale, or a Burst 1 area in starship scale. The area is always centered on the star relic. The star relic is not cloaked by the area cloak effect, nor can it gain the benefit of cloaking for any reason while it is active.

Special Ability (Displacement Engine): When the pilot is using a crew action to activate Psionic Thrusters, the star relic benefits from its displacement engine which creates mirror images and hallucinations to shield the ship. While this is in effect, all attacks against the star relic suffer a -10 penalty. Anyone applying a target lock must make an opposed pilot check against the pilot of the star relic while the effect is active.

The void seeker is a tier 3 star relic ship (Supplement 5: End War) that is used by Zeratul after his self-imposed exile. It was destroyed mere hours before Zeratul's own death.

Zeratul in Void Seeker

Level 30 (15 Paragon) Nerazim Protoss Epic Heroic Character in Massive-sized Vehicle, Epic Threat

Skill Purchases: 35	Talent Purchases: 64	Ability Score Purchases: 40
Hit Points: 2,150	Healing Threshold: NA	Damage Threshold: 122
Defense: 27	Toughness: 116	Resolve: 58
Acceleration Rating: 100	Max Speed: 2,000	Morale Bonus: +13
Space: 30 by 30 squares	Reach: NA	Initiative: +14
Damage Resistance: 58	Psionic Resistance: NA	Energy Shields: 1,300

-Void Orb Cannon 1d20+29 accuracy, 80 damage, +5 strikes maximum, unlimited shots at distant range; *Special Traits*: Penetration 45, Burst 5

-Void Barrage 1d20+10 accuracy, 100 damage, 1 attacks maximum, special range; *Special Traits*: Penetration 30, Hailfire 3, Burst 8

Skills: Acrobatics 14, Athletics 12, Computers 10, Defensive Training 15, Durability 14, Endurance 12, Influence 10, Leadership 10, Lore 12, Medicine 12, Melee 14, Mental Training 12, Perception 12, Pilot 12, Psionics 16, Ranged 12, Science 10, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (agility I, willpower II), Brutality III, Chosen of the Twilight, Cleave II, Combat Reflexes, Daelaam Unification (khala), Dark Vengeance, Defensive Fighting III, Devastating Cripple (melee II), Dodge II, Duelist III, Empowering Command, Endless Energy III, Enduring Shields IV, Exile Pilgrimage, Hardened Survivalist, Inspirational Presence, Mighty Blow III, Natural Health III, One with the Darkness, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Power x5, Psychic Discipline Focus (telepathy, telekinesis, cloaking), Racial Familiarity, Resilience II, Resolute II, Survival Instincts, Swift Strikes III, Untapped Psi Level (11, 12), Weapon Mastery (melee III)

Skill Focuses: Acrobatics +2, Defensive Training +3, Durability +2, Melee +2, Psionics +4

Class Traits: *Dark Templar Mastery III, Extermination, Shadow Curtain, Shadow Walk, Instant Recovery, Assassin Mastery III, Revitalizing Strike, Dark Embrace, Protoss Commander Mastery III, Resilience of the Firstborn, Fast Dodge, Prelate Mastery II, Bulwark of Faith, Shadow Mark, Psychic Integrity, Dark Prelate Mastery II, Improved Shadow Mark, Centurions Mastery III, Shadow Charge, Art of Avoidance, Blade Dancer Mastery III, Artful Riposte, Extended Blade, Maiming Strike, Execute, Dreaded Strike, Killing Blow, Precise Strikes, Reaper Mastery III, Reap the Weak, Shadow Mastery III, Invisible to All*

Psionic Powers: *Cloaking, Void Blast, Shadow Field, Writhing Darkness, Shadow Barrage, Void Prison, Void Armor, Astral Winds, Hungering Void, Shadow Form, Void Explosion, Manipulate, Move Object, Telekinetic Impact, Telekinetic Grasp, Levitation, Imbue Form, Stop Organ, Hidden Sight, Hallucination, Feedback, Mind Blast, Mind Ripple, Mind Overload, Psionic Maelstrom, Acute Senses, Muscular Enhancement, Enhanced Attributes, Regeneration, Eternal Form*

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

Intelligence: 10 **Willpower**: 14

Special Ability (Automated Command Crew): The star relic has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the automated crew. A crew action can be used for the following purposes:

-Perform Emergency Repairs: Immediately perform a science check with a +20 bonus (+40). The vessel recovers that many hit points.

-Recover Shields: Immediately perform a science check with a +20 bonus (+40). The vessel recovers that many shield points.

-Extra Attacks: The star relic's void orb cannon attacks gain Hailfire (1) that turn.

-Use Scanners: The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)

-Psionic Thrusters: The vehicle gains +200 acceleration rating that turns and benefits from *Displacement Engine*.

-Activate Teleporters: The vehicle can use its built-in teleporters to either teleport willing passengers to another ship or nearby planet, or teleport willing subjects (or inanimate cargo) aboard the ship. Every crew action allows the transportation of 9 squares worth of people or cargo.

-Charge Void Barrage: The vehicle recharges one step of the void barrage weapon.

