

Explorer's Guide to the Sector

A Resource for the StarCraft Tabletop Roleplaying Game

~By Leovaunt



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Prologue: An Explorer's Journey through StarCraft

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

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

This supplement includes plenty of content, including:

- In-depth rules for exploration and survival in hostile environments
- New protoss content including renowned class and class variants, allowing you to customize protoss characters like never before
- A new terran background, as well as specializations, equipment, and talents; all focused around one of the many wayward terran factions.
- New infested terran directives and mutations
- Dozens of new example statistics, fleshing out the NPCs that belong to the many different protoss tribes or terran governments. These NPCs will help flesh out including alternate tribes or governments in your campaigns, and the NPCs are organized by what faction they belong to.
- Narration throughout the supplement in the form of the journal logs of Alvagon, a nerazim explorer who set out to catalogue and understand the sector.

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

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

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

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

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

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

Alvagon, Proud Nerazim of the Daelaam

Chapter 1: Exploration

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

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

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

Section One: The Needs and Demands of Habitation

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

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

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

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

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

- Resources: Minerals and vespene are essential to our growth
- Location: Perhaps the most important. Applicable worlds have the greatest proximity to our claimed territories, are conterminous with known warp lanes, and separation from the colonies of other nations.
- Rivals: With the recent expansion of many different nations, many worlds are already subjected to the colonization efforts of major governments, refugees, and independent institutions. Whether we can co-exist with these nations, and which organizations we can co-exist with, will be discussed in future sections.

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

The Day Cycle

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

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

Exploration

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

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

Distance Traveling

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

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

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

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

Scavenging Food

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

Scavenging Supplies

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

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

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

Avoiding Encounters

If a character chooses to try and avoid encounters, they must make a survival check. For every 5 points they succeed on their check, the party gains +1 on their check to avoid random encounters. The DC for this check is 5+ the area's hazard level modifier (see Random Encounters below). The party can achieve a total maximum of +10 bonus across all party members from successes at this action.

Following Tracks

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

Covering Tracks

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

Finding Adventure Location

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

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



Random Encounters

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

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

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

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

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

Random Loot

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

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

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

Ammunition: This includes amounts of ammunition of various types.

Components: These are crafting components that can be used to make any item with the item crafting system. The item crafting system is detailed in Supplement 2: The Advanced Terran Training Manual.

Currency: This represents terran credits, either in loose cash, credit chips, or commodities.

Plunder: These are generic items, such as drugs, gear, and some ammunition.

Treasures: These are the most valuable items, and generally have a permanent nature. They include weapons and armor.

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

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

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

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

Random Loot Table (Ammunition)

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

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

Random Ammunition

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

Random Loot Table (Components)

Components are the crafting materials used to create items using the item creation rules detailed in Supplement 2: The Advanced Terran Training Manual. These components are worthless except to the individuals that use them. Therefore, do not spend loot rolls on components unless the party utilizes, or plans to utilize, the item crafting system. To parties who do use these, do not overlook the value of these parts to characters. Components are usually found in factories, workshops, construction yards, armories, and engineering bays. Due to the low value of components compared to other loot, roll twice on the component table for every loot roll you designate to it.

Components

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

Random Loot Table (Currency)

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

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

Currency

Loot Result	Currency Found
1-2	25 loose credits
3-4	50 credits in a wallet
5-6	100 credits in a wallet
7-8	250 credits in a credit chip
9-10	500 credits in a carrying case
11-12	1,000 credits in a credit chip
13-14	4lbs of spice in a backpack
15-16	6lbs of common drugs in a carrying case
17-18	10 pieces of common jewelry, worth 3,000 credits
19-20	5,000 credits in an advanced carrying case
21-22	10,000 credits in a credit chip
23-24	12 barrels of vespene gaas on a stacked pallet
25-26	8lbs of exceptional spice in an elite backpack
27-28	20,000 credits in a credit chip encrypted with military software
29	3 tons of raw harvested mineral on a stacked pallet
30+	50,000 credits in a credit chip encrypted with military software

Random Loot Table (Plunder)

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

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

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

Plunder

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

Random Loot Table (Treasures)

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

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

Treasures

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

Random Adventure Locations

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

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

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

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

The Setting

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

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

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

Obstacles

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

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

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

Loot

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

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

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

New Terran Gear

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

Canteen

Carried Gear

Base Cost: 12 credits

Weight: 1bs

Tier 1: A canteen can be used to store water, in case water is not readily available when the character is thirsty again. A canteen can store 1 unit of water at a time.

Tier 2: As tier 1, except the canteen can store 2 units of water at a time. The canteen also has automated refrigeration, cooling the liquid within.

Tier 3: As tier 2, except the canteen can store 4 units of water at a time. It also has filters that remove contaminants and toxins from the water, including zerg poisons and viruses. It also purifies salt water. The process of filtering water takes about 10 minutes.

Description: When traveling overland, a traveler might go a long way without coming across a body of fresh water. Therefore, canteens are important to store water for when thirst strikes them at a vulnerable time. Advanced canteens have automated features, such as refrigeration and toxic filters.

Rations

Carried Gear

Base Cost: 5 credits

Weight: 0.5lbs

Tier 1: Rations are portable packaged food designed to last a long time and provide an easy meal while on the trail. Rations can be consumed for 1 meal of food, holding on starvation for a time.

Tier 2: As tier 1, except the ration have enough food to last for 4 meals, as long as the meals are spaced out. The tier 2 rations still only take a single bag slot.

Tier 3: As tier 2, except the rations come with extra nutrients and water. Eating the rations also counts as a unit of water. The rations are good for 6 meals.

Description: Rations are perhaps the most important resource when planning an adventure, as it is often difficult to have a steady supply of food on the trail. Rations are cheap and can be purchased virtually anywhere. Higher quality rations have more food and water without taking up more bag space.

Portable Shelter

Carried Gear

Base Cost: 125 credits

Weight: 30lbs

Tier 1: A portable shelter is a large device carried like a backpack, that can expand into a relatively safe dwelling anywhere there is room. A portable shelter is worn like a backpack and takes a backpack slot when carried. Transforming it into a shelter takes 15 minutes. Once it is deployed, it takes up a 1 square area. The portable shelter counts as a safe spot to rest for 1 person. If attacked, it counts as a light material, medium sized object (6 damage resistance, 15 damage threshold, 75 hit points).

Tier 2: As tier 1, except the portable shelter takes up a 2 by 2 square area. It can accommodate 4 characters. If attacked, it counts as a light material, large sized object (6 damage resistance, 20 damage threshold, 100 hit points). This shelter has 2x the weight of a tier 1.

Tier 3: As tier 2, except the shelter is reinforced with plasteel, making it flexible and fortified, perfect for use in dangerous locales. If attacked, it counts as a dense material, large-sized object (12 damage resistance, 30 damage threshold, 150 hit points). In addition, the shelter is covered in a camouflage cloth that mimics the environment that it is in. It always benefits from the Sneaking trait from those that are more than 6 squares away from it. This shelter has 5x the weight of a tier 1.

Description: A portable shelter is a backpack that can expand into a miniature shelter on an area of flat ground. The pack is placed on the ground and then expands to have extra area of flat, cushioned ground. It has thin plastic walls that unfold and lock into place, forming four walls and a roof. It is covered with a canvas, and has a secure, lockable hatch to crawl inside the shelter.

New Psionic Powers

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

Call Water

Telekinesis, PL 4, Move Object

Action Type: Full-round Action

Range: Touch

Manifestation DC: 20

Energy Fatigue: 8

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

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

Energize Object

Energy, PL 2

Action Type: Full-Round Action

Range: Touch

Manifestation DC: 20

Energy Fatigue: 4

Default Benefit: The caster can touch a power cell, and funnel energy into it to recharge it. By touching any spent power cell or crystalline charging cell, they can restore it to full charge. This only works on portable power cells, not larger power sources, such as reactors.

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

Meditation

Telepathy, PL 1

Action Type: Full-Round Action

Manifestation DC: 12

Range: Self

Energy Fatigue: None

Default Benefit: The psychic has learned to enter a meditative trance while sitting down, similar to sleep but allowing them to stay somewhat aware of their surroundings. While meditating, the character counts as sleeping for regaining hit points and healing thresholds. They must still be meditating for the normal duration to gain these bonuses. They always count as being in a safe spot for this rest. They can end their meditation as a full-round action. While meditating, the only sense they have access to is their psionic detection.

Psi Level	Benefit
1	Default Effect
2	While meditating, the character uses up food and water at half the normal rate
4	While meditating, the character can also use non-visual perception forms, gaining a bonus equal to your 2xPL on such checks.
5	While meditating, the character uses up food and water at one-quarter the normal rate
8	While meditating, the character does not require food or water
10	While meditating, the character does not require oxygen

Preservation

Augmentation, PL 5, *Enhanced Attributes, Toughness*

Action Type: Full-round Action

Manifestation DC: 18

Range: Self

Energy Fatigue: 6

Default Benefit: The caster locks their body in a state of preservation and self-sustainment. While the power is active, the character does not require food or water, and does not gain exhaustion from being short of food or water. Any exhaustion they already have from famine or thirst stays. In addition, while the power is active, the character adds twice their Psi Level to Endurance tests. This power lasts for 4 hours (one day cycle).

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

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

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

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

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

Chapter 2: Protoss Arsenal

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

New Weapon

Warp Disk

One-handed Ranged Weapon

Honor Cost: 40

Damage: 40

RoF: Thrown

Shots: 1

Accuracy: +2

Range: Short

Power Rating: +5

Weight: 0.5bs

Special Traits: Psionic Infusion, Psionic Weapon Origin (Warp), Telekinetic Synergy*

Description: The Warp Disk is a new psionic weapon designed in the aftermath of the End War. Created by a nerazim scientist, these weapons are very rare even in the years after Amon's demise, and all the one's created are attuned with Void energies. Warp Disks rely on telekinetic prowess to be most effective,

*Telekinetic Synergy

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

New Armor

Protoss Ultralisk Carapace Suit

Super Heavy Armor

Honor Cost: 45

Damage Resistance: 15

Defense Penalty: -6

Resistance Rating: +4

Mounted Gear: Equipment Belt

Sockets: 1 Immortal Sockets, 1 Dominance Socket, 1 Vengeance Socket

Ability Score Bonuses: Strength +3

Weight: 150lbs

Special Traits: Extremely Cumbersome, Elemental Protection, Radiation Shielding

Description: Ultralisk carapace suit is a variant of the zerg carapace armor that uses the exoskeleton of an ultralisk. The thick, impervious hide of the ultralisk is welded and mounted upon a frame of protoss powered armor. It results in a suit that gives unrivaled physical protection, with downside of being extremely cumbersome and limiting user's mobility. The essence of the ultralisk gives many options for augmentation crystals that relate to resilience and durability.

Protoss Zergling Carapace Suit

Light Armor

Honor Cost: 10

Damage Resistance: 4

Defense Penalty: 0

Resistance Rating: +2

Mounted Gear: Equipment Belt

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

Ability Score Bonuses: NA

Weight: 20lbs

Special Traits: NA

Description: Zergling carapace suit is a variant of the zerg carapace armor that uses the exoskeleton of a zergling. The zergling skeleton is light weight and gives more protection than protoss clothing. The carapace suit also channels the aggressive nature of the zergling, giving useful augmentation crystal sockets.

Robes of the Warrior Mystic

Light Armor

Honor Cost: 10

Damage Resistance: 3

Defense Penalty: 0

Resistance Rating: +2

Mounted Gear: Equipment Belt

Sockets: 2 Wisdom Sockets

Ability Score Bonuses: NA

Weight: 8lbs

Special Traits: NA

Description: Robes of the warrior mystics are a form of protoss clothing that encompasses a deep, full-body robe with sever clasps and sashes that bind the uniform together. The armor also gives some scattered plating, particularly on the shoulders and midsection. These armored robes are commonly worn by judicators, seers, shamans, and scholars.

New Augmentation Crystal

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

Synthetic Crystal

Augmentation Crystal

Honor Cost: 25

Normal Socket: If the character is using a weapon with Psionic Weapon Origin, their psi level counts as 2 higher for the effects of psionic weapon origin. Bane weapons instead deal +1 bleed.

Wisdom Socket: The character gains +1 accuracy with psionic powers.

Immortality Socket: While the character has at least 10 points in their shield pool, they gain +2 defense.

Vengeance Socket: The character deals +2 damage with melee weapons that have the psionic weapon origin rule.

Dominance Socket: When the character makes an action to recover their psionic shields, they recover +10 shield points.

Description: Synthetic crystals are a form of augmentation crystals that are not natural but developed in protoss laboratories. They became significantly more common after the Fall of Aiur and even more so after the End War. Synthetic crystals produce a great deal of energy, that can be used to strengthen and sharpen energy shields and psionic blades.

Chapter 3: Terran Arsenal

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

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

Section Three: Observations of the Various Terran Governments

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

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

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

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

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

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

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

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

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

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

New Background

Umojan Shadowguard

Characteristic Points: 7

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

Special Ability (False Identities): As part of a character's role amongst the Umojan spy agency, they are provided one or more false identities to maintain their aliases. These false identities include backgrounds, history, criminal records, financial history, and contacts. These false identities are virtually foolproof; requiring a DC 40 computers check to reveal as fraudulent. A character can have 1 false identity at a time, +1 identity for every 6 levels they possess. They can contact Umojan command to discard or swap a false identity. Creating a new false identity takes 1 week.

Special Ability (Contact): The Shadowguard have sources across the sector to secure information. The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Special Ability (Shadowguard Armor): A shadowguard character is automatically given a suit of Shadowguard Field Armor at level 1. At level 10, they may undertake a high stakes mission to earn a suit of Tier 2 armor. At level 20, they can undergo a vital mission to gain their Tier 3 armor.

Special Ability (Shadowguard Psychic Training): Any psionic terran with this background counts as a controlled psychic, rather than an uncontrolled psychic. The cost of this training is complete loyalty and service to the Umojan Protectorate.

Special Ability (Umojan Loyalist): Any character with the Shadowguard background counts as having the Umojan Protectorate background for talent or equipment requirements.

Description: The shadowguard is the covert ops forces of the Umojan Protectorate. Commonly likened to the Dominion Ghosts, the shadowguard differs because their purpose is espionage, not assassination. The shadowguard spies on rival nations, monitors alien activities, and steals military secrets and technological blueprints. Roughly half of the shadowguard are registered psychics. Psychics in the shadowguard are not exposed to the mind wipes and neural implants of the Dominion ghosts but are instead held to the highest caliber of behavior.

Note: It is recommended that characters belonging to the Umojan Shadowguard use the requisition system described in Supplement 2: The Advanced Terran Training Manual.



New Specializations

Behavioral Scientist

Ability Score: +1 Intelligence

Talent: Great Speaker

Focus Skill: Influence OR Science

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

Directorate Field Operative

Requirements: United Earth Directorate Expedition background

Ability Score: +1 Instinct

Focus Skill: Leadership OR Tactics

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

Tactical Stunt	Tactics DC	Effect
Covering Fire	20	When an enemy makes an opportunity attack against an ally, you can make a tactics check to activate this stunt. On a success, you get to make an instant opportunity attack against the target making an opportunity attack, as long as they are within your weapon's base range. This is before the enemy makes their opportunity attack. If the attack surpasses the target's resolve, then the enemy's attack is cancelled.
Focused Suppress	15	When making a suppressing fire attack, you can condense the area but make it more powerful. If you succeed doing so, the area shrinks to a Cone (6) but gains +10 accuracy and Hailfire (1).
Supporting Fire	20	If you aimed at a foe during your turn, and that foe attacks an ally, you can make a tactics test to make an opportunity attack against that enemy, as long as they are within your weapon's base range.
Withdraw	15	When you make a move action, you can make a tactics check to turn it into a withdrawal. If you succeed, the movement does not provoke opportunity attacks, but you must end the movement outside the reach of all enemies.

Directorate Medic

Requirements: United Earth Directorate Expedition Background

Ability Score: +1 intelligence

Talent: Powered Armor Training

Focus Skill: Medicine or Science

Special Ability (Efficient Aid): The character can make a first aid attempt on a character as a minor action once per turn. Using first aid on a character in powered armor only takes a standard action.

Directorate Pilot

Requirements: United Earth Directorate Expedition Background

Ability Score: +1 agility

Focus Skill: Pilot or Ranged

Special Ability (Outgun): When the character is firing a vehicle weapon of a vehicle they are piloting or co-piloting, the weapon they use gains +5 penetration and +1 range increment. If the weapon already has a range increment of Remote, then its base range is Remote +60 squares.

Directorate Technician

Requirements: United Earth Directorate Expedition Background

Ability Score: +1 intelligence

Focus Skill: Medicine or Science

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

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

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

Electro Magnetic Havoc

Ability Score: +1 instinct

Focus Skill: Science OR Ranged

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

Guerilla Fighter

Ability Score: +1 Agility

Focus Skill: Stealth OR Tactics

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

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

Investor

Ability Score: +1 intelligence

Focus Skill: Influence OR Computers

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

D20 Result	Effect on Income
1-5	You suffer a critical loss and lose all invested and owe creditors twice the money you invested. A bounty will be put on you if you do not pay the credits you owe after 30 days.
6-7	You lose all invested money
8-9	You lose half of the invested money
10-13	You neither gain nor lose money
14-16	You gain credits equal to 50% of the investment
17-20	You gain credits equal to 100% of the investment
21-24	You gain credits equal to 200% of the investment
25	Your investment pays off greatly and you gain credits equal to 500% of the investment

Miner Heritage

Requirements: Kel-Morian Combine, Morian, or Fringe Colonist Background

Ability Score: +1 strength

Focus Skill: Athletics OR Endurance

Special Ability (Hard Life): The life of a miner involves hard, laborious work. The character gains +2 damage resistance, and advantage on all Endurance checks to resist gaining exhaustion. Finally, they gain +2 accuracy and +1 power rating of damage with the following weapons: light tool, heavy tool, and powered mining tool.

Spy

Ability Score: +1 willpower

Talent: Dissuade

Focus Skill: Influence OR Stealth

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

Technological Savant

Ability Score: +1 Intelligence

Talent: Surgical Precision

Focus Skill: Computers OR Science

Special Ability (Crafting Efficiency): Whenever the character is crafting an item using the item creation system in the Advanced Terran Training Manual, the item costs 20% fewer components of every type. This is applied after any multiplier for creating a higher tiered item.

Trap Expert

Ability Score: +1 Instinct

Talent: Precision Blasting (Advanced Terran Training Manual)

Focus Skill: Ranged OR Science

Special Ability (Master Trapfinding): When maximize the effectiveness of any mine, demolition charge, breaching charge, or any other form of planted explosion. You add either your instinct or intelligence to the accuracy bonus of planted explosives, whichever is higher. Planted explosives also gain +2 power ratings of damage. Finally, the perception DC to notice explosive you hid gains a +10 bonus.



New Advanced Specializations

Bulging Bicep Brawler

Requirements: Strength 7 OR Kel-Morian Combine Background OR Morian Background

Focus Skill: Melee

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

Heavy Armor Operator

Requirements: Powered Armor Training talent

Focus Skill: Defensive Training

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

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

Umojan Field Surgeon

Requirements: Umojan Protectorate Background

Focus Skill: Medicine

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

Psionic Shadowguard

Requirements: Umojan Shadowguard background, Psionic Terran, *Compulsion* psionic power

Focus Skill: Psionic

Special Ability (Subversive Telepathy): The character has perfected sending out telepathic pulses to manipulate nearby enemies. They can make a special use of the *Compulsion* psionic power to affect all living enemies within a Burst (2xPL). They make a standard telepathic attack against every target. When they do, they chose one of the following effects to affect all struck enemies. These effects last one round. Like normal with *compulsion*, enemies are not overtly aware they have been affected with this power.

-Taunt: All struck enemies feel compelled to channel their aggression towards the character. All attacks they make suffer a -5 accuracy penalty unless the shadowguard is the primary target.

-Distraction: Struck targets suffer a -10 to perception checks, cannot make spotter and detector actions, and count the character as being outside of line of sight for whether they can try to sneak near the target.

-Paranoia: Allies suddenly distrust one another. Enemies cannot benefit from another ally's leadership or rally actions, and they cannot make skill assist checks or heal allies.

-Despair: All struck enemies lose 1 morale level.

New Talents

Aeronautics Training

Requirements: Pilot 3

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

Back in the Fight

Requirements: Medicine 4, Influence 4

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

Cleansing Spray

Requirements: Medicine 6, Science 6

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

Goliath Mastery

Requirements: Pilot 6

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

High Speed Maneuvers

Requirements: Pilot 6

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

Knock Out

Requirements: Strength 4, Agility 4, Sneak Attack, Melee 6, Stealth 6

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

Nano-Healing Expert I-III

Requirements: Medicine 4/8/12

Benefit: The character is very effective at using the Medical Delivery System and Advanced Medical Delivery System to beam nanites at allies. The bonus healing increases to 15+ user's medicine skill ranks for the MDS and 5+ medicine ranks for the advanced MDS. This is doubled and tripled as normal for higher tiers. This talent has multiple ranks, each rank requiring additional ranks of medicine. The second rank increases the base healing to 20 + medicine ranks for the MDS and 10+ medicine ranks for the advanced MDS. The third rank increases it to 30 + medicine ranks MDS and 15+ medicine ranks for the advanced MDS.

Officer Training

Requirements: Intelligence 4, Willpower 4, Leadership 6, must have received formal military command training

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

Shadowguard Field Training I-IV

Requirements: Umojan Shadowguard Background, Intelligence 3/4/5/6, Tactics 4/5/6/8

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

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

Targeted Volley

Requirements: Ranged 8, Weapon Mastery (ranged), Precision Burst

Benefit: When the character makes a focused burst attack with an automatic or fully-automatic weapon, the attack gains +5 penetration.

Valkyrie Frigate Mastery

Requirements: Pilot 8

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



New Terran Equipment

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

Item Traits

Cluster Land Mine

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

Concealable

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

Concussive Blast

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

Cycling Energy Weapon

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

Energy Drain

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

Focusing Beam

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

Heavy Melee Weapon

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

Land Mine

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

Targeting Laser

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

Neural Blast

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

Reactor Core

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

Rend and Tear

Description: This weapon has a penetration and rending value equal to $\frac{1}{2}$ the user's strength. Both values are doubled against objects and constructs.

Structural Repair

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

Ultrasonic

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

Umojan Exclusive

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

Umojan Guided Projectile

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

Umojan Networking

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

New Weapons List

Rifles

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

Heavy Weapon

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

Explosives

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

Melee

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

Weapon Details

Cluster Mine

Planted Explosive

Base Cost: 1,500 credits

Components: 5 Generic, 10 Weapon, 1 Framing, 1 Robotic

Creation DC: 18

Creation Time: 1 hour

Damage: 40

Accuracy: 1d20+8

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +5

Weight: 1 lbs.

Special Traits: Burst (4), Penetration (5), Hailfire (1), Cluster Land Mine, Planted Explosive, Destructible, Hidden

Description: Cluster mines are a favorite of morian saboteurs, mercenaries, and pirates. Once put in place, they are easily triggered and release a large, powerful blast. Fighting Kel-Morians often involves navigating mazes of these mines.

Concussive Mine

Planted Explosive

Base Cost: 2,000 credits

Components: 5 Generic, 12 Weapon, 1 Framing

Creation DC: 18

Creation Time: 30 minutes

Damage: 50

Accuracy: 1d20+12

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (3), Penetration (5), Concussive Blast, Land Mine, High Explosive, Planted Explosive, Destructible, Hidden

Description: A new invention, derived from an asteroid mining charge, concussive mines release destructive force that sends its victims flying. They are frequently used in conjunction with other mines, placed so those who step on the mine will soar to collide with other nearby mines.

Flash Welder

Two-handed Rifle

Base Cost: 7,500 credits

Components: 30 Generic, 15 Weapon, 5 Electronics, 3 Framing

Creation DC: 24

Creation Time: 8 hours

Damage: 14

Accuracy: -1

RoF: Slow

Range: Special

Shots: 8 Welding Rods

Power Rating: +2

Weight: 15 lbs.

Special Traits: Cone (3), Penetration (4), Spread, Structural Repairs, Long Reload, Close Quarters

Description: Engineering work is dangerous in the Koprulu Sector. Therefore, this latest iteration of a welding gun is designed to use both a repair tool and a close ranged shotgun. It is a useful weapon to have in the hands of a dedicated combat engineer.

Note: Because the weapon has both the Spread and Cone traits, determine the hailfire of each target separately based on their range from the user. For example, the weapon is hailfire 3 at adjacent enemies and hailfire 2 against enemies with 2-6 squares.

Fusion Rod

One-handed Melee Weapon

Base Cost: 3,000 credits

Components: 5 Generic, 1 Framing, 20 Electronics

Creation DC: 26

Creation Time: 12 hours

Damage: 12

Accuracy: +0

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 2 lbs. (average)

Special Traits: Smashing, Cycling Energy Weapon

Description: The fusion rod is a baton used for riot control, disciplinary action, and sabotage. For many taskmasters, it serves as a symbol of their authority in the guild. It frequently replaces a stunner amongst the Kel-Morians for disciplining unruly subjects and rebellious miners. Kel-Morian saboteurs use them to quietly take down enemies and fry electronics.

Heavy Mining Laser

Two-handed Heavy Weapon

Base Cost: 5,000 credits

Components: 20 Generic, 20 Weapon, 30 Electronic, 10 Framing

Creation DC: 28

Creation Time: 24 hours

Damage: 17

Accuracy: -2

RoF: Slow

Range: Medium

Shots: 1 Power Cell

Power Rating: +3

Weight: 30 lbs.

Special Traits: Piercing, Heavy, Focusing Beam, Reactor Core, Long Reload

Description: The heavy mining laser is a tool designed to cut through hard stone. While not designed for combat purpose, it is an exceptionally dangerous implement that can do tremendous damage. The laser pierces through all armor, and a good shot can tear apart even a large target. However, these tools are designed for industrial use and are not accurate. Furthermore, they are very inefficient on power cells for prolonged battles.

Nuclear Charge Bomb

Planted Explosive

Base Cost: 100,000 credits

Components: 5 Generic, 30 Weapon, 5lbs of weaponized uranium

Creation DC: 32

Creation Time: 24 hours

Damage: 60

Accuracy: 1d20+20

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: NA

Weight: 10 lbs

Special Traits: Burst (20), Hailfire (9), Penetration (25), High Explosive, Unstable Explosion, Destructible

Description: The ultimate weapon for a terrorist, the nuclear charge bomb is an unstable, miniature nuclear explosive. It is designed to be discreetly carried to a location, often inside a base or command center, and then set off. Very few things can survive the touch of a nuclear charge bomb. They are sometimes designed into carrying cases to be discreet, or even wired as bomb vests to a suicidal individual.

Note: This weapon is always tier 1; there are not higher tiers of this weapon. In addition, this weapon has no power ratings, does not scale in damage, and does not gain attack overages. This weapon deals massive structural damage when set off inside a building and reduces all but the largest structures into crumbling ruins. Those that somehow survive the blast are often in a crater or buried under debris.

Neural Grenade

Thrown Explosive

Base Cost: 1,000 credits

Components: 5 Generic, 5 Weapon, 5 Electronic

Creation DC: 28

Creation Time: 30 minutes

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5 lbs.

Special Traits: Burst (1), Neural Blast, Grenade, Delay, Umojan Guided Projectile, Umojan Exclusive

Description: Neural grenades are the Umojan answer for possible protoss aggression. These grenades create no explosion or shrapnel, but instead release a neurological pulse that specifically targets psionic ability. Psychics find themselves stripped of psionic protection and are unable to manifest even the simplest psionic stunts as their brain bleeds and burns.

Powered Mining Tool

Two-handed Melee Weapon

Base Cost: 5,000 credits

Components: 60 Generic, 8 Framing, 15 Electronic, 3 Robotic

Creation DC: 22

Creation Time: 24 hours

Damage: 30

Accuracy: -3

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +4

Weight: 40lbs

Special Traits: Rend and Tear, Hailfire (2), Heavy Melee Weapon

Description: The powered mining tool is an automated drill or saw designed to cut through rock. They are used for mining, excavations, and archeology. They are incredibly unwieldy to use as weapons but are very valuable in the hands of those strong enough to lift and swing these heavy instruments.

Note: This weapon benefits from the Slugger specialization in the Advanced Terrain Training Manual.

Pulse Cannon

Two-handed Heavy Weapon

Base Cost: 40,000 credits

Components: 20 Generic, 30 Weapon, 50 Electronics, 10 Framing

Creation DC: 32

Creation Time: 48 hours

Damage: 60

Accuracy: +2

RoF: Slow

Range: Distant

Shots: 1 Power Cell

Power Rating: +10

Weight: 30 lbs.

Special Traits: Digital Scope, Grip Extension, Extreme Recoil, Energy Drain, Reactor Core, Umojan Networking, Umojan Exclusive

Description: The pulse cannon is an Umojan anti-armor weapon that fires a single blast of energy that fries the electronics within an enemy vehicle. They are primarily used to shoot aircraft out of the sky or are used in batteries to barrage capital ships. No construct is safe from its onslaught. However, their energy supply is very inefficient, and they constantly be fed replacement power cells to keep firing.

Shock Blade

One-handed Melee Weapon

Base Cost: 15,000 credits

Components: 5 Generic, 1 Framing, 2 Weapon, 40 Electronics

Creation DC: 32

Creation Time: 24 hours

Damage: 21

Accuracy: +1

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 6 lbs.

Special Traits: Defensive, Cycling Energy Blade, Umojan Exclusive

Description: The shock blade is an energy sword used exclusively by the shadowguard. This blade has one of two activation modes, toggled from the hilt. The first is a crackling beam of electricity around a narrow beam of piercing energy. The second is a near invisible blade of magnetic forces that obliterates any electronics it touches.

Ultrasonic Grenade

Thrown Explosive

Base Cost: 1,500 credits

Components: 5 Generic, 5 Weapon, 5 Electronic

Creation DC: 25

Creation Time: 30 minutes

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (3), Ultrasonic, Grenade, Delay, Umojan Guided Projectile, Umojan Exclusive

Description: Ultrasonic grenades are common defensive weapons used to repel enemy forces. Umojan commandos typically use them to debilitate enemy soldiers amid combat, while shadowguard use them as a distraction so they can make a quick escape. Many umojan warriors are known to simply throw the grenade at their feet and rely on their protection chips to shield them from the area of effect.



New Ammunition

Adamantine Spikes

Gauss Spikes (Variant)

Base Cost: 25 credits each

Special Traits: Penetration (+8), Decreased Range Increment

Description: Adamantine is often considered too cost-inefficient for use with gauss spikes. That doesn't mean militaries don't try. The largest governments often purchase adamantine spikes for their top officers, generals, and operatives. A few seconds of firing a gauss rifle loaded with these spikes can equal a civilian's annual income, but it is a price generals are willing to pay for winning a war.

Description: The decreased range increment trait reduces the weapons' range one increment (usually from long to medium).

Guidance Rounds

Slug (Any), Gauss Spike (Variant)

Base Cost: x2 base cost each

Special Traits: Umojan Guided Projectile, Umojan Exclusive

Description: Guidance rounds are specialty ammunition designed to be used with Umojan networking. Lasers guide them towards a target, and away from friendly allied units. Like most Umojan technology, they are useless unless synergized with other Umojan hardware, such as protection chips.