-Cloaking Field: The vehicle can maintain its cloaking field

Special Ability (Void Barrage): The star relic can release a powerful, void barrage at a target location. The location must be beneath the vessel, up to 5 kilometers away. Releasing a void barrage is a standard action that requires 5 Charge Void Barrage crew actions to prepare. Once prepared, the pilot performs the Void Barrage attack profile above.

Special Ability (Cloaking Field): The star relic can activate a massive cloaking field that surrounds it at will. Maintaining the cloaking field requires a crew action. This cloaking field can be manifested in one of two methods at once. The first is a personal cloaking that gives the Star Relic the Cloaking condition. The second is providing a cloaking aura for nearby allies but not the star relic itself. All allies that the star relic's pilot chooses within its area count as being cloaked. This area extends 1 kilometer in tactical scale, or a Burst 1 area in starship scale. The area is always centered on the star relic. The star relic is not cloaked by the area cloak effect, nor can it gain the benefit of cloaking for any reason while it is active.

Special Ability (Displacement Engine): When the pilot is using a crew action to activate Psionic Thrusters, the star relic benefits from its displacement engine which creates mirror images and hallucinations to shield the ship. While this is in effect, all attacks against the star relic suffer a -10 penalty. Anyone applying a target lock must make an opposed pilot check against the pilot of the star relic (+16) while the effect is active.



Who is Tassadar?

"My friends, this is our final hour. Not all of us may survive the coming conflict. Yet, death may be a blessing should we fail here. We seek now to destroy a foe that has ravaged its way across the universe, consuming all in its path. And now, it has reached the end of its long journey. The Overmind has come to destroy all that we hold dear and assimilate us into itself! And I say to thee, this shall not come to pass! Aiur shall not fall! I stand ready!"

~Tassadar, before the siege of the Overmind's hive cluster

Tassadar was an executor of the templar at the start of the Great War. He was a prodigy, excelling at combat, command, and psionic mastery. He was also a compassionate and wise being, whose forethought and compassion brought enemies together against a common foe. He was one of the most important players in the Great War, although he did not survive that conflict.

Tassadar led the fleet that opposed the Zerg's first strike into the sector. Ordered by the judicator conclave to vaporize worlds that were infected by the Zerg, he did so with great reluctance. His compassion let him see the terrans as more than lesser creatures, and believed they were obliged to protect the terrans under the Dae'Uhl, or their belief in stewardship over lesser races. While Tassadar did purify the worlds of Chau Sara and Mar Sara, he labored increasingly to protect the terrans by defeating the Zerg in traditional warfare rather than orbital bombardments. At the very least, he gave the terrans a chance to evacuate stricken worlds.

The final planet hit by the Zerg was Tarsonis, the terran capital, which Tassadar refused to destroy. Instead, he fought to destroy the Zerg on the world and prevent them from leaving. This caused him to be declared a renegade by the Conclave. Going rogue, Tassadar traveled to the planet Char, following a psionic signal. He realized this signal was Kerrigan as she was being transformed into the Queen of Blades. But Tassadar found something else interesting, a prelate of the dark templar, Zeratul, was also brought to the world.

While he initially met his exiled kin as an enemy, Tassadar quickly learned there was much to respect about Zeratul and the Nerazim. They bonded and joined forces, and Zeratul taught Tassadar how to manipulate the powers of the void. Only the void could destroy the Overmind and his cerebrates. Unfortunately, Zeratul's successful slaying of a Zerg cerebrate allowed the Overmind to learn the location of Aiur and launch an invasion.

Tassadar urged the Conclave to destroy the cerebrates to save Aiur, but they did not listen. Instead they branded him a heretic, and sent Tassadar's prized pupil, Artanis, to arrest him. Instead, Artanis joined forces with him, as well as Prelate Zeratul, Praetor Fenix, and the terran leader James Raynor. Together they returned to Aiur to destroy the Overmind, only to be opposed by the Conclave, who sought to charge Tassadar as a heretic. They were forced to eliminate the judicator conclave, which caused Tassadar to surrender, wishing no more loss of life for his people. He was put on trial and rescued by Zeratul. The hunt for the Overmind was back on.

In the final battle, Tassadar sacrificed himself to create a burst of energy, combining the energies of the Khala with the Void, to create a twilight power blast capable of destroying the evil creature. Afterwards, he became a mythological hero for both the templar and the Nerazim, his name used as a honorific even by the judicators who sought to arrest him previously.

Using the Tassadar in the StarCraft RPG

"Aldaris, I submit myself to the Conclave's judgement. But know this: given the same choices again, I would surely have made them. I have sacrificed all that our world might live. I have sullied my honor, I have discarded my rank and standing, and I have even broken our most ancient traditions. But never think that I would, for one moment, regret my actions. For I am templar, and above all else, I have sworn to protect our homeworld until the end.

~Tassadar, surrendering himself to Aldaris

The statistics here represent Tassadar at the time of his death, at the end of the Great War. At this point, he had received void tutelage from Zeratul and mastered the usage of both energies. Tassadar is a larger-than-life figure who possessed immense willpower and strength of character. He brings in a ragtag group of various individuals and gets them to fight together against a terrible foe. Important player characters in this era might know Tassadar as a commander or a mentor, as he leads them in their fight against the Overmind. Because Tassadar is slain destroying the Overmind, he is not present for the Brood War or later conflicts. However, his spectral figure is used during the Second Great War to manipulate certain individuals such as Kerrigan, Artanis, and Zeratul into destroying Amon. This mirage is not actually Tassadar, but a projection of the Xel'Naga, Ouros.