Interference Spikes

Gauss Spike (Variant)

Base Cost: 25 each

Special Traits: Energy Drain, Umojan Exclusive, -12 base damage

Description: Interference Spikes are a nonlethal version of gauss spikes, basically fragile needles rather than dangerous projectiles, that explode into a localized electromagnetic pulse. These weapons are harmless to living tissue but can be devastating when used against constructs and energy shields.

Plasma Slugs

Slugs (Heavy or Extreme) (Variant)

Base Cost: x30 base cost each

Special Traits: Penetration (+15), Energy Damage, Umojan Exclusive

Description: These slugs possess miniature plasma cells within. Once they are fired, the slugs burn up and explode into a blast of pure plasma. While undoubtedly effective and deadly, they are extremely expensive to manufacture, and thus are off limits to all but the most well-financed military forces.

Welding Rods

Welding Rods (Base)

Base Cost: 10 each

Special Traits: None

Description: Welding rods are the fuel and ammunition for the flash welder gun. They can either be used to enact structural repairs on an object by gradually warping and mending metal plates. They can also be expended in a short burst, blasting the rod in a cone of heated, metal shards.

New Armor

Camouflage Field Armor

Heavy Armor

Base Cost: 1,000 credits

Components: Cannot be Crafted

Damage Resistance: 6

Defense Penalty: -2

Resistance Rating: +3

Mounted Gear: Communicator

Ability Score Bonuses: NA

Weight: 10 lbs.

Special Traits: Cumbersome, Shadowed

Description: Camouflage field armor is the preferred uniform of scouts, explorers, and those who fight in the wilderness. It is a lighter suit of light combat armor that is covered with a lightweight mesh with adjustable coloration to allow the user to blend in with natural terrain. It is ideal for those who want to hide easily from potential foes but want more armor than a common stealth suit.

Commander's Battle Regalia

Heavy Armor

Base Cost: 4,000 credits

Components: 60 Generic, 5 Framing, 2 Robotic

Creation DC: 24

Creation Time: 36 hours

Damage Resistance: 5

Defense Penalty: -1

Resistance Rating: +3

Mounted Gear: Communicator

Ability Score Bonuses: NA

Weight: 25 lbs.

Special Traits: Cumbersome, Oxygen Supply, Self-Medicating

Description: The commander's battle regalia is a personalized military uniform with an underlaid mesh fiber and protective, but light weight plating. The uniform is designed for military officers to be able to make full display of rank and distinction on the battlefield while also providing protection from stray fire. The battle regalia has a communicator on the jacket collar, an oxygen mask hidden in a coat pocket, and the torso plates have a medical injector that can supply cures directly into the blood stream.



Hostile Environment Repair Chassis

Super Heavy Armor

Base Cost: 18,000 credits

Components: 200 Generic, 20 Weapon, 40 Electronic, 75 Framing, 10 Robotic

Creation DC: 32

Creation Time: 96 hours

Damage Resistance: 16

Defense Penalty: -4

Resistance Rating: +4

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Flash Welder, Grapple Cannon, Navigation Unit, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+6

Weight: 600 lbs.

Special Traits: Powered Armor, Extremely Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (2), Bulky, Autoloading Flash Welder*, Grapple Cannon*, Extra Resistance*

Description: The Hostile Environment Repair Chassis, or HERC, is a suit of armor designed for field support operations. HERC operators, often pulled from the ranks of SCV pilots, asteroid miners, or engineering corps, provide front line field support. They use their welding guns to perform spot repairs on defenses and act as front line combatants in repelling close combat invaders. These heavy suits of armor can endure significant punishment while the commando supercharges their welding gun to blast clustered enemies away with a hail of scrap metal. They also possess a powerful grappling cannon, used for navigating difficult environments, pulling the operator into close combat with a ranged enemy, or pulling a fleeing foe back into range of their welding guns.

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

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

Autoloading Flash Welder*

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

Grapple Cannon*

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

Grapple Cannon

Mounted Weapon

Damage: 30

Accuracy: +5

RoF: Slow

Range: 15 squares

Shots: Unlimited

Power Rating: +5

Special Traits: Penetration (5)

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

Extra Resistance*

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



~Hostile Environment Repair Chassis

Shadowguard Field Armor

Light Armor

Base Cost: 8,000 credits

Components: Cannot be Crafted

Damage Resistance: 4

Defense Penalty: -0

Resistance Rating: +2

Mounted Gear: Communicator

Ability Score Bonuses: Strength +1, Agility +2

Weight: 10 lbs.

Special Traits: Umojan Networking, Personal Cloaking, Armor Decay, Umojan Exclusive, Concealable

Description: Shadowguard Field Armor is a black and white, body suit that possesses state of the art physical attribute augmentation in a thin and sleek package. The signature armament of the shadowguard, it is designed to be potential worn beneath heavy clothing and used with a psi weave mask. Like the signature armor of the ghost, shadowguard field armor is cloaking-capable and designed to disintegrate once the user is slain.



~Shadowguard Field Armor

New Gear

Analysis Mask

Worn Gear

Base Cost: 1,000 credits

Components: 5 Generic, 15 Electronic

Creation DC: 25

Creation Time: 4 hours

Weight: 1lbs

Tier 1: These masks are used by Umojan scientists to gain an improved analytic view on operations. They give a +5 bonus to perception checks when the user spends a full-round action to look around, and come with default nightvision, allowing the user to ignore concealment and penalties related to darkness within 30 squares. The mask comes with a rudimentary AI that guides the character in any scientific operations. Therefore, a character wearing the mask gains advantage on all science and medicine checks. A character cannot wear the analysis mask if they are wearing any other mask, such as a tactical or protective mask.

Tier 2: As tier 1, except the bonus to perception checks increases to +10. The mask also gives a +2 bonus on science and medicine checks, and the character can perform surgery and repairs in half the time. The mask also counts as a tier 1 digital uplink.

Tier 3: As tier 2, except the bonus to perception checks increases to +20, the base digital uplink is increased to Tier 2. In addition, the bonus to science and medicine checks increases to +5, and the character can make repair and surgery checks in one quarter the normal time.

Description: The analysis mask is a highly advanced facial visor designed to aid in scientific practices. The visor allows the user to see through flesh and steel while working, allowing the user to understand what is going on beneath the surface while making on repairs or surgery. The analysis mask can also be used for transmitting information between multiple individuals with an uplink, allowing scientists to visually compare notes. While the analysis mask was designed by the Umojans, it has found use with Dominion scientists as well.



~Umojan Scientist wearing an Analysis Mask

New Weapon and Armor Upgrades

Umojan Laser Guidance System

Any Pistol, Rifle, or Heavy Weapon

Cost: 1,000

Components: 5 Generic, 3 Weapon, 3 Electronic

Creation or Addition DC: 28 Creation Time: 4 hour

Benefit: The weapon has been improved to work with Umojan weapon networking and gains the Umojan Guided Projectile and Targeting Laser weapon traits.

Officer's Suit Upgrades

Super Heavy Armor

Base Cost: 5,000

Components: 20 Generic, 10 Framing, 2 Robotic

Creation or Addition DC: 20 Creation Time: 12 hours

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

Propaganda Broadcast Array

Super Heavy Armor

Base Cost: 1,000

Components: 5 Generic, 1 Framing, 8 Electronic

Creation or Addition DC: 20 Creation Time: 12 hours

Benefit: The armor is upgraded with an antennae array that broadcasts political propaganda on the background of communications channels. When the wearer of this armor makes a leadership check to set up a combat augmentation, the leadership can affect twice as many targets. In addition, the character's leadership effects have an unlimited duration. This upgrade only functions on an ally when two conditions are met: they possess an active communicator to receive the propaganda, and they share the same background, political affiliation, or military faction as the propaganda being played.

Umojan Protection Chip

All Armors

Base Cost: 1,000

Components: 6 Electronic

Creation or Addition DC: 28 Creation Time: 4 hours

Benefit: The armor has been improved to work with Umojan weapon networking and gains the Umojan Networking item trait.

New Vehicle

Directorate Conqueror-class Goliath

Huge Terran Walker, Extreme Threat

Base Cost: 125,000 credits

Hit Point: 370

Strength/ Fortitude: 18

Pilot Requirements: 6

Base Speed: 7

Crew: Pilot

Damage Threshold: 49

Structure Rating: 7

Space: 3 by 3 squares

Defense: 5 +Defensive Training +Agility

Toughness: 43

Damage Resistance: 37

Reach: 2 squares

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

Optional Gear: Enhanced Locomotion (up to 6), Multi-Targeting, Rocket Boosters

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

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

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

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

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



~Conqueror Goliath; note the mounted flamethrower beneath the torso

Chapter 4: New Protoss NPCs

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

Who are the Nerazim?

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

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

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

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

How do the Nerazim fit into the StarCraft Roleplaying Game?

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

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

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

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

Nerazim Shadow Haunter Description

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

Tactics

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

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

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

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

-Cloaking; DC 14 manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +6 damage and psionic resistance, and +3 damage threshold for 8 rounds

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 60 minutes, caster gains +6 to athletics, acrobatics, endurance, and stealth checks, +3 melee damage and penetration

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster spends a healing threshold to gain regeneration 6 for 3 minutes

Shadow Haunter, Nerazim

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

Skill Purchases: 30

Talent Purchases: 11

Ability Score Purchases: 13

Hit Points: 142

Healing Threshold: 7

Damage Threshold: 30

Defense: 35

Toughness: 28

Resolve: 23

Speed: 10

Shift Speed: 4

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 10

Psionic Resistance: 26

Energy Shields: 60 (10 shield armor)

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

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

Skills: Acrobatics 8, Athletics 8, Defensive Training 12, Durability 10, Endurance 7, Influence 5, Melee 12, Medicine 4, Mental Training 5, Perception 10, Psionics 10, Pilot 4, Stealth 12, Survival 6, Tactics 8

Skill Focuses: Melee +2, Defensive Training +2, Stealth +2

Talents: Chosen of Twilight, Defensive Fighting II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, cloaking), One with the Darkness, Stalker, Weapon Mastery (melee III)

Class Traits: Maim, Monster Hunter, Recuperation, Centurion Mastery III, Art of Avoidance, Shadow Charge, Slayer Mastery III, Swift of Foot, Omniscient Stance

Psionic Powers: Reading, Messaging, Cloaking, Toughness, Muscular Enhancement, Sheer Climb, Stop Organ, Regeneration

Strength: 6

Instinct: 4

Agility: 6

Fortitude: 4

Intelligence: 4

Willpower: 8

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

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

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

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

Special Ability (Master of Stealth): The Shadow Hunter is a master of fighting from the shadows. They gain the following benefits relating to stealth.

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

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

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

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

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

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

Nerazim Astral Mystic Description

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

Tactics

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

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

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

-Cloaking; DC 14 manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Command; DC 20 manifestation as standard action; 10 energy cost; +16 attack versus resolve of a target at distant range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 22 willpower test; thought blocking gives no protection from this power

-Writhing Darkness; DC 24 manifestation as a standard action; 9 energy fatigue; +16 attack versus defense and toughness in a cone 7, target whose defense is struck suffers 35 damage with Penetration 14, target whose defense and toughness are surpassed are Immobilized for 3 rounds and cannot move, shift, or evade and can escape with a dc 15 + 2xPL athletics check as a standard action

-Astral Winds; DC 28 manifestation as a standard action; 13 energy fatigue; healing energies flow in rectangular area 7 squares long and 3 squares deep. All allies within the area can spend a healing threshold to recover 95 hit points.

-Shadow Field; DC 22 manifestation as a standard action; 5 energy cost; make a psionics check, targets up to 3 allies within range (can also target self) within short range, regain shield points equal to check result x2; targets also gains concealment against ranged attacks for 3 rounds

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within long range and move them 7 squares per round, objects can instead be hurled up to 21 squares dealing damage as the type of object they are, +11 accuracy with thrown objects

Astral Mystic, Nerazim

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

Skill Purchases: 21

Talent Purchases: 9

Ability Score Purchases: 12

Hit Points: 200

Healing Threshold: 9

Damage Threshold: 32

Defense: 24

Toughness: 21

Resolve: 26

Speed: 7

Shift Speed: 1

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 12

Psionic Resistance: 34

Energy Shields: 60

-Warp Psi Blade 1d20+11 accuracy, 29 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Warp, Defensive

-Staff of Force 1d20+9 accuracy, 18 damage, +1 strikes maximum, 25 shots at medium range; *Special Traits:* Penetration 5, Stun, Telekinetic Weapon, Implement

Skills: Defensive Training 8, Durability 8, Endurance 4, Influence 6, Leadership 5, Lore 10, Medicine 10, Melee 6, Mental Training 8, Perception 4, Pilot 4, Psionics 10, Ranged 8, Science 6, Stealth 4, Survival 4

Skill Focuses: Lore +2, Psionics +2, Medicine +2

Talents: Close Combat Shot, Defensive Fighting, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (cloaking, energy, telepathy, telekinesis), Psychic Power x2, Resolute

Class Traits: *Blessing, War Blessing, Fated Blessing, Dark Templar Mastery III, Shadow Curtain, Extermination, Improved Chronicles, Empowering Edict, Dark Knowledge, Astral Mastery III, Shared Life, Borrowed Life, Bountiful Life, Drain Life, Resurrection*

Psionic Powers: Reading, Messaging, Cloaking, Compulsion, Hallucination, Feedback, Manipulate, Move Object, Command, Void Blast, Writing Darkness, Shadow Field, Astral Winds

Strength: 3 **Instinct:** 2 **Agility:** 4 **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Robes of the Warrior Mystic (Khalis Fragment in Wisdom Socket, Plasma Shielding in Wisdom Socket), Tier 2 Warp Blade, Tier 2 Staff of Force, Hood (Ilhan Crystal in Dominance Socket), Amulet (Argus Crystal in Wisdom Socket), Bracer (Argus Crystal in Vengeance Socket)

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

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

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

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

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

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

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

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

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

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



Who are the Tal'darim?

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

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

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

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

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

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

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

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

Tal'darim Vampire Description

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

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

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

Tactics

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

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

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

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

-Dark Matter Surge; DC 24 manifestation as a standard action; 8 energy fatigue; +13 attack versus defense in a Cone 6, struck targets suffers 55 damage with Rending 6 and 3 Bleed, targets that suffer a crippling wound suffer +6 bleed and 1 strength damage per wound point

-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +15 accuracy, targets an enemy within long range, deals 53 damage with Penetration (12) and 3 Bleed; deals 3 bleed; caster can spend a healing threshold to regain hit points equal to damage dealt

Vampire, Tal'darim

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

Skill Purchases: 29

Talent Purchases: 13

Ability Score Purchases: 8

Hit Points: 208

Healing Threshold: NA

Damage Threshold: 33

Defense: 30

Toughness: 28

Resolve: 19

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 4

Psionic Resistance: 29

Energy Shields: 50 (8 shield armor)

Regeneration: 5

-Vampiric Claw 1d20+15 accuracy, 30 damage, +4 strikes maximum; *Special Traits:* Penetration 10, Bane, Psionic Infusion, recovers 4 shield points

-Vampiric Claw w/ Power Strike 1d20+10 accuracy, 45 damage, +4 strikes maximum; *Special Traits:* Penetration 10, Bane, Psionic Infusion, recovers 4 shield points

-Blood Orb 1d20+13 accuracy, 50 damage, 1 strikes maximum, 1 shot at short range; *Special Traits:* Burst 1

Skills: Acrobatics 5, Athletics 5, Defensive Training 9, Durability 9, Endurance 6, Melee 11, Mental Training 6, Perception 7, Psionics 11, Survival 9, Stealth 9

Talents: Defensive Fighting II, Dual-Weapon Skill, Emotionless, Hardened Survivalist, Jaded, Power Strike II, Psychic Discipline Focus (telekinesis, telepathy, energy II), Psi Level 3, Psi Level 4, Psi Level 5, Swift Strikes, Weapon Mastery (melee II)

Skill Focuses: Melee +2, Psionics +2, Defensive Training +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Vampiric Mastery III, Vampire Touch, Siphon Energy, Vampiric Metamorphosis, Feral, Weaken, Pocket Dimension*

Psionic Powers: *Reading, Messaging, Compulsion Life Drain, Dark Matter Surge*

Strength: 9 **Instinct:** 3 **Agility:** 7 **Fortitude:** 8

Intelligence: 2 **Willpower:** 7

Gear: Robe (Khaydarin Crystal in Wisdom Socket, Plasma Shielding in Immortality), Hood (Plasma Shielding in Dominance Socket), Bracer (Bloodshard Crystal in Vengeance Socket), Cloak (Uraj Fragment in Immortality Socket)

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

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

Special Ability (Adrenaline Rage): Every round, the vampire can weaken themselves for a great burst of power. They declare they want to use this ability at the start of their turn. When activated, the character can suffer 29 damage but gain advantage on all attack rolls, as well as strength or agility skill checks they make over the next round. In addition, they deal +2 damage with melee attacks for that turn. This only lasts until the start of their next turn, where they must suffer another 29 damage to maintain the effect.

Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they suffer 29 damage and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action. However, this extra action cannot be used to manifest psionic powers.

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

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



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

Who are the Firstborn?

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

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

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

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

How do the Firstborn fit into the StarCraft Roleplaying Game?

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

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

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

Conclave High Guard Description

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

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

Tactics

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

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

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

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

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

-Acceleration; DC 26 manifestation as a minor action; 6 energy fatigue; an ally in short range gains swiftness boost (5) for 3 rounds

-Mind Blast; DC 20 manifestation as a standard action; 5 energy fatigue; +13 attack versus resolve at medium range, target takes 68 psionic damage; Penetration 10, Rending 3, Burst 1, +1 crippling wound point.

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 4 minutes, caster gains +6 to athletics, acrobatics, endurance, and stealth checks, and +3 melee damage and penetration

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +6 damage resistance and +3 threshold and psionic resistance for 8 rounds



Conclave High Guard

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

Skill Purchases: 28

Talent Purchases: 16

Ability Score Purchases: 18

Hit Points: 285

Healing Threshold: 9

Damage Threshold: 44

Defense: 30

Toughness: 34

Resolve: 28

Speed: 9

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 27

Psionic Resistance: 35

Energy Shields: 185 (Shield Armor 14)

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

-Focusing Psi Spear w/ Power Strike 1d20+7 accuracy, 68 damage, +3 strikes maximum; *Special Traits*: Penetration 20, Hailfire 1, Reach 1, Focusing

-Focusing Psi Spear w/ Heavy Strike and Power Strike 1d20+10 accuracy, 75 damage, 1 strike maximum; *Special Traits*: Penetration 20, Hailfire 1, Reach 1, Focusing

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

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

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

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

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

Strength: 12*

Instinct: 2

Agility: 7

Fortitude: 8

Intelligence: 4

Willpower: 8

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

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

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

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

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

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

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

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

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

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



Who are the Purifiers?

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

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

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

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

How do the Purifiers fit into the StarCraft Roleplaying Game?

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

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

Legion-of-One Description

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

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

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

Tactics

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

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

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

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



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

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within long range and move them 6 squares per round, objects can instead be hurled up to 18 squares dealing damage as the type of object they are, +14 accuracy with thrown objects

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes

-Telekinetic Grasp; DC 24 manifestation as a standard action; 8 energy fatigue, +5 per round sustained; +29 attack versus toughness at medium range, target must be large-sized or smaller, target takes 52 damage per round, is Staggered, Tormented and Immobilized sustained, can attempt to escape with a DC 21 strength at end of turn, caster sustains as a standard action

Legion-of-One

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

Skill Purchases: 21

Talent Purchases: 19

Ability Score Purchases: 22

Hit Points: 235

Healing Threshold: NA

Damage Threshold: 39

Defense: 24

Toughness: 31

Resolve: 28

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 26

Psionic Resistance: 35

Energy Shields: 121 (10 shield armor)

Regeneration: 13

-Purity Psi Blade 1d20+11 accuracy, 31 damage, +1 strike maximum; *Special Traits:* Penetration 6, Defensive, Flames (30 damage when burning)

-Plasma Rod 1d20+11 accuracy, 59 damage, 1 strikes maximum, 7 shots at medium range; *Special Traits:* Penetration 10, Implement, Energy Damage

-Servitor Laser Blaster 1d20+13 accuracy, 24 damage, +1 strike maximum, short range; *Special Traits:* Penetration 12, Energy Damage, Hailfire 1

-Offense Servitors 1d20+14 accuracy, 26 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 8, Energy Damage, Hailfire 1

-Destroyer Servitor 1d20+11 accuracy, 35 damage, 1 strikes maximum, short range; *Special Traits:* Piercing, Energy Damage

Skills: Computers 12, Defensive Training 12, Durability 12, Influence 2, Lore 8, Melee 8, Mental Training 10, Perception 10, Pilot 10, Psionics 10, Ranged 10, Science 13, Tactics 10

Talents: Calm Engineer, Dual-Weapon Skill, Enduring Shields II, Implement Focus II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power, Resilience II, Sabotage III, Structural Weakness III, Weapon Mastery (melee II, ranged II)

Skill Focuses: Computer +2, Defensive Training +2, Durability +2, Science +3

Psionic Powers: *Toughness, Regeneration Manipulate, Move Object, Levitation, Telekinetic Push, Telekinetic Impact, Telekinetic Grasp*

Strength: 9*

Instinct: 9*

Agility: 2

Fortitude: 9

Intelligence: 9

Willpower: 8

Gear: Tier 2 Protoss Commodore Flight Power Suit (Uraj Fragment in Immortality Socket, Khaydarin Crystal in Dominance Socket, Solarite Shard in Normal Socket), Tier 3 Purity Psi Blade, Tier 2 Plasma Rod, Cloak (Plasma Shielding in Immortality Socket), Amulet (Solarite Shard in Wisdom Socket), Tier 2 Laser Cutter, Tier 2 Backpack, Tier 2 Equipment Belt x2, Tier 2 Crystal Charging Cell x2, Tier 3 Protoss Repair Kit x2

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Chapter 5: New Terran NPCs

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

What is the Umojan Protectorate?

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

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

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

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

How does the Protectorate fit into the StarCraft Roleplaying Game?

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

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

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

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



Section Four: Part 5: Umojan Protectorate Threat Assessment

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

Umojan NPCs

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

Umojan Commando Description

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

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

Tactics

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

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

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

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

Umojan Commando

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

Skill Purchases: 8 Talent Purchases: 1 Ability Score Purchases: 4

Hit Points: 68 Healing Threshold: 7 Damage Threshold: 24

Defense: 14 Toughness: 24 Resolve: 17

Speed: 5 Shift Speed: 1 Morale Bonus: +3

Space: 1 square Reach: 1 square Initiative: +7

Damage Resistance: 20 Psionic Resistance: 11

-Heavy Gauss Rifle 1d20+7 accuracy, 22 damage, fully automatic, 150 shots at long range; *Special Traits:* Penetration 4, Full Automatic, Umojan Laser Guidance System

-Gauss Pistol 1d20+7 accuracy, 14 damage, +1 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-Ultrasonic Grenade 1d20+4 accuracy, 50 psionic damage, 1 strike maximum; *Special Traits:* Burst 3, Ultrasonic, Grenade, Delay

-Rifle Bayonet 1d20+2 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 2

Skills: Computers 2, Defensive Training 6, Durability 4, Endurance 4, Influence 2, Lore 2, Medicine 2, Melee 2, Mental Training 4, Perception 2, Pilot 2, Ranged 6, Tactics 2

Skill Focuses: Defensive Training +3, Ranged +2

Talents: Weapon Mastery (ranged)

Strength: 8* Instinct: 7* Agility: 2 Fortitude: 4

Intelligence: 4 **Willpower:** 3

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

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

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

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

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



Umojan Veteran Commando

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

Skill Purchases: 16

Talent Purchases: 3

Ability Score Purchases: 6

Hit Points: 131

Healing Threshold: 8

Damage Threshold: 31

Defense: 18

Toughness: 27

Resolve: 20

Speed: 5

Shift Speed: 1

Morale Bonus: +5

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 24

Psionic Resistance: 15

-**Heavy Gauss Rifle w/ U-238 Spikes** 1d20+10 accuracy, 25 damage, fully automatic, 150 shots at distant range; *Special Traits:* Penetration 6, Rending 2, Full Automatic, Umojan Laser Guidance System

-**Heavy Gauss Rifle w/ Interference Spikes** 1d20+10 accuracy, 19 EMP damage, fully automatic, 150 shots at distant range; *Special Traits:* Energy Drain, Full Automatic, Umojan Laser Guidance System

-**Gauss Pistol** 1d20+7 accuracy, 16 damage, +1 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 6

-**Ultrasonic Grenade** 1d20+7 accuracy, 55 psionic damage, 1 strike maximum; *Special Traits:* Burst 4, Ultrasonic, Grenade, Delay

-**Rifle Bayonet** 1d20+6 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 4

Skills: Acrobatics 2, Athletics 2, Computers 4, Defensive Training 8, Durability 8, Endurance 6, Influence 4, Lore 4, Medicine 6, Melee 6, Mental Training 6, Perception 4, Pilot 6, Ranged 8, Tactics 6

Skill Focuses: Defensive Training +4, Durability +2, Ranged +3

Talents: Natural Health, Penetration II, Weapon Mastery (ranged)

Strength: 9*

Instinct: 8*

Agility: 2

Fortitude: 5

Intelligence: 4

Willpower: 4

Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet and Umojan Laser Guidance System and Expanded Capacity with 2 magazines of U-238 and 1 magazine of Interference Spikes, Protectorate Powered Infantry Armor with Umojan Protectorate Chip and Extra Reinforcement, Tier 2 Gauss Pistol with 2 magazines, Tier 2 Ultrasonic Grenade x2, 3 doses of Painkillers, 2 doses of Anti-toxin, Tier 2 Medipack

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

Special Ability (EMP Focus): Whenever the commando uses a weapon that deals EMP Damage or has the Energy Drain trait, they deal +6 damage. In addition, when striking a target in powered armor with an EMP weapon, the target is staggered instead of slowed.

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

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

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

Special Ability (Prime Physique): The commando gains +2 maximum hit points per rank of durability (increasing their hit points per durability to 7+ fortitude). They also add +4 to Endurance tests against poison, disease, and infestation.



Umojan Special Forces Commando

Level 20 Terran Non-heroic Character (Umojan Protectorate/ Soldier/ Guardian/ Prime Specimen/ Electro-Magnetic Havoc/ Master of Arms (Heavy Machine Gun)/ Spartan/ Commando/ Patriot/ Special Forces), High Threat

Skill Purchases: 24

Talent Purchases: 8

Ability Score Purchases: 8

Hit Points: 188

Healing Threshold: 9

Damage Threshold: 34

Defense: 24

Toughness: 31

Resolve: 22

Speed: 5

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 30

Psionic Resistance: 16

-**Heavy Gauss Rifle w/ U-238 Spikes** 1d20+14 accuracy, 42 damage, fully automatic, 150 shots at distant range; *Special Traits:* Penetration 11, Rending 2, Full Automatic, Umojan Laser Guidance System

-**Heavy Gauss Rifle w/ Interference Spikes** 1d20+14 accuracy, 36 EMP damage, fully automatic, 150 shots at distant range; *Special Traits:* Energy Drain, Full Automatic, Umojan Laser Guidance System

-**Gauss Pistol** 1d20+14 accuracy, 25 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 11

-**Ultrasonic Grenade** 1d20+11 accuracy, 65 psionic damage, 1 strike maximum; *Special Traits:* Burst 4, Ultrasonic, Grenade, Delay

-**Shoulder Mounted Rocket Battery** 1d20+12 accuracy, 65 damage, 1 strike maximum, 4 shots at long range; *Special Traits:* Penetration 10, Burst 3

-**Rifle Bayonet** 1d20+9 accuracy, 39 damage, 1 strike maximum; *Special Traits:* Penetration 9

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

Skill Focuses: Defensive Training +4, Durability +2, Lore +2, Ranged +5, Tactics +2

Talents: Close Combat Shot, Hardened Survivalist, Natural Health, Penetration II, Resilience, Weapon Mastery (ranged III)

Strength: 9* **Instinct:** 10* **Agility:** 3 **Fortitude:** 6

Intelligence: 4 **Willpower:** 4

Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet and Umojan Laser Guidance System and Expanded Capacity and Improved Potency with 2 magazines of U-238 and 1 magazine of Interference Spikes, Tier 2 Shoulder Mounted Rocket Battery with 4 Rockets, Tier 2 Protectorate Powered Infantry Armor with Umojan Protectorate Chip and Extra Reinforcement, Tier 2 Gauss Pistol with 2 magazines, Tier 2 Ultrasonic Grenade x3, 3 doses of Painkillers, 2 doses of Anti-toxin, Tier 3 Medipack

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

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

Special Ability (Machine Gun Focus): When using the heavy gauss rifle, the commando gains +10 accuracy when performing suppressing fire, or +20 total accuracy bonus when doing saturation fire. In addition, they use half as much ammunition whenever they perform a focused burst, area burst, or suppressing fire attack.

Special Ability (EMP Focus): Whenever the commando uses a weapon that deals EMP Damage or has the Energy Drain trait, they deal +6 damage. In addition, when striking a target in powered armor with an EMP weapon, the target is staggered instead of slowed.

Special Ability (Ultimate Tactics): When the commando uses tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 benefit. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness at the DC 15 benefit.

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

Special Ability (Subversion & Information Feed): The commando gains advantage on Influence checks against Terrans that are not Umojan. They gain advantage on all lore checks as well.

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

Umojan Civilians and Scientists Description

Like any stellar empire, most of the population of Umoja are its citizens. Umojan society is very advanced and most of their manual labor and grunt work is handled by automatons of various design. Therefore, the average citizen is smarter and more skilled than the average Dominion or Kel-Morian citizen but have less physical practice.

Because intelligence and science are so valued in their society, their culture has an above average population of researchers, scientists, and engineers. The exact field of study of these individuals varies. While some are top secret government workers, most are experts in automation and maintaining the technological contraptions that maintain their society.

Tactics

Umojan civilians flee from combat, having no taste for warfare. They usually sprint until they are safely away. Umojan scientists usually possess needle weapons for self-defense, but rarely have the spirit to use them. They usually flee from combat until allies have engaged their foes, then fire their weapons against light armored foes from behind cover. They will use their Targeted Advice ability to bolster their ally's performance or punish a troublesome enemy. The bravest scientists might rush forward in combat to perform first aid on the soldiers protecting them.

Civilian, Umojan

Level 1 Terran Non-heroic Character (Umojan Protectorate/ Academic), Low Threat

Skill Purchases: 4 Talent Purchases: 0 Ability Score Purchases: 1

Hit Points: 26	Healing Threshold: 6	Damage Threshold: 18
Defense: 12	Toughness: 12	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 1	Psionic Resistance: 10	

-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits:* Unarmed

Skills: Computers 2, Influence 2, Lore 2, Medicine 2, Mental Training 2, Perception 2, Pilot 2, Ranged 2, Science 2, Stealth 2

Skill Focuses: Lore +2, Influence +2

Talents: Smart Shot

Strength: 2 **Instinct:** 3 **Agility:** 2 **Fortitude:** 2

Intelligence: 5 **Willpower:** 3

Gear: Equipment Belt, Fone, Communicator, 5d20 credits

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

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

Umojan Researcher

Level 6 Terran Non-heroic Character (Umojan Protectorate/ Academic/ Behavioral Scientist), Low Threat

Skill Purchases: 10 Talent Purchases: 0 Ability Score Purchases: 4

Hit Points: 47	Healing Threshold: 6	Damage Threshold: 21
Defense: 17	Toughness: 16	Resolve: 18
Speed: 5	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 1	Psionic Resistance: 14	

-Needle Pistol 1d20+6 accuracy, 10 damage, +2 strikes maximum, 15 shots at medium range; *Special Traits:* Poison (DC 13 or 10 poison damage), Fast Reload, Silent

-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits:* Unarmed

Skills: Computers 4, Defensive Training 4, Durability 3, Influence 6, Lore 6, Medicine 4, Mental Training 4, Perception 4, Pilot 4, Ranged 4, Science 6, Stealth 4

Skill Focuses: Lore +2, Influence +2, Science +2

Talents: Great Speaker, Smart Shot

Strength: 2 **Instinct:** 4 **Agility:** 3 **Fortitude:** 2
Intelligence: 6 **Willpower:** 4

Gear: Needle Pistol with 2 magazines, Tier 2 Analysis Mask, Tier 2 Equipment Belt, Injector with 3 doses of Tranquilizer, Injector with 3 doses of Painkillers, Tier 2 Medipack x2, Tier 2 Fone, Tier 2 Communicator, 1d20x20 credits

Special Ability (Targeted Advice): As a minor action, the scientist can mark an ally or enemy with short range. Marking an enemy requires an influence test versus their resolve. When marking an enemy, the character spouts advice for their allies to overcome that foe. Therefore, allies that can hear the character gain +1 accuracy against that target and +2 to influence tests for combat influence. If the marked target is an ally, that ally gains +1 defense, toughness, and resolve. The mark lasts until the start of the scientist's next turn, but they can reply the mark as another minor action against the same or different target.

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

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

Umojan Scientist

Level 12 Terran Non-heroic Character (Umojan Protectorate/ Academic/ Behavioral Scientist/ Medic/ Medical Officer/ Umojan Field Surgeon), Low Threat

Skill Purchases: 12 **Talent Purchases:** 8 **Ability Score Purchases:** 4

Hit Points: 61	Healing Threshold: 6	Damage Threshold: 23
Defense: 21	Toughness: 18	Resolve: 20
Speed: 5	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 1	Psionic Resistance: 15	

-Needle Pistol 1d20+9 accuracy, 16 damage, +2 strikes maximum, 15 shots at medium range; *Special Traits:* Poison (DC 16 or 16 poison damage), Fast Reload, Silent

-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits:* Unarmed

Skills: Computers 6, Defensive Training 6, Durability 5, Influence 6, Lore 8, Medicine 8, Mental Training 6, Perception 6, Pilot 6, Ranged 6, Science 8, Stealth 4

Skill Focuses: Lore +2, Medicine +3, Influence +2, Science +3

Talents: Close Combat Shot, Defensive Fighting, Field Medic, Inspiring Presence, Great Speaker, Smart Shot, Surgical Precision III, Universal Knowledge, Weapon Comprehension, Weapon Mastery (ranged)

Strength: 2 **Instinct:** 4 **Agility:** 3 **Fortitude:** 2

Intelligence: 8 **Willpower:** 4

Gear: Tier 2 Needle Pistol with 2 magazines, Tier 2 Analysis Mask, Tier 2 Equipment Belt, Tier 2 Backpack, Injector with 3 doses of Tranquilizer, Injector with 3 doses of Painkillers, Tier 3 Medipack x2, Tier 3 Fone, Trauma Kit, Tier 2 PDA, 1d20x50 credits

Special Ability (Targeted Advice): As a minor action, the scientist can mark an ally or enemy with short range. Marking an enemy requires an influence test versus their resolve. When marking an enemy, the character spouts advice for their allies to overcome that foe. Therefore, allies that can hear the character gain +1 accuracy against that target and +2 to influence tests for combat influence. If the marked target is an ally, that ally gains +1 defense, toughness, and resolve. The mark lasts until the start of the scientist's next turn, but they can reply the mark as another minor action against the same or different target.

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

Special Ability (Rallying Treatment): When the scientist performs first aid on an ally, the medical officer can spend a morale level to rally their patient. The target of the heal heals additional hit points equal to the scientist's morale bonus and gains a morale point.

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

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

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

Umojan Shadowguard Description

The Umojan Shadowguard is the greatest espionage agency in the Koprulu Sector. Where the Dominion ghosts function primarily as assassins and special forces soldiers, the shadowguard focus on spying on their enemies (and sometimes allies). The shadowguard's primary focus is the analyze potential threats to the Protectorate, but they have been known to provide subtle aid to those who impose tyranny. The shadowguard aided the Kel-Morians during the Guild War, the Sons of Korhal against the Confederacy, and later turned on Mengsk to provide support for Raynor's Raiders against the Dominion.

One reason the shadowguard is likened to the ghost program as it is a covert unit filled with psionic individuals. However, it is not well known that only about half the shadowguard are psychics. The rest of are spies and soldiers who round out the guard's ranks.

Shadowguard are not direct combatants usually, and instead work on infiltration. Players might work with the shadowguard to uncover sinister secrets by a major player in the sector. Alternately, they might be against the shadowguard trying to protect those secrets.

Tactics

Shadowguard are not direct combatants and do not try to win battles with raw strength or numbers. Unless they are in a squad with support, they usually deploy stealth tactics and try to flee. When forced in battle, they constantly seek to hide and ambush foes, using Demand Surrender and Take Down to eliminate foes.

The shadowguard spy will try to demoralize their foes every turn to keep their morale low enough that they can force surrender. When in battle with combat worthy allies, they use Manipulation to assign taunts to their allies, so they can use stealth. From stealth, they will barrage foes with their silenced hand cannons, or sneak up on them and punch or grapple foes with their formidable unarmed skills.

Shadowguard Infiltrators focus more on stealth and elimination, and less on influence. They use their infiltration skills and *Cloaking* power to sneak into enemy ranks and drop ultrasonic grenades in enemy clusters. They sneak to the back-line enemies, such as a heavy weapons teams or snipers, and tear them apart with their psionically charged combat knives. They always try to preserve at least 1 energy fatigue so they can have keep the psionic charge on their melee attacks.

Shadowguard Team Leaders are experts on manipulation and stealth. They lead groups of spies, infiltrators, and operatives. Their skill is such that they can quickly overpower armored foes from stealth with a single motion. They organize their forces, leading groups of shadowguard and commandos with leadership and rally actions. They prefer efficiency leadership to aid their shadowguard's skill checks. In the meantime, team leaders are deadly unarmed combatants who soften their foes up with ultrasonic grenades and then batter them with their power gloves. If leadership is not necessary, then they will stealth around the battlefield arena and try to do 'take downs' on their foes.

While team leaders organize shadowguard operations, operatives are the great agents available to the shadowguard. These psionic spies are even better than a ghost at infiltration, and almost as dangerous of fighters. They yield powerful shock blades in combat, that can be set to either anti-infantry or anti-vehicle combat modes. They can maintain their *Cloaking* benefit for the long term, so foes will have to adapt for a cloaking foe. This is more difficult, because operatives constantly use their Subversive Telepathy to distract their foes, making it impossible to make spotter or detector actions. Worse, they are known to use telepathy to take control of their most powerful enemies and distract their foes with a dominated minion that use to be their ally.

Shadowguard Spy

Level 8 Terran Heroic Character (Umojan Shadowguard/ Infiltrator/ Spy/ Personality), Medium Threat

Skill Purchases: 12

Talent Purchases: 6

Ability Score Purchases: 7

Hit Points: 81

Healing Threshold: 6

Damage Threshold: 23

Defense: 24

Toughness: 18

Resolve: 23

Speed: 7

Shift Speed: 2

Morale Bonus: +5

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 4

Psionic Resistance: 10

-**Heavy Revolver** 1d20+7 accuracy, 32 damage, +1 striki maximum, 6 shots at long range; *Special Traits*: Rending 5, Silent

-**Ultrasonic Grenade** 1d20+4 accuracy, 50 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay

-**Power Glove** 1d20+6 accuracy, 20 damage, +3 strike maximum; *Special Traits*: Penetration 4, Rending 4, Unarmed

Skills: Acrobatics 5, Athletics 4, Computers 3, Defensive Training 5, Durability 5, Influence 8, Lore 4, Medicine 2, Melee 5, Mental Training 5, Perception 5, Pilot 4, Ranged 5, Science 2, Stealth 6, Tactics 4

Skill Focuses: Acrobatics +2, Influence +3, Stealth +2

Talents: Defensive Fighting, Disciplined Unarmed Training II, Dissuade, Martial Arts Unarmed Training, Shadowguard Field Training I (Infiltration Specialist), Sneak Attack, Weapon Mastery (ranged)

Strength: 3

Instinct: 4

Agility: 6*

Fortitude: 2

Intelligence: 6

Willpower: 6

Gear: Tier 2 Power Knuckle (Reinforced Unarmed with Improved Potency, Piercing, and Jagged), Tier 2 Heavy Revolver with Suppressor and Improved Potency and Umojan Laser Guidance System with 12 hollow point rounds, Tier 2 Ultrasonic Grenade x2, Shadowguard Field Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Tier 2 Medipack x2, Quick Loader x2, Micro Scanner

Special Ability (Stunning Fist): If the shadowguard makes a heavy strike attack with their power glove, the target is stunned for 1 round if the attack roll surpasses defense and toughness.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 20 perception test.

Special Ability (Impressionable): When making a combat influence test, the shadowguard can affect 2 additional targets with the same type of influence.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 2 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Shadowguard's Favored Psionic Powers: Psi Level 3, +12 psionic manifestation bonus

-**Cloaking:** Automatic manifestation as a minor action; 3 energy fatigue, sustained as free action for 3 energy fatigue per round; character is cloaked while effect is active

Shadowguard Infiltrator

Level 10 Psionic Terran Heroic Character (Basic Telepath/ Umojan Shadowguard/ Infiltrator/ Spy/ Psionic Bladesman/ Psionic Shadow), Medium Threat

Skill Purchases: 12

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 81

Healing Threshold: 6

Damage Threshold: 23

Defense: 23

Toughness: 19

Resolve: 21

Speed: 7

Shift Speed: 2

Morale Bonus: +5

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 6

Psionic Resistance: 23

-**Needle Pistol** 1d20+8 accuracy, 16 damage, +3 strikes maximum, 15 shots at medium range; *Special Traits:* Poison (DC 16 or 16 poison damage), Fast Reload, Silent

-**Ultrasonic Grenade** 1d20+4 accuracy, 45 psionic damage, 1 strike maximum; *Special Traits:* Burst 4, Ultrasonic, Grenade, Delay

-**Combat Knife** 1d20+7 accuracy, 24 damage, +3 strike maximum; *Special Traits:* Penetration 7, Rending 4, Throwing

Skills: Acrobatics 6, Athletics 5, Computers 4, Defensive Training 5, Durability 5, Influence 6, Lore 5, Melee 5, Mental Training 5, Perception 5, Pilot 5, Psionics 6, Ranged 5, Stealth 6, Tactics 5

Skill Focuses: Acrobatics +2, Influence +2, Psionics +2, Stealth +3

Talents: Defensive Fighting, Psi Level 2, Psi Level 3, Psychic Discipline Focus (cloaking), Shadowguard Field Training I (Infiltration Specialist), Sneak Attack, Weapon Mastery (melee)

Psionic Powers: *Reading, Cloaking*

Strength: 4

Instinct: 4

Agility: 6*

Fortitude: 2

Intelligence: 6

Willpower: 6

Gear: Tier 2 Combat Knife with Improved Potency, Piercing, and Jagged, Tier 2 Needle Pistol with Improved Potency and 2 magazines, Tier 2 Ultrasonic Grenade x2, Tier 2 Shadowguard Field Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Psi Weave, Micro Scanner

Special Ability (Charge Strikes): As long as the shadowguard has at least 1 point of energy fatigue, their melee attacks gain +3 damage and penetration (included in statistics above).

Special Ability (Shadow Step): The shadowguard does not need to make a manifestation check to manifest the *Cloaking* psionic power and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the character can teleport 5 squares. The location they are teleporting to must be within line of sight. They must be under a cloaking effect to teleport.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 20 perception test.

Special Ability (Basic Telepath): The shadowguard can gain a Psi Level of up to 4, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection. They are a controlled psychic.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 2 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Shadowguard Team Leader

Level 16 Terran Heroic Character (Umojan Shadowguard/ Infiltrator/ Spy/ Personality/ Leader/ Skirmisher/ Insurgent/ Operative), Medium Threat

Skill Purchases: 22

Talent Purchases: 11

Ability Score Purchases: 11

Hit Points: 124

Healing Threshold: 7

Damage Threshold: 28

Defense: 32

Toughness: 22

Resolve: 27

Speed: 9

Shift Speed: 2

Morale Bonus: +7

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 9

Psionic Resistance: 25

-**Repeating Gauss Pistol** 1d20+10 accuracy, 14 damage, +3 strikes maximum, 30 shots at distant range; *Special Traits*: Penetration 4, Rending 2, Silent, Automatic

-**Ultrasonic Grenade** 1d20+7 accuracy, 55 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay

-**Power Glove** 1d20+10 accuracy, 30 damage, +3 strike maximum; *Special Traits*: Penetration 11, Rending 6, Unarmed

Skills: Acrobatics 9, Athletics 9, Computers 6, Defensive Training 8, Durability 8, Influence 12, Leadership 8, Lore 8, Medicine 8, Melee 8, Mental Training 8, Perception 8, Pilot 6, Ranged 8, Science 5, Stealth 10, Tactics 8

Skill Focuses: Athletics +2, Acrobatics +3, Influence +3, Mental Training +2, Stealth +3

Talents: Defensive Fighting II, Disciplined Unarmed Training II, Dissuade, Dodge, Inspirational Presence, Martial Arts Unarmed Training II, Shadowguard Field Training IV (Espionage Training, Infiltration Specialist, Precision Martial Arts, Take Down), Sneak Attack, Weapon Mastery (ranged)

Strength: 4

Instinct: 4

Agility: 8*

Fortitude: 4

Intelligence: 6

Willpower: 7

Gear: Tier 3 Power Knuckle (Reinforced Unarmed with Improved Potency, Piercing, and Jagged), Tier 2 Repeating Gauss Pistol with Suppressor and Improved Potency and Umojan Laser Guidance System with 2 magazines of U-238, Tier 2 Ultrasonic Grenade with Improved Potency x2, Tier 2 Shadowguard Field Armor with Extra Reinforcement, Tier 3 Equipment Belt x3, Tier 3 Backpack, Tier 3 Medipack x2, Tier 2 Micro Scanner

Special Ability (Unarmed Combat Proficiency): If the shadowguard makes a heavy strike attack with their power glove, the target is stunned for 1 round if the attack roll surpasses defense and toughness. If the shadowguard is not using a heavy strike and the attack surpasses defense and toughness, the target is Slowed for 1 round. Regardless of whether they are using a heavy strike or not, they can follow their unarmed attack with a free disarm, push, or knockdown action.

Special Ability (Take Down): While cloaked or sneaking, the shadowguard can choose to knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a DC 30 perception to break the character's sneak. The shadowguard gains a +14 bonus on the opposed strength check. If the check is failed, the target is aware of them and no damage is done. Targets in powered armor can be knocked out, but the shadowguard only gains a +9 bonus against them.

Special Ability (Ambush Master): The shadowguard can make a stealth test to hide automatically at the beginning of every encounter. In addition, the character can take two full-round actions during a surprise round, instead of a single standard action. Finally, the character gains the Hailfire (1) weapon trait with all weapon attacks against targets that are unaware of him.

Special Ability (Rapid Reaction): The shadowguard gains a bonus to accuracy or defense equal to one half the number of squares they move on their turn. This bonus to either accuracy or defense begins after they take a move action to move or shift and lasts until the start of their next turn. The shadowguard can only have one of these two bonuses at a time.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

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

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 24 perception test.

Special Ability (Impressionable): When making a combat influence test, the shadowguard can affect 2 additional targets with the same type of influence.