Tassadar's Tactics

Tassadar is an immensely powerful psychic, and his psychic mastery is what is used to destroy his foes. He starts encounters by manifesting a *Psionic Storm* in the center of his enemies ranks, or even centered on himself if they are close, using his special trait to omit ally's traits from being affected. He will follow with a *Psionic Maelstrom* to keep his enemies trapped in the area, and then hit them with *Telekinetic Shockwaves* to toss them about and deal considerable damage. In Tassadar's hands, these powers are enough to hosts of enemy troops.

If these tactics are not enough, he will devastate his enemies by hitting them with *Psionic Discharge* and *Mind Blast*, to hit all his foes for considerable damage. Large enemies are eliminated quickly through the *Crush* psionic power. High defense enemies are subjected to *Eradication*. *Telekinetic Shockwave* prevents Tassadar from being swarmed in melee. *Mind Blast* is Tassadar's best offense against swarms of weak creatures, like zerglings or marines, as he will deal incredible psionic damage with a high burst transferring into hailfire. In the meantime, elite foes that cannot be targeted with *Crush* are worn down by persistent *Psionic Storms* over the area and *Psionic Discharges* that hit all characters.

Tassadar is not afraid to face his enemies alone, but if he has allies, he will try to spend actions to keep his leadership up. He can provide two leadership combat augmentations at once, and gives upwards of 5 morale whenever he rallies. Aiur protoss also receive 1 additional morale from him, and all protoss regain 10 shield points per morale they gain from Tassadar.



Tassadar's Favored Psionic Powers: Psi Level 15, +57 psionic manifestation bonus (+59 with energy), recovers 8 energy fatigue per turn

-Astral Winds; DC 28 manifestation as a standard action; 14 energy fatigue; healing energies flow in rectangular area 36 squares long and 18 squares deep. All allies within the area can spend a healing threshold to recover 145 hit points

-Crush; DC 30 manifestation as a standard action; 24 energy fatigue; +130 attack versus opposed athletics, acrobatics, or pilot at remote range, target must be gargantuan-sized or larger, target is lifted 9 squares off the ground, is Immobilized and Staggered, non-vehicles can make a DC 48 strength test to end the effect, on the turn after the target takes 920 damage; Penetration 23

-Eradication; DC 36 manifestation as a full-round action; 16 energy fatigue, +8 per round sustained; creates a beam 2 squares wide and 57 squares long, those within the area suffer 210 damage with the Piercing trait, sustained as a full-round action, beam can be rotated when sustained, each round the beam is sustained it grows 3 squares long, makes a +58 attack versus toughness against every target within 6 squares of the beam, on a hit, targets are pushed back 1 square away from the caster for every point the attack surpassed their toughness

-Improved Psionic Discharge; DC 24 manifestation as a standard action; 17 energy fatigue; +58 attack versus defense at strategic range, struck takes 126 damage with Piercing then leaps to a target within short range, keeps jumping until it attacks 19 total targets

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +39 attack versus resolve at medium range, target takes 222 psionic damage; Burst 4.

-Psionic Maelstrom; DC 24 manifested as standard action; 14 energy fatigue; +39 attack versus resolve at distant range, Burst (36) area, struck targets are stunned, stunned targets must make a DC 33 endurance check with disadvantage at the end of each of their turns to end the effect; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 10 energy fatigue; +58 accuracy versus defense and toughness against all targets in a Burst 90 centered on caster, striking defense deals 130 damage, penetration 18, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

-Templar's Fury Psionic Storm; DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (57) area at distant range, deals 105 damage to everyone within area and staggers them if they fail a DC 48 endurance test; Piercing trait, lasts 4 rounds; powers area can omit 19 squares from being effect, these squares can change every round

-Void Armor; DC 28 manifestation as a move action; 11 energy cost; every ally within a Burst 19 centered on the caster gains a temporary energy shield for 9 rounds, shield pool of 133 and shield armor of 38

Executer Tassadar

Level 30 (12 Paragon) Aiur Protoss Epic Heroic Character (Zealot 7, High Templar 7, Master Templar 5, Praetor 6 [Commodore], Executer 4 [Commodore], Psionic Paragon 5, Tribal Lord 5, Aerial Sentry 3), Extreme Threat

Skill Purchases: 33

Talent Purchases: 56

Ability Score Purchases: 41

Hit Points: 502

Healing Threshold: 10

Damage Threshold: 51

Defense: 35

Toughness: 26

Resolve: 52

Speed: 10

Shift Speed: 2

Morale Bonus: +14

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 31

Psionic Resistance: 112

Energy Shields: 430 (28 shield armor)

-Focusing Psi Blade 1d20+21 accuracy, 35 damage, +3 strikes maximum; *Special Traits:* Penetration 21, Defensive, Focusing

-Psionic Lightning 1d20+58 accuracy, 84 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Penetration 10, Line 19, Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 12, Athletics 12, Computers 10, Defensive Training 14, Durability 14, Endurance 12, Influence 12, Leadership 14, Lore 12, Medicine 10, Melee 12, Mental Training 14, Perception 12, Pilot 12, Psionics 16, Ranged 12, Science 12, Stealth 7, Survival 12, Tactics 12