Special Ability (Moving Cover): If the shadowguard has cover at any time during a move, he retains +2 cover bonus until the start of his next turn.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 3 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Shadowguard's Favored Psionic Powers: Psi Level 5, +18 psionic manifestation bonus, recovers 2 energy fatigue per turn

-Cloaking; Automatic manifestation as a free action; 1 energy fatigue, sustained as free action for 1 energy fatigue per round; character is cloaked while effect is active

-Hallucination; DC 18 manifestation as standard action; 6 energy cost; creates 2 hallucinations within long range that last 15 rounds, hallucinations can be anything up to large size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-Command; DC 20 manifestation as standard action; 9 energy cost; +16 attack versus resolve of a target at long range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 20 willpower test at the end of every turn

-Subversive Distraction: DC 16 manifestation as a move action; 3 energy cost; strikes all enemies within a Burst 10 centered on caster, +16 versus resolve, struck enemies cannot make spotter or detector actions, suffer -10 to perception, and do not count as seeing enemies for negating their ability to hide

-Subversive Despair: DC 16 manifestation as a move action; 3 energy cost; strikes all enemies within a Burst 10 centered on caster, +16 versus resolve, struck enemies lose 1 morale level

Shadowguard Operative

Level 20 Psionic Terran Heroic Character (Basic Telepath/ Umojan Shadowguard/ Infiltrator/ Spy/ Psionic Bladesman/ Skirmisher/ Paranoid/ Psionic Shadow/ Slicer/ Psionic Shadowguard/ Metapsychic), Medium Threat

Skill Purchases: 20

Talent Purchases: 5

Ability Score Purchases: 12

Hit Points: 113

Healing Threshold: 7

Damage Threshold: 29

Defense: 33

Toughness: 27

Resolve: 28

Speed: 9

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 9

Psionic Resistance: 33

-Needle Rifle 1d20+12 accuracy, 18 damage, +2 strikes maximum, 10 shots at long range; *Special Traits:* Poison (DC 21 or 26 poison damage), Scope, Silent

-Ultrasonic Grenade 1d20+7 accuracy, 50 psionic damage, 1 strike maximum; *Special Traits:* Burst 4, Ultrasonic, Grenade, Delay

-Shock Blade w/ Shocking 1d20+13 accuracy, 44 damage, +3 strikes maximum; *Special Traits:* Penetration 15, Stun, Defensive, Energy Damage

-Shock Blade w/ Phasing 1d20+13 accuracy, 44 EMP damage, +3 strikes maximum; *Special Traits:* Energy Drain, Defensive

Skills: Acrobatics 8, Athletics 8, Computers 10, Defensive Training 11, Durability 9, Influence 11, Lore 8, Melee 11, Mental Training 8, Perception 8, Pilot 7, Psionics 10, Ranged 8, Science 1, Stealth 10, Tactics 8

Skill Focuses: Acrobatics +2, Athletics +2, Defensive Training +2, Influence +2, Melee +2, Psionics +3, Stealth +3

Talents: Cynic, Defensive Fighting, Devastating Cripple (melee), Dodge, Endless Energy II, Jaded, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psychic Discipline Focus (cloaking II), Psychic Powers, Shadowguard Field Training III (Espionage Training, Infiltration Specialist, Take Down), Sneak Attack, Weapon Mastery (melee II)

Psionic Powers: *Reading, Messaging, Cloaking, Compulsion, Stop Organ, Hallucination, Command*

Strength: 4

Instinct: 5

Agility: 8*

Fortitude: 4

Intelligence: 6

Willpower: 8

Gear: Tier 2 Shock Blade with Improved Potency, Tier 2 Needle Rifle with Improved Potency and 2 magazines, Tier 2 Ultrasonic Grenade with Improved Potency x2, Tier 3 Shadowguard Field Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Tier 2 Medipack x2, Tier 2 Psi Weave, Tier 2 Micro Scanner x2

Special Ability (Charge Strikes): As long as the shadowguard has at least 1 point of energy fatigue, their melee attacks gain +5 damage and penetration (included in statistics above).

Special Ability (Shadow Step): The shadowguard does not need to make a manifestation check to manifest the *Cloaking* psionic power and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the character can teleport 7 squares. The location they are teleporting to must be within line of sight. They must be under a cloaking effect to teleport.

Special Ability (Take Down): While cloaked or sneaking, the shadowguard can choose to knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a DC 30 perception to break the character's sneak. The shadowguard gains a +5 bonus on the opposed strength check. If the check is failed, the target is aware of them and no damage is done. Targets in powered armor can be knocked out, but the shadowguard gains no bonus to the check.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 24 perception test.

Special Ability (Moving Cover): If a skirmisher has cover at any time during a move, he retains cover until the start of his next turn. Total cover is retained as improved cover.

Special Ability (Basic Telepath): The shadowguard can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection. They are a controlled psychic and cannot overcharge powers through poor dice rolls, no matter their morale level, and all of their powers cost 1 less energy fatigue to use or sustain.

Special Ability (Revitalize): Whenever the shadowguard manifests a psionic power, they gain 12 protection points. In addition, the shadowguard can remove energy fatigue as a move action.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 4 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space



What is the United Earth Directorate?

The United Earth Directorate is a military expedition force from Earth, the distant home world of humanity. For years, they have been watching the progress and growth of the fledgling terran colonists. When two powerful alien species came to power in the Koprulu Sector, the forces of Earth could wait idly no longer. They sent a massive invasion fleet with the purpose of conquering all the forces of the sector, including the terran nations.

While the expedition fleet almost succeeded in its mission, overthrowing the Dominion and enslaving the zerg, their mission ultimately failed due to the Queen of Blades. Their fleet was scattered and thrown into disarray and was forced to make a desperate escape back to Earth. The Queen of Blades pursued them and destroyed every ship. Not a single member of the fleet returned to their home world.

Despite this, many members of the directorate did survive. They chose to settle into the Koprulu Sector, living amongst the terrans as if they had always been there. As most of them had a military background, many survivors joined formal militaries or started mercenary outfits. Many scientists were adopted into the Dominion or Umojan science branches. Others dropped off the radar entirely, settling on foreign worlds or starting regular lives amongst the core planets.

How does the UED fit into the StarCraft Roleplaying Game?

In the Core Rulebook for StarCraft, being a member of the United Earth Directorate is a playable background for a terran character. The UED background is for members of the directorate that survived the fall of their fleet and have settled into the sector.

The expedition fleet was made up of exceptional individuals with a willingness to embrace danger and skills that placed themselves above the bulk of humanity. Therefore, while their expedition has failed, these individuals are very qualified for the life of a freelance adventurer. Many survivors found their place amongst terran heroes, using their trained skills in the Directorate to continue in a life of adventure and danger.

If you are playing in a campaign that takes place during the Brood War, the UED forces will likely play a major part in that campaign. They were on a widespread campaign to conquer the sector. Their soldiers were deployed in vast armies, supported by battlecruisers, artillery, and air support. They conquered their enemies, conscripting their civilians and executed their leaders.

In the later part of the Brood War, the UED fought alongside large numbers of enslaved zerg. This was because of their control over the second overmind, that slaved the swarm to their will. In campaigns taking place in that era, it could result in interesting encounters that involve mixed terran and zerg forces that fight together for increased lethality.

For post-Brood War campaigns, the UED are likely only seen in force in paramilitary groups that have banded together in the loss of their fleet. A famous example is Spartan Company, a group of mechanized mercenaries that still adhere to the UED chain of command. They are professional soldiers who do not shed their old discipline just because they are now working freelance.



Section Four: Part 6: United Earth Directorate

The terran forces of earth tried to conquer the sector. They failed. Now, what remains of their fleet lies scattered across the sector. They do their best to adjust to their lives stranded far from home. They are no real threat to us.

Being said, we should not underestimate the powers of distant Earth. They came here before with a will to conquer, and very nearly succeeded. Their expedition fleet devastated the sector before it was destroyed. Since then, the Koprulu Sector has been ravaged by two separate wars. Terran, protoss, and zerg alike were ravaged while Earth has had a chance to rebuild their meager losses and grow stronger.

Will they return? Most terrans think so. The question is will we be ready when they return?

UED NPCs

This section covers many example United Earth Directorate NPCs that players are likely to encounter in their adventures relating to the UED or the paramilitary operations that sprung up since they departed.

Directorate Marines Description

The directorate military was very regimented, with disciplined forces beyond that deployed by the terran Dominion or Confederacy. UED Marines are very precise and use strategic tactics in combat. Moreover, they know better than to disobey a direct order.

Three example directorate soldiers are described here. The private is the mainline gunman of the expedition, a well-trained warrior that has proven themselves worthy of the expedition, but not promotion. Privates make up the bulk of directorate squads, and during the Brood War could be found in massive battalions battling the zerg or in small squads fortifying bunkers. Most directorate squads are led by a sergeant, a veteran who makes sure discipline is upheld and orders are understood.

Most platoons are commanded by a colonel; a decorated official with many years of experience and formal officer's training. Colonels have noticeable marks of ranks on their armor and have a communications array that broadcasts UED inspirational quotes and propaganda to their soldiers. These are skilled leaders whose guidance makes their troops a hundredfold more dangerous than if they were fighting in a disorganized mob.

Tactics

Directorate privates are similar in threat to a Dominion marine but tend to be more organized. Privates fight like marines, except they are more likely to use cover and tactics, and less reliant on drugs. They also possess an underslung rocket launcher capable of dealing with heavy armor. They usually save their rocket when enemy vehicles are on the field, or for breaking bunkers.

Directorate sergeants are more experienced privates, with a few extra tricks. They use leadership to set up a defensive formation with their troops. Sergeants are equipped with flash grenades for disabling their clumped enemies, allowing their units to gang up and surround blinded troops. Finally, they have access to their field tactics, where they can use tactics checks to gain additional bonuses. Their favorite is to use Supporting Fire to make opportunity attacks at foes they aimed at should they attack an ally.

Colonels are veteran combatants, but even greater leaders. Their primary goal in combat is to set up leadership and bolster their followers. They can set up as many as 20 soldiers with a Defensive Formation or Efficiency leadership, then give out plentiful morale points to their followers. These morale points come with protection and their leadership gives extra movement speed for inspired allies. Otherwise, a colonel remains behind their soldiers in combat, providing tactical guidance from afar. They will still fight if engaged in battle, bombarding foes with aimed focused bursts. They rely heavily on their field tactics for opportunity attacks and extra survivability.



Directorate Private

Level 5 Terran Non-heroic Character (UEDE/ Soldier/ Pilot), Medium Threat

Skill Purchases: 8 Talent Purchases: 1 Ability Score Purchases: 0

Hit Points: 54	Healing Threshold: 6	Damage Threshold: 22
Defense: 13	Toughness: 23	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 16	Psionic Resistance: 8	

-**Heavy Gauss Rifle** 1d20+6 accuracy, 19 damage, 1 strike maximum, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic

-**Rocket Launcher** 1d20+6 accuracy, 45 damage, 1 strike maximum, 1 shots at long range; *Special Traits*: Penetration 5, Burst 2

-**Flak Pistol** 1d20+5 accuracy, 26 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Penetration 6, Rending 3, Recoil

-**Frag Grenade** 1d20+3 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Penetration 6, Burst 2, Grenade, Delay

-**Rifle Bayonet** 1d20+3 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Athletics 2, Defensive Training 4, Durability 4, Endurance 1, Melee 3, Mental Training 4, Perception 1, Pilot 4, Ranged 5, Tactics 4

Skill Focuses: Ranged +2, Pilot +2, Tactics +2

Talents: Powered Armor Training

Strength: 9* **Instinct**: 6 **Agility**: 2 **Fortitude**: 2

Intelligence: 2 **Willpower**: 2

Gear: Heavy Gauss Rifle with Rifle Bayonet and Attached Rocket Launcher with 2 magazines, CMC-300 Powered Armor, Flak Pistol with 3 magazines, Fragmentation Grenade x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The marine gains +1 power rating of damage with all ranged weapons. All vehicle's they pilot gain +3 defense.

Directorate Sergeant

Level 12 Terran Non-heroic Character (UEDE/ Soldier/ Pilot/ Warrior/ Directorate Field Operative/ Veteran), Medium Threat

Skill Purchases: 13 Talent Purchases: 3 Ability Score Purchases: 3

Hit Points: 95	Healing Threshold: 8	Damage Threshold: 27
Defense: 16	Toughness: 25	Resolve: 19
Speed: 5	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 20	Psionic Resistance: 12	

-**Heavy Gauss Rifle** 1d20+9 accuracy, 25 damage, 1 strike maximum, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic

-**Rocket Launcher** 1d20+9 accuracy, 55 damage, 1 strike maximum, 1 shots at long range; *Special Traits*: Penetration 5, Burst 3

-**Flak Pistol** 1d20+8 accuracy, 34 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Penetration 6, Rending 3, Recoil

-**Frag Grenade** 1d20+6 accuracy, 55 damage, 1 strike maximum; *Special Traits*: Penetration 6, Burst 3, Grenade, Delay

-**Flash Grenade** 1d20+5 accuracy, no damage, 1 strike maximum; *Special Traits*: Burst 2, Flash, Grenade, Delay

-**Rifle Bayonet** 1d20+5 accuracy, 31 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Athletics 2, Defensive Training 6, Durability 6, Endurance 2, Influence 2, Leadership 4, Melee 4, Mental Training 6, Perception 2, Pilot 5, Ranged 7, Tactics 6

Skill Focuses: Defensive Training +2, Endurance +2, Leadership +2, Ranged +2, Pilot +2, Tactics +2, Prowess +1

Talents: Close Combat Shot, Critical Execution, Powered Armor Training, Weapon Mastery (ranged)

Strength: 9* **Instinct**: 8* **Agility**: 2 **Fortitude**: 5

Intelligence: 2 **Willpower**: 3

Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet and Attached Rocket Launcher with 2 magazines, Tier 2 CMC-300 Powered Armor, Tier 2 Flak Pistol with 3 magazines, Tier 2 Fragmentation Grenade x2, Flash Grenade x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Hated Enemy: Terran): The marine gains +2 accuracy and +2 rending when attacking another terran.

Special Ability (Tactical Stunt): The marine gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 8 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

-Focused Suppress (DC 15): When making an opportunity attack, the marine can make a tactics test to reduce the effect to a Burst (2) area, but with +10 accuracy and hailfire 1.

-Supporting Fire (DC 20): If the marine aimed at a foe during their turn and that foe attacks an ally, the marine can make a tactics test to make a ranged opportunity attack against that enemy.

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The marine gains +1 power rating of damage with all ranged weapons. All vehicle's they pilot gain +3 defense.

Directorate Colonel

Level 20 Terran Non-heroic Character (UEDE/ Soldier/ Pilot/ Warrior/ Directorate Field Operative/ Leader/ Veteran/ Military Commander/ Destroyer/ Icon of Mankind), Medium Threat

Skill Purchases: 19

Talent Purchases: 6

Ability Score Purchases: 6

Hit Points: 125

Healing Threshold: 8

Damage Threshold: 30

Defense: 20

Toughness: 29

Resolve: 26

Speed: 5

Shift Speed: 1

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 24

Psionic Resistance: 23

-Heavy Gauss Rifle 1d20+11 accuracy, 31 damage, 1 strike maximum, 150 shots at distant range; *Special Traits:* Penetration 4, Rending 2, Digital Scope, Full Automatic

-Rocket Launcher 1d20+11 accuracy, 75 damage, 1 strike maximum, 1 shots at long range; *Special Traits:* Penetration 5, Burst 3, Digital Scope

-Repeating Gauss Pistol 1d20+11 accuracy, 18 damage, +1 strike maximum, 50 shots at medium range; *Special Traits:* Penetration 12, Automatic

-Frag Grenade 1d20+8 accuracy, 75 damage, 1 strike maximum; *Special Traits:* Penetration 6, Burst 3, Grenade, Delay

-Rifle Bayonet 1d20+9 accuracy, 34 damage, 1 strike maximum; *Special Traits:* Penetration 2

Skills: Athletics 4, Defensive Training 10, Durability 9, Endurance 6, Influence 6, Leadership 10, Melee 8, Mental Training 10, Perception 6, Pilot 7, Ranged 9, Tactics 10

Skill Focuses: Defensive Training +2, Endurance +3, Leadership +3, Mental Training +2, Ranged +2, Pilot +2, Tactics +2, Prowess +1

Talents: Close Combat Shot, Critical Execution, Inspirational Presence, Grand Leader, Hardened Survivalist, Master Tactician, Powered Armor Training, Weapon Mastery (ranged II)

Strength: 9*

Instinct: 9*

Agility: 2

Fortitude: 5

Intelligence: 4

Willpower: 6

Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet, Improved Potency, Digital Scope, and Attached Rocket Launcher with 3 magazines of U-238, Tier 2 CMC-300 Powered Armor with Extra Reinforcement, Propaganda Broadcast Array, and Officer's Upgrades, Tier 2 Repeating Gauss Pistol with Improved Potency and 2 magazines of Adamantine Spikes, Tier 2 Fragmentation Grenade with Improved Potency x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Tactical Stunt): The colonel gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 9 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the

check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform them, and the tactics DC to pull them off.