Talents: Anything is Possible, Awesome Abilities (willpower III), Channeled Strength, Close Combat Shot, Crystal Focus III, Daelaam Unification (void), Defensive Fighting III, Dual-Weapon Skill, Empowering Command, Endless Energy V, Enduring Shields V, Grand Leader, Hardened Survivalist, Inspirational Presence, Offensive Power Focus, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psionic Force, Psychic Discipline Focus (telekinesis III, telepathy III, energy III), Psychic Power x6, Racial Familiarity, Resilience II, Resolute II, Untapped Psi Level (11, 12, 13, 14, 15), Weapon Mastery (melee III)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Mental Training +2, Psionics +4

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, High Templar Mastery III, Levitation, Rapid Channeling, Instant Recovery, Master Templar Mastery III, Energy Shock, Psionic Shade, Bulwark of Faith, Praetor Mastery II, Power of Opportunity, Battle Synergy, Commodore Mastery III, Flight Leader, Flight Plan, Flagship Commander Mastery II, Organized Crew, Tribal Lord Mastery III, Ultimate Leader, Rally to the Cause, Legendary Survivability, Focused Fury, Legendary Power, Psionic Paragon Mastery III, Unlimited Potential III, Spell Focus, Epic Spells, Pilot Expert*

Psionic Powers: *Reading, Messaging, Toughness, Hallucination, Feedback, Mind Blast, Mind Ripple, Psionic Maelstrom, Manipulate, Move Object, Levitation, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Telekinetic Dome, Imbue Form, Crush, Improved Psionic Bolt, Empowered Shields, Improved Psionic Burst, Psionic Onslaught, Force Network, Guardian Shell, Improved Psionic Wave, Improved Psionic Discharge, Might of the Archon, Judicator's Vengeance, Templar's Fury Psionic Storm, Eradication, Void Blast, Writhing Darkness, Void Prison, Astral Winds, Void Explosion, Black Hole, Destructor*

Strength: 11* **Instinct:** 8 **Agility:** 8 **Fortitude:** 10

Intelligence: 10 **Willpower:** 16

Gear: *Aiur's Fury* (Tier 3 Focusing Psi Blade with Storm Blade), *High Executor's Raiment* (Tier 3 Protoss Light Power Suit with Psionic Bulwark [Khalis Fragment in WIsdom, Teleportation Unit in Vengeance Socket, Solarite Shard in Normal Socket]), *Conclave's Gift* (Amulet with Sacred Pendant (Khaydarin Crystal in Wisdom Socket), *Banner of the Templar* (Cloak with a Cloak of Levitation [Plasma Shield in Immortality Socket]), *Channeling Bracer* (Bracer with Focusing Bracer [Khaydarin Crystal in Vengeance Socket]), *Gift of the Highest Student* (Ring with Prism Ring [Plasma Shielding in Normal Socket]), *Executor's Guidance* (Ring with Recollection Ring [Improved Ilhan Crystal in Immortality Socket])

Special Ability (Focusing Storm Blade Weapon): Whenever the high templar makes a successful weapon attack with their psi blade, they remove 9 energy fatigue. In addition, upon hitting with a blade attack, he deals an automatic 60 energy damage to the target and all enemies adjacent to them.

Special Ability (Infinite Cascade): As a full-round action, Tassadar can make an attack with a melee weapon against every target within 6 squares of him. If there is an enemy swarm with 6 squares of him, he gains Hailfire (+3) against the swarm.

Special Ability (Psionic Charge): When Tassadar charges, he gains +15 movement speed and deal +115 damage at the end of the charge.

Special Ability (Paragon of Psionics): Tassadar was the most powerful protoss psionics user that ever lived. He gains the following perks that relate the psionics.

- Tassadar gains +5 accuracy, +5 penetration, and +20 damage
- When Tassadar focuses, his psionic powers gain +9 accuracy, +10 damage, +1 range increment, and +2 area
- Once per encounter, Tassadar can cast a power without requiring a manifestation check or spending energy fatigue
- Tassadar can levitate at will as per the psionic power
- Tassadar can manifest a power that costs 5 or less energy fatigue as a minor action, power costs +5 energy fatigue
- Once per day, Tassadar can spend a minor action to regain all his spent energy
- Tassadar manifests energy powers at +1 PL
- Tassadar can increase the cost of a power by 12 to double its area, or increase the cost by 24 to triple its area
- Telepathy powers deal +90 psionic damage
- Telekinesis powers gain +18 accuracy and penetration
- Energy powers gain +2 range increments, +19 accuracy, and +17 penetration
- Tassadar can always recover energy as a standard action without dropping sustained or channeled powers

Special Ability (Paragon of Leadership): Tassadar was a legendary leader and mentor, whose bravery and conviction help rally allied forces to stop the Zerg from consuming all. He gains the following perks that relate to leadership.

- When Tassadar rallies an allied protoss with a leadership check, those allies regain 10 shield points per morale point
- When Tassadar uses a leadership combat augmentation, he can apply two leadership combat augmentations with a single action, and these augmentations cap with the DC 35 benefit.
- When Tassadar rallies, he generates 1 more morale than normal, or 2 more morale if his rally checks was 30 or higher. He can also give up to 2 morale to a single ally, raise an ally to 2 higher morale than their normal limit (7 for most protoss), and gives Aiur protoss twice as much morale
- While an ally is under one of Tassadar's leadership functions, 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.
- When Tassadar is controlling a capital ship, their ship gain the following benefits: +20 damage resistance, +40 shield armor, +2 crew actions, +20% energy shields, +20% maximum speed, +15 acceleration, and vehicle weapons do +1 power rating of damage.
- Vehicles under Tassadar's leadership gain: +4 accuracy, +4 defense, +10 to pilot checks, and +10 penetration with vehicle weapons
- Tassadar can spend a full-round action to give all allies under his leadership a +15 bonus to attacks and skill checks

Special Ability (Protoss Psychic): Tassadar is a powerful protoss psychic that can gain a Psi Level of up to 15, 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. Tassadar uses the Khala and Void as his power sources.

Special Ability (Psionic Movement): Tassadar can fly at 9 squares per round. In a round that he moves, he gains concealment against ranged attacks. Tassadar never suffers fall damage. Once per hour, Tassadar can teleport 100 squares. When he arrives at his location, all enemies within 3 squares of him suffer a hit of 170 damage.

Special Ability (Mental Discipline): Tassadar never overload psionic powers due to a poor die roll. When he boosts psionic powers, he only takes 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.



Gantrithor Description

The Gantrithor was a super carrier that served as Tassadar's flagship for his fleet. Onboard the Gantrithor, Tassadar laid waste to Zerg infested worlds and betrayed the will of the Conclave. It was present at the final battle to destroy the Overmind, where Tassadar sacrificed himself and the ship to create a massive blast of void energies that destroyed that vile creature.

The Gantrithor

Level 32 Aiur Protoss Epic Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 33

Talent Purchases: 56

Ability Score Purchases: 41

Hit Points: 13,360

Healing Threshold: NA

Damage Threshold: 310

Defense: 7

Toughness: 304

Resolve: 52

Acceleration Rating: 95

Max Speed: 720

Morale Bonus: +11

Space: 4 by 4 starship

Reach: NA

Initiative: +12

Damage Resistance: 105

Crew Actions: 9

Energy Shields: 9,600 (Shield Armor 65)

-Defensive Plasma Cannon Battery DC 30 Point Defense, 65 damage, 1 strike maximum; *Special Traits:* Penetration 25, Energy Damage, Hailfire 3, Point Defense (DC 30)

Skills: Acrobatics 12, Athletics 12, Computers 10, Defensive Training 14, Durability 14, Endurance 12, Influence 12, Leadership 14, Lore 12, Medicine 10, Melee 12, Mental Training 14, Perception 12, Pilot 12, Psionics 16, Ranged 12, Science 12, Stealth 7, Survival 12, Tactics 12

Talents: Anything is Possible, Awesome Abilities (willpower III), Channeled Strength, Close Combat Shot, Crystal Focus III, Daelaam Unification (void), Defensive Fighting III, Dual-Weapon Skill, Empowering Command, Endless Energy V, Enduring Shields V, Grand Leader, Hardened Survivalist, Inspirational Presence, Offensive Power Focus, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psionic Force, Psychic Discipline Focus (telekinesis III, telepathy III, energy III), Psychic Power x6, Racial Familiarity, Resilience II, Resolute II, Untapped Psi Level (11, 12, 13, 14, 15), Weapon Mastery (melee III)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Mental Training +2, Psionics +4

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, High Templar Mastery III, Levitation, Rapid Channeling, Instant Recovery, Master Templar Mastery III, Energy Shock, Psionic Shade, Bulwark of Faith, Praetor Mastery II, Power of Opportunity, Battle Synergy, Commodore Mastery III, Flight Leader, Flight Plan, Flagship Commander Mastery II, Organized Crew, Tribal Lord Mastery III, Ultimate Leader, Rally to the Cause, Legendary Survivability, Focused Fury, Legendary Power, Psionic Paragon Mastery III, Unlimited Potential III, Spell Focus, Epic Spells*

Psionic Powers: *Reading, Messaging, Toughness, Hallucination, Feedback, Mind Blast, Mind Ripple, Psionic Maelstrom, Manipulate, Move Object, Levitation, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Telekinetic Dome, Imbue Form, Crush, Improved Psionic Bolt, Empowered Shields, Improved Psionic Burst, Psionic Onslaught, Force Network, Guardian Shell, Improved Psionic Wave, Improved Psionic Discharge, Might of the Archon, Judicator's Vengeance, Templar's Fury Psionic Storm, Eradication, Void Blast, Writhing Darkness, Void Prison, Astral Winds, Void Explosion, Black Hole, Destructor*

Strength: 80

Instinct: 8

Agility: 8

Fortitude: 80

Intelligence: 10

Willpower: 16

Forces: 6 swarms of zealots, 4 swarms of dragoons, 6 reavers, 8 squadrons of 8 interceptors, 10 shuttles, 3 squadrons of 6 scouts, 5 observers

Special Ability (Capital Ship): The Gantrithor has 9 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 on the Gantrithor can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (3) area

Charge Purification: Ten charge targeted purification actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 4 military units as boarders via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round. Alternatively, a single crew action can deploy a squadron of eight interceptors while only take up one of the four hanger actions each round.