-Focused Suppress (DC 15): When making an opportunity attack, the marine can make a tactics test to reduce the effect to a Burst (2) area, but with +10 accuracy and hailfire 1.

-Withdraw (DC 15): When the colonel makes a move action, they can make a tactics test to avoid any opportunity attacks from the move. However, the move must end outside the reach of all enemies

-Supporting Fire (DC 20): If the marine aimed at a foe during their turn and that foe attacks an ally, the marine can make a tactics test to make a ranged opportunity attack against that enemy.

-Covering Fire (DC 20): When an enemy makes an opportunity attack against an ally, the colonel can make a tactics check to activate this stunt. On a success, they get to make an instant opportunity attack against the target making an opportunity attack. This is before the enemy makes their opportunity attack. If the attack surpasses the target's resolve, then the enemy's attack is cancelled.

Special Ability (Hated Enemy: Terran): The colonel gains +2 accuracy and +2 rending when attacking another terran.

Special Ability (Chain of Command): The colonel gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The colonel gains +1 power rating of damage with all ranged weapons. All vehicle's they pilot gain +3 defense.

Special Ability (Icon of Mankind): The directorate colonel is an expert commander and gains numerous benefits as relates to leadership

-Leadership combat augmentations cap at DC 35

-Allies granted a morale point from the colonel's rallying gain 10 protection points

-The colonel generates one additional morale when rallying and give up to two morale points to a single ally

-Allies under the effect of the colonel's leadership gain bonus movement speed equal to their positive morale level

-All allies within 6 squares gain a +1 bonus to attacks and skill checks, and the colonel gains +5 on leadership on allies within 6 squares

-All allies under the effect of a colonel's leadership gain +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.

-All allies under the colonel's leadership increase their morale bonus by +2

-As long as they are using leadership on UED allies that possess communicators, the colonel's leadership combat augmentations have an unlimited duration and effect up to 20 allies.



Directorate Medic Description

The UED brought many of the most esteemed and established personnel with them to the Koprulu sector. The UED medics were the first to use healing nanites and medical 'sprays'. Since their invasion, their technology has been copied by every military group in the sector. The UED medic is a designated military personnel assigned to the wellbeing of their squad. Most are career military that received special training in triage and nanite usage to serve as a medic.

Tactics

UED medics are medical personnel only equipped with defensive weaponry. They work to keep their allies up and alive through the heat of combat. They spend most of their time using their MDS to heal frontline combatants through the heat of combat. When an ally is critically wounded, the medic has them pulled away from the frontlines. There, the medic can use medipacks and trauma kits to get them back in the fight.

They use their flash grenades to blind enemies who are attacking either them or a critically injured patient. Gauss pistols are only used in emergencies and to cover retreating allies. They use tactics to increase their defense.

Directorate Medic

Level 5 Terran Non-heroic Character (UEDE/ Medic/ Directorate Medic), Medium Threat

Skill Purchases: 5

Talent Purchases: 1

Ability Score Purchases: 2

Hit Points: 61

Healing Threshold: 6

Damage Threshold: 23

Defense: 16

Toughness: 20

Resolve: 16

Speed: 5

Shift Speed: 1

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 12

Psionic Resistance: 10

-Gauss Pistol 1d20+5 accuracy, 10 damage, +1 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-Grenade Launcher w/ Flash Grenades 1d20+4 accuracy, no damage, 1 strike maximum, 1 shot at medium range; *Special Traits:* Burst 2, Flash, Gradual Reload, Ground Fire

-Pistol Whip 1d20+1 accuracy, 11 damage, 1 strike maximum; *Special Traits:* NA

Skills: Computers 1, Defensive Training 4, Durability 4, Influence 2, Lore 2, Medicine 5, Melee 2, Mental Training 3, Pilot 2, Ranged 4, Science 3, Tactics 3

Skill Focuses: Medicine +2, Science +2

Talents: Close Combat Shot, Field Medic, Powered Armor Training

Strength: 6* **Instinct:** 5* **Agility:** 2 **Fortitude:** 3

Intelligence: 6 **Willpower:** 3

Gear: CMC-405 Light Powered Armor with Medical Delivery System (10 units of nanites) and attached Heavy Weapon Upgrade (grenade launcher with flash grenade), Tier Gauss Pistol with 2 magazines, Ballistic Combat Shield, Flash Launcher Grenade x2, First Aid Kit x2, Tier 2 First Aid Kit, Injector with 2 doses of Anti-toxin, Trauma Kit

Special Ability (Practical Aid): The character can make a first aid attempt on a character as a minor action once per turn. Using first aid on a character in powered armor only takes a standard action.

Special Ability (Medical Delivery System): The medic can use the medical delivery system to heal nearby allies. Used as a minor action, this effect targets a single ally within short range, who loses a healing threshold but recovers 15 hit points. Using this feature expends 1 unit of nanites.

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

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Directorate Psi-Operative Description

Psi-Operatives are the UED equivalents of ghosts. Earth operatives undergo similar conditioning and training to Dominion ghosts but possess very different fighting styles. Psi-Operatives function less as stealth assassins and more as elite soldiers. Psi Operatives are deployed as psionic support for UED special forces teams.

Psi Operatives used the UED background instead of the ghost background, and thus are unqualified for Ghost Combat Training talents. They are still controlled casters because of their Mentalist advanced specialization.

Tactics

Operatives are usually encountered with squads of directorate privates, sergeants, and medics. They fight with their gauss assault rifles, using aim actions and focused bursts to take down light armored foes. They use their grenade launchers to punish grouped enemies and EMP grenades to take down vital targets, such as enemy artillery. They always go into battle with *Muscular Enhancement* activated and use *Cloaking* in short bursts to force their enemies to lose their location or slip past defenses unnoticed. Operatives save their *Mind Blasts* as a finishing move to kill weakened enemies or punish a foe that hides behind substantial armor.

When they can't activate *Cloaking*, operatives use the Withdraw tactic stunt to fall back, or push through enemy ranks. They always aim at the most threatening target in order to make extra opportunity attacks with Supporting Fire stunts.

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

-Cloaking; Automatic manifestation as a minor action; 4 energy fatigue, sustained as free action for 4 energy fatigue per round; character is cloaked while effect is active

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; gains +5 to athletics, acrobatics, endurance, and stealth tests, +2 melee damage and penetration, lasts 50 minutes

-Mind Blast; DC 20 manifestation as a standard action; 4 energy fatigue; +12 attack versus resolve at medium range, target takes 60 psionic damage

Directorate Psi-Operative

Level 15 Terran Advanced Heroic Character (UEDE/ Advanced Telepath/ Soldier/ Directorate Field Operative/ Warrior/ Psionic Marksman/ Mentalist/ Weapon's Expert), Medium Threat

Skill Purchases: 19

Talent Purchases: 12

Ability Score Purchases: 11

Hit Points: 115

Healing Threshold: 7

Damage Threshold: 27

Defense: 24

Toughness: 24

Resolve: 23

Speed: 6

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 14

Psionic Resistance: 29

-Gauss Assault Rifle 1d20+13 accuracy, 27 damage, +2 strikes maximum, 50 shots at distant range; *Special Traits:* Penetration 4, Rending 2, Digital Scope, Automatic

-Gauss Assault Rifle w/ Grenade Launcher 1d20+11 accuracy, 65 damage, 1 strike maximum, 1 shots at medium range; *Special Traits:* Penetration 5, Burst 3, Ground Fire, Gradual Reload, Digital Scope

-EMP Grenade 1d20+8 accuracy, 65 EMP damage, 1 strike maximum; *Special Traits:* Burst 3, Energy Drain, Grenade, Delay

-Psi Blade 1d20+8 accuracy, 26 damage, 1 strike maximum; *Special Traits:* Penetration 5, Defensive

Skills: Acrobatics 5, Athletics 5, Computers 6, Defensive Training 8, Durability 6, Endurance 4, Lore 4, Medicine 4, Melee 6, Mental Training 6, Perception 5, Pilot 5, Psionics 8, Ranged 10, Stealth 6, Tactics 7

Skill Focuses: Defensive Training +2, Psionics +2, Ranged +4, Tactics +2, Prowess +1

Talents: Close Combat Shot, Critical Execution, Defensive Fighting II, Far Shot, Military Unarmed Training, Jaded, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psionic Power, Weapon Mastery (ranged II)

Psionic Powers: *Reading, Messaging, Compulsion, Stop Organ, Mind Blast, Cloaking, Acute Senses, Muscular Enhancement*

Strength: 6*

Instinct: 7

Agility: 5*

Fortitude: 5

Intelligence: 4

Willpower: 7

Gear: Tier 2 Gauss Assault Rifle with Improved Potency and Digital Scope with 3 magazines of U-238 rounds and 2 launcher grenades, Tier 2 Hostile Environment Suit, Tier 2 Psi Blade, EMP Grenade x2, Tier 2 Medipack, Equipment Belt x3, Tier 2 Backpack

Special Ability (Tactical Stunt): The colonel gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 9 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform them, and the tactics DC to pull them off.

-Withdraw (DC 15): When the operative makes a move action, they can make a tactics test to avoid any opportunity attacks from the move. However, the move must end outside the reach of all enemies

-Supporting Fire (DC 20): If the operative aimed at a foe during their turn and that foe attacks an ally, the operative can make a tactics test to make a ranged opportunity attack against that enemy.

Special Ability (Chain of Command): The operative gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

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

Special Ability (Guided Shots): The operative can use subtle telekinetic influences to guide their shots, even if they do not normally have telekinetic potential. When making a ranged attack while aiming, the character gains +5 rending and their attacks ignore cover. Improved cover instead counts as regular cover. Total cover still blocks the attack. This ability cannot be used when the operative's manifestation bonus is +0 or lower.

Special Ability (Advanced Telepath): The operative can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The operative is a controlled psychic.



Directorate Scientist

The expedition contained many of Earth's greatest minds. Willing or no, these academics accompanied the expedition to the Koprulu Sector. They used their expertise to build and upgrade equipment for the expedition force. However, their primary goal was the invention of technology to enslave the zerg Overmind and control the broods. For this reason, many of the UED scientists had at least a passing interest in biology, artificial intelligence, or neurology.

Scientists are usually far from the front lines but are often caught up in the back and forth struggles between the forces of the UED and the Queen of Blades. The Queen's zerg often targeted UED scientist because of their control over the enslaved zerg. However, this control usually allowed the directorate scientist to have zerg followers who protected them in battle.

In a more modern era, many directorate scientists eventually worked in Dominion or Umojan research branches. Many ended up in the Moebius Corp, putting their understand of zerg biology to work in creating the hybrid.

Tactics

Scientists are poor fighters. However, they possess technical tricks they can use to sabotage their opponents and help allies whittle down their attackers. One of their first actions in combat is to flee a safe distance away and set up their Gauss Cannon turret. They then hide and have their cannon fight for them. If enemies continue to push forward, they use their gadgets to sabotage them. Laser Trigger mines are used very area denial and thwart advancing foes. Dispersion Fields are counters for ghosts and dark templar, creating a null-cloaking field that exposes foes. Finally, they can create an EMP cannon that provides a one-time blast of EMP that can fry vehicles, robots, and energy shields. Scientists generally only have 5 tech components to work with at any one time, so they try to save them for when they need them.

Directorate Scientist

Level 15 Terran Non-heroic Character (UEDE/ Directorate Technician/ Academic/ Engineer/ Heuristics Programmer/ Battlefield Engineer/ Scientist), Low Threat

Skill Purchases: 12

Talent Purchases: 17

Ability Score Purchases: 6

Hit Points: 69

Healing Threshold: 6

Damage Threshold: 24

Defense: 18

Toughness: 18

Resolve: 22

Speed: 5

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 7

Psionic Resistance: 21

-Flak Pistol 1d20+7 accuracy, 30 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 6, Rending 3, Recoil

-Pistol Whip 1d20+3 accuracy, 9 damage, 1 strike maximum; *Special Traits:* NA

-Gauss Cannon Turret 1d20+7 accuracy, 24 damage, 1 strike maximum, infinite shots at long range; *Special Traits:* Penetration 4, Hailfire 1

-Rocket Launcher Turret 1d20+8 accuracy, 45 damage, 1 strike maximum, 4 shots at long range; *Special Traits:* Penetration 25, Burst 1, Rocket

Skills: Computers 10, Defensive Training 6, Durability 5, Influence 7, Leadership 4, Lore 8, Medicine 7, Melee 4, Mental Training 6, Perception 7, Pilot 2, Ranged 6, Science 12

Skill Focuses: Computers +3, Lore +2, Science +6

Talents: Close Combat Shot, Defensive Fighting, Engineer Foreman, Makeshift Repairs, Professional Hacker, Penetration V, Sabotage III, Structural Weakness III, Upgraded Turret II, Weapon Mastery (ranged)

Strength: 2

Instinct: 4

Agility: 3

Fortitude: 3

Intelligence: 8

Willpower: 6

Gear: Tier 2 Flak Pistol with Improved Potency with 2 magazines, Tier 2 Environmental Suit, Tier 3 Equipment Belt, Tier 3 Backpack, Tier 2 Data Disk x2, Tier 3 Binoculars, Tier 2 Flashlight, Tier 2 Geiger Counter, Tier 2 Navigation Unit, Tier 3 PDA, Tier 2 Communicator, 5 Tech Components

Special Ability (Tech Components): The scientist has 5 tech components that they can spend for various technological effects. The following are the scientists favorite technological gadgets,

-Dispersion Field: Spends 2 components as a standard action to set up a dispersion field within 6 squares. The field negates cloaking effects within 3 squares of it for 8 rounds.

-EMP Cannon: Spends 1 component to make a +14 ranged attack at a target within 6 squares. If the attack hits, the target takes 50 EMP damage.

-Laser Trigger Mine: Spends 1 component as a standard action to set up a mine within 6 squares. When an enemy steps within 3 squares of the mine, it goes off. The mine has a Burst (4) area, +14 accuracy, and deals 60 damage with 16 penetration.

Special Ability (Fast Turret): The scientist has created a portable turret that he can quickly set up and control in combat. Setting up the turret is a full-round action, and it can be placed in any square adjacent to them. The turret can also be taken down as a full-round action. The engineer can fire the turret as a minor action and can do so from remote up to 15 squares away. The turret counts as being fired by the character for the purpose of attack bonus, damage, and all other combat values. The turret counts as a gauss cannon, using the scientist's ranged skill, but can instead fire an armor piercing rocket up to 4 times per day. When being attacked, the turret has 150 hit points, 16 damage resistance, and a defense of 10. If the turret is destroyed or takes any damage, the damage is repaired or the turret is replaced when the scientist takes an 8 hour rest.

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Machine Empathy): The scientist can perform influence actions against robots and artificial intelligences, targeting their toughness instead of resolve. Their total bonus on influence checks versus AI is +18



Directorate Navy Officer Description

The directorate was a fleet-based organization and supported many officers to manage the ships. These officers were trained in warfare, tactics, and military discipline, but were not front-line fighters. Instead, they organized operations from afar and commanded ships and battle stations.