Emergency Repairs: A crew action can be spent to repair 1d20+72 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +7.

Extra Attacks: By spending a crew action, a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the defensive plasma cannon battery point defense weapon.

Recharge Shields: A crew action can be used to recover 1d20+72 shields, as long as the ship has 1 shield.

Replace Interceptors: Eight replace interceptor actions are required to replace a lost squadron of eight interceptors. Once finished, the interceptors will be ready to deploy in the hanger.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Interception Countermeasures): As a free action on their turn, the Gantrithor can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Special Ability (Targeted Purification): The Gantrithor can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 10 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships. Roll a d20 when attacking another capital ship with purification. On a 12-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Linked Drones): The Gantrithor is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

Special Ability (Resilient War Ship): The Gantrithor reduces all crippling wounds it suffers by 5.



Who is Aldaris?

"The former executor, Tassadar, was commanded to halt the zerg progress in the Terran sector by burning the infested human worlds. Unfortunately, he disregarded his orders and attempted to destroy the Zerg while sparing the Terrans from the flame. Clearly, Tassadar has failed us. You must not."

~Aldaris

Aldaris was an important judicator and acted as the Conclave's handler over the protoss military during the Great War. An unflinching traditionalist, he believed strongly in the ancient traditions and prejudices of the Aiur protoss, as well as the Khala.

On behalf of the Conclave, Aldaris ordered Executor Tassadar to burn the terran worlds overrun by the Zerg. After destroying several worlds, Tassadar refused to slaughter more terrans and went rogue. Aldaris appointed Executor Artanis, Tassadar's protégé, to lead in his place and help mount the defense of Aiur. Aldaris later sent Artanis to arrest his former mentor, but he refused and instead allied with Tassadar to destroy the Zerg threat.

Upon their return to Aiur, Aldaris led the judicator forces to arrest Tassadar. In the battle, the protoss Conclave that Aldaris spent his life a part of was destroyed. Tassadar surrendered to spare more lost lives, and he was put on trial, only to be broken free. Afterwards, Tassadar led a successful campaign to destroy the Zerg on Aiur. Aldaris, along with what was left of the judicator caste, realized their mistake, and apologized for their actions. After Tassadar fell, Aldaris honored him as a hero.

Once realizing Aiur was too overrun to hold, Aldaris fled the planet to Shakuras along with the rest of the survivors. There, they were welcomed by the nerazim matriarch, Raszagal. However, they were welcomed by the Queen of Blades as well. Newly freed from the fallen Overmind's control, she sought an alliance to defeat the remaining cerebrates. Aldaris opposed the alliance, and later found good reason to: the Queen of Blades had telepathically dominated Raszagal. He led a templar rebellion against the nerazim when learning of this treachery but was assassinated by Kerrigan before he could reveal her secret. This caused the end of the alliance between the Queen of Blades and the Nerazim protoss.

Using the Aldaris in the StarCraft RPG

The statistics here represent Aldaris at the time of his death, midway through the Brood War. Aldaris was an important administrator who had great power in the government of old Aiur. Important protoss characters during the Great War may have found him as a benefactor or an enemy, depending on where their loyalties lied. Similarly, players might have to choose sides when he began his insurrection on Shakuras. Aldaris is a figure that demands loyalty and leads authority and skilled management, but not out of pure leadership. His is an effective person to follow, but his dogmatic loyalty to tradition might make him unlikeable to some players.



Aldaris' Tactics

Aldaris' greatest assets are his leadership and his telepathy. He is usually guarded by large numbers of loyal soldiers that he strictly commands via leadership. He guides his allies with a defensive formation, then creates plenty of morale to guide them. By giving an ally 2 or 3 morale, he can grant them bonus actions. All protoss he rallies gain shield recovery. In the meantime, Aldaris weakens his foes with combat influence actions, using demoralize to keep foes low and then distracting them. If he is fighting protoss or zerg, he will instead use the formidable Doomsayer action to give them disadvantage.

While focusing on leading his minions, Aldaris will use his significant psionic onslaught to cripple his foes. Aldaris will usually start by *Dominating* a powerful foe, then follow with *Feedback* and *Mind Blast*. *Mind Blast* is used if he can avoid hitting allies. He will often create *Hallucinations* of himself to confuse his foes, and *Phase Shift* enemies that resist his telepathy. If he needs to knock many enemies out of commission, he will use *Stasis Field* instead. Need be, he will use *Blink* to maneuver around the battlefield. Outside his *Mind Blast*, Aldaris' best offense is his implements. He strikes at a massive hailfire 5 when using a focused burst with his staff, which can quickly devastate a foe. He will prefer to use *Mind Blast*, however, so he can *Dominate* foes that normally would be slain. More than anything, he seeks to win his battles through abducting enemies and turning them against their previous allies. He can do this with Turncoat, using Demand Surrender to turn an enemy against their allies.

Aldaris has no melee weapons, so he is fairly vulnerable in melee. However, his focusing crystal has a powerful, short ranged, punch and he has a powerful aura that deals 60 psionic damage (penetration 10), to all nearby enemies. Like his *Mind Blast*, this aura can *Dominate* those who fall before it. In the meantime, he deals regular morale damage to close foes, which allows him to turn them with Demand Surrender.

Aldaris' Favored Psionic Powers: Psi Level 10, +42 psionic manifestation bonus, recovers 8 energy fatigue per turn

- Blink;** DC 26 manifestation as a move action; 2 energy fatigue; character instantly teleports to any location that is up to 50 squares away, does not require line of sight but does require knowledge of that location
- Dominate;** DC 26 manifestation as a standard action; 17 energy fatigue; +37 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, can only command 12 minions at once
- Feedback;** DC 18 manifestation as a standard action; 5 energy fatigue; +37 attack versus resolve of another psychic within long range, target gains 13 energy fatigue and suffers 105 psionic damage; Penetration 10, +1 crippling wound point
- Hallucination;** DC 18 manifestation standard action; 6 energy cost; creates a hallucination within distant range that last 39 rounds, hallucinations can be anything up to massive 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; 5 energy fatigue; +37 attack versus resolve at medium range, target takes 122 psionic damage; Burst 4, Rending 6, Penetration 10, +1 crippling wound point
- Mind Ripple;** DC 22 manifestation as a full-round action; 11 energy fatigue; +37 attack versus resolve in a Burst 26 centered on the caster, targets takes 122 psionic damage; Penetration 10, Rending 6, +1 crippling wound point, slowed 1 round per wound
- Phase Shift;** Manifested as standard action; 6 energy fatigue; +71 attack versus toughness against 5 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
- Stasis Field;** DC 30 manifested as standard action; 16 energy fatigue; +71 attack versus toughness against up to 10 massive-sized or smaller target, all targets must be within distant range of at least one other target and within remote range of the caster, struck targets are imprisoned and cannot be healed, harmed, interacted with, do not suffer from ongoing conditions such as bleed or regeneration, imprisoned targets can perform no actions; power lasts 10 rounds



Judicator Aldaris

Level 30 (3 Paragon) Aiur Protoss Epic Heroic Character (Judicator 6, Conclave Councilor 4, High Templar 7, Master Templar 5, Praetor [Sovereign] 6, Ascended Mind 5), High Threat

Skill Purchases: 26

Talent Purchases: 55

Ability Score Purchases: 26

Hit Points: 262

Healing Threshold: 8

Damage Threshold: 34

Defense: 30

Toughness: 31

Resolve: 48

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 25

Psionic Resistance: 87

Energy Shields: 150 (11 Shield Armor)

-Focusing Crystal 1d20+16 accuracy, 100 damage, 1 strike maximum, 4 shots at medium range; *Special Traits:* Piercing, Rending 8, Implement

-Staff of Thunder 1d20+15 accuracy, 40 damage, fully automatic, 320 shots at medium range; *Special Traits:* Penetration 20, Rending (10 vs constructs), Hailfire 3, Stun, Implement, Energy Damage

-Psionic Lightning 1d20+31 accuracy, 52 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Line (11), Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 4, Athletics 5, Computers 8, Defensive Training 14, Durability 12, Endurance 10, Influence 15, Leadership 12, Lore 12, Medicine 12, Melee 10, Mental Training 14, Perception 12, Pilot 12, Psionics 15, Ranged 12, Science 8, Stealth 4, Survival 8, Tactics 8

Talents: Air of Authority, Awesome Abilities (Intelligence, Willpower), Close Combat Shot, Crystal Focus, Defensive Fighting III, Demean, Devastating Cripple (ranged II), Dissuade, Distraction, Emotionless, Endless Energy V, Enduring Shields V, Grand Leader, Grand Speaker, Great Speaker, Hardened Survivalist, Implement Focus III, Intimidating Presence II, Inspirational Presence, Just as Planned, Master Tactician, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Power x4, Psychic Discipline Focus (telepathy III, telekinesis II), Resistant V, Resilience II, Resolute II, Turncoat, Weapon Mastery (ranged III)

Skill Focuses: Defensive Training +2, Influence +3, Mental Training +2, Psionics +3

Class Traits: *High Templar Mastery III, Levitation, Master Templar Mastery III, Energy Shock, Psionic Shade, Instant Recovery, Fateweaver Mastery III, Influential, Impair Instincts, Doomsayer, Proficient Mind, Judgement, Presence of Will, Battle Senses, Aura of Terror, Bulwark of Faith, Power of Opportunity, Battle Synergy, Grand Strategy, Resilience of the Firstborn, Overwhelming Maneuver, Coordinated Strike, Ascended Mind Mastery III, Psionic Suggestion, Mind Reaver, Puppet Master Peaceful Thoughts, Break the Will*

Psionic Powers: *Reading, Messaging, Levitation, Psychic Block, Compulsion, Hidden Sight, Hallucination, Stop Organ, Feedback, Mind Blast, Command, Mind Ripple, Mind Overload, Psionic Maelstrom, Dominate, Blink, Revelation, Acceleration, Temporal Shade, Temporal Storage, Phase Shift, Deceleration, Envision, Recall, Stasis Field, Time Rift, Wormhole*

Strength: 7*

Instinct: 6

Agility: 6

Fortitude: 6

Intelligence: 12

Willpower: 12

Gear: *Wrath of the Conclave* (Tier 3 Staff of Thunder with Thundergod Scepter), *Pristine Channeling Jewel* (Tier 3 Focusing Crystal with Cosmic Beamer), Tier 3 Protoss Light Power Suit (Uraj Fragment in Wisdom Socket, Plasma Shielding in Vengeance Socket, Uraj Fragment in Normal Socket), Amulet (Khaydarin Crystal in Wisdom Socket), Cloak (Plasma Shielding in Immortality Socket), Hood (Teleportation Unit in Dominance Socket), Tier 3 Protoss Medipack, Tier 3 Memory Crystal, Tier 3 Light Orb

Special Ability (Presence of Will): Aldaris has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the within short range suffer an automatic hit of 60 psionic damage, penetration 10, at the start of the fateweaver's turn. Any enemy who takes a crippling wound loses a morale level for every crippling wound suffered. If an enemy is reduced to 0 hit points by this power, Aldaris can chose not to do any damage and instead *Dominate* them instead.

Special Ability (Paragon of Manipulation): Aldaris was the hand of the Conclave, and was an individual of unwavering dedication and intimidation. He gains the following perks that relate to leadership and influence.

-All enemies, except those at negative morale or are robots, must spend either a move action or a morale point in a turn just to attack Aldaris.

-Aldaris can effect 4 additional enemies with combat influence

-At the start of Aldaris' turn, all enemies within 6 squares lose a morale

-Aldaris treats enemies as 1 lower morale for the purpose of combat influence

-Enemies within 12 squares suffer -4 to attack accuracy, skill checks, and morale bonus

-When making an enemy surrender via demand surrender, they turn to your side and help you instead of surrender

-When Aldaris rallies a protoss ally, they regain 30 shield points

-While an ally is under one of Aldaris' leadership functions, 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.

-Aldaris can spend a full-round action to give all allies under his leadership a +10 bonus to attacks and skill checks

-Aldaris generates +2 morale points when rallying, and can give more than 1 morale to an ally

-If Aldaris gives 2 morale to an ally, they gain a move action

-If Aldaris gives 3 morale to an ally, they gain an instant standard attack at -10

-As a minor action, spend energy fatigue to give allies with medium range morale, either 5 energy for +1 morale, 10 energy for +2 morale, 20 energy for +3 morale.

-Outside an encounter, Aldaris gains +13 to his influence checks

Special Ability (Master of Influence): Aldaris has access to the following bonus combat influence actions:

-Can Doomsayer an enemy protoss, zerg, infested terran, primal zerg, or animal. On a successful hit against resolve +5, causes them to suffer disadvantage on checks for 1 round.

-Can Demean an enemy. On a successful hit against resolve, target suffers a penalty to morale bonus equal the amount the influence check surpassed resolve, lasting for 2 turns.

-Can Dissuade an enemy at negative 1 morale. Struck targets suffer -10 to attack Aldaris, or -2 if Aldaris was the closest enemy.

-Can Distract an enemy, giving them a penalty to attacks, skill checks, and defense equal to their negative morale.

Special Ability (Paragon of Psionics): Aldaris was a deep adept of the Khala, and perfected its usage in manipulating and communicating via the psionic link. He gains the following perks that relates to psionics.

-Aldaris can levitate at will as per the psionic power

-Aldaris can manifest a power that costs 5 or less energy fatigue as a minor action, power costs +5 energy fatigue

-Aldaris takes 1 less crippling wound from psionic damage.

-Aldaris' psionic damage deals 1 additional crippling wound upon successfully wounding

-*Mind Blast*, *Mind Ripple*, and *Mind Overload* gains +6 accuracy and +30 damage, and can *Dominate* enemies that they would reduce to 0 instead of killing

-Aldaris' telepathy powers ignore 10 points of psionic resistance and cost 1 less energy

-Once per day, Aldaris can spend a minor action to regain all his spent energy

-Aldaris can always recover energy as a standard action without dropping sustained or channeled powers

Special Ability (Tactical Guidance): Aldaris has the additional tactical abilities:

-Aldaris gains 13 protection points at the start of each turn, but cannot gain morale

-Aldaris cannot be flanked, and is not flat-footed when flanked. He gains +10 to acrobatics checks to evade

-Aldaris gains concealment against ranged attacks in a turn which he moves

-Tactics combat augmentations stack at DC 35, and continue scaling every 5 beyond 25.

-When rolling a natural 20 or a standard or full-round action, get the action back with a -10 to any check performed with it.

-When losing shields, all adjacent enemies suffer damage equal to shields lost

-Once per hour, Aldaris can teleport up to 500 squares, bringing with him up to 5 allies within medium range

Special Ability (Emotionless): Aldaris must make a DC 10 intelligence check to act with self-preservation, including fleeing from a hopeless battle. Aldaris cannot raise or decrease in morale. At the start of each turn in an encounter, Aldaris gains 13 protection points. These protection are not cumulative round by round.

Special Ability (Protoss Psychic): Aldaris 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. Aldaris also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. Aldaris is their psionic power source.

Special Ability (Mental Discipline): Aldaris 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.