The naval lieutenant was a common mid-rank officer. They coordinated with squadrons, served as deck officers, and organized crew upon the battle cruisers. Other lieutenants took command of the directorate's military vehicles. These lieutenants are the most common encountered, and are significantly deadlier when piloting a wraith, goliath, or siege tank.

Captains were the esteemed officers of the directorate fleet, most with plenty of command experience and formal officer training from a military academy. Captains commanded the most esteemed vessels of the directorate fleet, including battle cruisers and valkyrie gunships. They were also solid leaders, able to inspire their men in the gravest circumstances.

Tactics

Neither lieutenants or captains are outstanding combatants on their own. They wear light armor and possess only basic side arms. Both tend to hang back and let the directorate marines fight for them. Both will try to use leadership to bolster their allies. Only captains are very good at it, but they can provide impressive bonuses with their rally actions. Even then, they lead field guidance to colonels if they are present.

Directorate Naval Lieutenant

Level 10 Terran Non-heroic Character (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Ace Pilot), Low Threat

Skill Purchases: 10

Talent Purchases: 3

Ability Score Purchases: 3

Hit Points: 54

Healing Threshold: 6

Damage Threshold: 22

Defense: 18

Toughness: 16

Resolve: 18

Speed: 6

Shift Speed: 2

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 7

Psionic Resistance: 11

-**Gauss Pistol** 1d20+10 accuracy, 14 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 4

-**Reinforced Unarmed** 1d20+5 accuracy, 17 damage, +2 strikes maximum; *Special Traits:* Unarmed, Concealed Weapon

Skills: Computers 3, Defensive Training 4, Durability 4, Influence 2, Leadership 1, Lore 3, Melee 3, Mental Training 5, Perception 3, Pilot 8, Ranged 8, Science 2, Tactics 4

Skill Focuses: Pilot +3, Ranged +3, Tactics +2

Talents: Bombardment, Close Combat Shot, Goliath Mastery, Weapon Mastery (ranged)

Strength: 2

Instinct: 7*

Agility: 5

Fortitude: 2

Intelligence: 4

Willpower: 3

Gear: Tier 2 Gauss Pistol, Tier 2 Reinforced Unarmed with Improved Potency and Improved Precision, Tier 2 Flight Suit, Equipment Belt x3, Backpack

Special Ability (Expert Pilot): The naval lieutenant is an expert pilot and gains the following benefits when piloting a vehicle.

-Vehicle's gains +3 defense

-All vehicle attacks deal +2 power ratings of damage, gain +5 penetration, and +1 range increment

-The acceleration rating of all vehicles increases by 50%

-When firing a vehicle weapon but not piloting, gains +4 accuracy with missiles and +4 damage with all vehicle weapons

-When piloting a goliath, the pilot gains an additional +2 defense and accuracy and can apply target locks against gargantuan or larger targets as a minor action. Goliath target locks give missiles an additional +2 accuracy

Special Ability (Chain of Command): The lieutenant gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Directorate Naval Captain

Level 20 Terran Non-heroic Character (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Soldier/ Leader/ Ace Pilot/ Master Navigator/ Gunner/ Commodore), Low Threat

Skill Purchases: 17

Talent Purchases: 10

Ability Score Purchases: 3

Hit Points: 85

Healing Threshold: 6

Damage Threshold: 26

Defense: 23

Toughness: 21

Resolve: 22

Speed: 7

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 9

Psionic Resistance: 16

-**Gauss Pistol** 1d20+14 accuracy, 22 damage, +3 strikes maximum, 15 shots at medium range; *Special Traits*: Penetration 12
 -**Reinforced Unarmed** 1d20+9 accuracy, 21 damage, +3 strikes maximum; *Special Traits*: Penetration 6, Unarmed, Concealed Weapon

Skills: Computers 4, Defensive Training 7, Durability 7, Influence 5, Leadership 6, Lore 4, Melee 6, Mental Training 8, Perception 5, Pilot 12, Ranged 12, Science 3, Tactics 6

Skill Focuses: Leadership +2, Pilot +5, Ranged +5, Tactics +2

Talents: Aeronautics Training, Bombardment, Close Combat Shot, Devastating Cripple (ranged), Dog Fighter, Goliath Mastery, Inspirational Presence, Officer's Training, Valkyrie Mastery, Weapon Mastery (ranged III)

Strength: 4

Instinct: 8*

Agility: 6

Fortitude: 3

Intelligence: 4

Willpower: 4

Gear: Tier 2 Gauss Pistol with Improved Potency and 2 magazines of Adamantine Spike, Tier 3 Reinforced Unarmed with Improved Potency, Improved Precision, and Piercing, Tier 2 Commander's Battle Regalia, Tier 2 Digital Uplink, Air Tank x2, Equipment Belt x3, Backpack

Special Ability (Expert Pilot): The naval lieutenant is an expert pilot and gains the following benefits when piloting a vehicle.

-Vehicle's gains +3 defense and protection points at the start of every turn equal to the vehicle's fortitude

-All vehicle attacks deal +2 power ratings of damage, +6 damage, gain +11 penetration, and +1 range increment

-The acceleration rating of all vehicles increases by 50%

-When firing a vehicle weapon but not piloting, gains +4 accuracy with missiles and +4 damage with all vehicle weapons.

-When piloting a goliath, the pilot gains an additional +2 defense and accuracy and can apply target locks against gargantuan or larger targets as a minor action. Goliath target locks give missiles an additional +2 accuracy

-When the captain is piloting a flying vehicle of colossal-size or smaller, they gain advantage on all pilot maneuver checks and ignore facing when making attacks.

-Pilot gains +2 instinct and agility when piloting an aerial vehicle

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

Special Ability (Maximum Firepower): Once per round, when the captain is hit by an enemy attack, they gain an opportunity attack to attack them back as long as they know where the target is. They can use this ability inside a vehicle and counter attack with vehicle weapons.

Special Ability (Rallying Boost): Whenever the captain uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 5 protection points. The captain generates 1 extra morale point when rallying. Finally, upon using leadership on an ally, they can instantly make a tactics check to set up a combat augmentation.

Special Ability (Chain of Command): The captain gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

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

Goliath Conqueror Description

This conqueror goliath is piloted by a directorate naval lieutenant.

Goliath Tactics

The primary purpose of a goliath is take down aerial threat. Conqueror goliaths prefer large ships above smaller vessels, as their destroyer missiles have the range, damage, and penetration to take on larger aircraft. focus on a single ranged target above all others, and reliably assault it with their missile battery. They establish target locks, and fire missiles the next round. Against gargantuan or larger targets, they use the 3 missiles variant from their missile barrage ability and can assign target locks as minor action.

Goliath's will generally refocus their efforts towards ground opponents when they are being overwhelmed. They prefer to use their gatling cannons against any smaller foe, including smaller aircraft. They save their missiles for enemy capital ships and similar sized threats. Directorate goliaths try to screen themselves with numerous directorate privates who provide close support, as they are less effective in melee.

UED Conqueror Goliath

Level 13 Terran Non-heroic Character in Huge-sized Vehicle (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Ace Pilot), Extreme Threat

Skill Purchases: 10

Talent Purchases: 3

Ability Score Purchases: 3

Hit Points: 370

Healing Threshold: NA

Damage Threshold: 49

Defense: 21

Toughness: 43

Resolve: 18

Speed: 10

Shift Speed: 2

Morale Bonus: +3

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +7

Damage Resistance: 37

Psionic Resistance: NA

-Destroyer Missile Battery 1d20+16 accuracy, 100 damage, 1 strikes maximum, 24 shots at strategic range +100; *Special Traits:* Penetration 45, Burst 3, Missile

-Gatling Cannon 1d20+19 accuracy, 33 damage, 1 strike maximum, 4,000 shots at distant range; *Special Traits:* Penetration 15, Hailfire 1, Twin-linked, Kickback, Full Auto

-Infernal Flamethrower 1d20+9 accuracy, 46 damage, +2 strikes maximum, 60 shots at special range; *Special Traits:* Hailfire 1, Line 21, Flames, Energy Damage

-Bash 1d20+11 accuracy, 53 damage, +1 strike maximum; *Special Traits:* Penetration 6, Smashing

-Bash w/ Heavy Strike and Focused Strike 1d20+13 accuracy, 73 damage, 1 strike maximum; *Special Traits:* Penetration 6, Smashing

Skills: Computers 3, Defensive Training 4, Durability 4, Influence 2, Leadership 1, Lore 3, Melee 3, Mental Training 5, Perception 3, Pilot 8, Ranged 8, Science 2, Tactics 4

Skill Focuses: Pilot +3, Ranged +3, Tactics +2

Talents: Bombardment, Close Combat Shot, Goliath Mastery, Weapon Mastery (ranged)

Strength: 18

Instinct: 7*

Agility: 5

Fortitude: 18

Intelligence: 4

Willpower: 3

Special Ability (Target Lock): The pilot can issue a target lock as a standard action, making a pilot skill check against the target's defense. If the target lock is successful, a pilot then expend the lock freely with the battery attack made on a future turn. A weapon attack with a target lock either gains a +12 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +6 accuracy bonus with both rockets this way. Finally, if the target is gargantuan-sized or larger, the goliath can make a target lock as a minor action and has the option to fire 3 missiles at the target with only a +2 bonus.

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

Special Ability (Cumbersome): The goliath suffers a -2 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the goliath's plated hull reduces all crippling wound points it suffers by 1.

Valkyrie Description

The valkyrie is piloted by a Directorate Naval Captain.

Valkyrie Tactics

The valkyrie is a universal anti-air combatant, but it excels in battles against enemy squadrons and swarms. The valkyrie is capable of unleashing massive amounts of cluster rockets over an area with very good accuracy. Every round, the valkyrie co-pilot uses a target lock, while the primary pilot uses aim actions and fires two missiles with the +4 bonus. Because of the nature of the weapon, each 'missile' is actually a twin-linked automatic focused burst of missiles that can do untold devastation. Their added effectiveness against squadron and swarms means that Valkyries can almost instantly destroy those groups of enemies in a few volleys of fire.

In addition to their offense, Valkyries are a strong, defensive craft. They possess heavy armor that is immune to small arms and light ordinance, and still possess enough speed to maneuver quickly in space combat.

UED Valkyrie pilots are trained to also use their vessel for a saturation bombardment against ground targets. The saturation bombardment allows them to obliterate a massive area with precision accuracy, while still dealing solid damage. They usually do this in major military battles to wipe out advancing platoons or zerg hosts.

UED Valkyrie

Level 22 Terran Non-heroic Character in Colossal-sized Vehicle (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Soldier/ Leader/ Ace Pilot/ Master Navigator/ Gunner/ Commodore), Formidable Threat

Skill Purchases: 17	Talent Purchases: 10	Ability Score Purchases: 3
Hit Points: 1,062	Healing Threshold: NA	Damage Threshold: 82
Defense: 17	Toughness: 76	Resolve: 22
Acceleration Rating: 75	Max Speed: 800	Morale Bonus: +6
Space: 10 by 20 squares	Reach: NA	Initiative: +10
Damage Resistance: 52	Psionic Resistance: NA	

-Cluster Missile Battery 1d20+16 accuracy, 63 damage, +3 strikes maximum, 600 shots at strategic range; *Special Traits:* Penetration 31, Burst 4, Missile, Twin-linked, Cluster Blast, Automatic

-Cluster Missile Battery w/ Saturation Bombardment 1d20+36 accuracy, 63 damage, 1 strike maximum, 600 shots at strategic range; *Special Traits:* Penetration 31, Burst 20, Missile, Twin-linked

Skills: Computers 4, Defensive Training 7, Durability 7, Influence 5, Leadership 6, Lore 4, Melee 6, Mental Training 8, Perception 5, Pilot 12, Ranged 12, Science 3, Tactics 6

Skill Focuses: Leadership +2, Pilot +5, Ranged +5, Tactics +2

Talents: Aeronautics Training, Bombardment, Close Combat Shot, Devastating Cripple (ranged), Dog Fighter, Goliath Mastery, Inspirational Presence, Officer's Training, Valkyrie Mastery, Weapon Mastery (ranged III)

Strength: 24 **Instinct:** 10* **Agility:** 8* **Fortitude:** 24

Intelligence: 4 **Willpower:** 4

Special Ability (Target Lock): The pilot can issue a target lock as a standard action, making a pilot skill check against the target's defense. If the target lock is successful, the crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

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

Special Trait (Guided Halo Rockets): The valkyrie can still make use of their missile batteries' twin-linked trait when they aim. In addition, the valkyrie's weapons gain +5 accuracy instead of +2 when aiming, as long as they are performing a standard attack or focused burst.

Special Trait (Commodore Training): The Valkyrie gains 24 protection points at the start of each turn.

Special Trait (Focused Firepower): When the Valkyrie is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the Valkyrie gains Hailfire (+2) against swarms.

Special Ability (Maximum Firepower): Once per round, when the valkyrie is hit by an enemy attack, they gain an opportunity attack to attack them back as long as they know where the target is.

Special Ability (Saturation Bombardment): The valkyrie can perform a saturation bombardment against ground targets. This functions as a normal burst attack, with the following exceptions: the attack must be targeted at the ground, the burst area increases to Burst (20), the attack has no hailfire, and gains +20 accuracy.

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

What is the Kel-Morian Combine?

The Kel-Morian Combine is one of the three reigning terran governments in the Koprulu Sector, alongside the Dominion and the Umojan Protectorate. The Kel-Morian Combine is part commercial entity, part political body. It was created by a union of mining and manufacturing guilds that rallied together to resist absorption by the Confederacy. This clash between the Kel-Morians and the Confederacy became known as the Guild War. It was the first major conflict between terrans in the Koprulu Sector and was followed shortly by the alien invasion into terran space.

While the Guild War was officially a stalemate, the Confederacy turned out better in the war and the Kel-Morian's military might was diminished. The KMs stayed out of most of the major battles during the Great War and Brood War, only forced to fight when the Queen of Blades invaded their home world of Moria. Even after that strike, Kel-Morians tend to abandon their colonies in the wake of zerg aggression rather than fight for what they have.

The Kel-Morian Combine is consistent of many 'guilds' or corporations that have politically aligned themselves for greater strength in the sector. They have mining outposts and operations on many fringe planets throughout the sector. They are known for their tyrannical greed. They work their laborers hard, giving them little pay or benefits, while the guild masters profit greatly from their labors, living rich lives off selling minerals or the goods processed from them. Many Kel-Morian guilds also resort to piracy, possessing fleets dedicated to banditry to improve their profits.

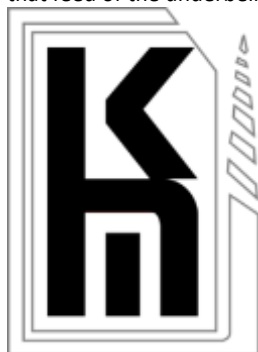
How does the Combine fit into the StarCraft Roleplaying Game?

In the Core Rulebook for StarCraft, the Kel-Morian Combine is a playable background for terran characters. Many Kel-Morian heroes are disgruntled workers that grew tired of their bleak lives. No strangers to hard work, these individuals are frequently attracted to mercenary work, freelance heroism, or adventuring. Most are glad to have broken free of the Kel-Morian whip and can plot their own course in life.

Many Kel-Morians have little patriotism to their political body. However, there is a close comradery to fellow members of one's own guild. It is the equivalent to sharing a home town or home world. Meeting a fellow member of your own guild while traveling the sector is always exciting, and a good way to keep updated on what has been happening back home. Most Kel-Morians are born as part of one guild, essential corporate citizens, and they are often curious on the happenings of their inherent institution. Meeting a fellow guild member might be an exciting way to keep updated on the guild's progress and how that relates to one's family still indentured to the guild.

For StarCraft adventurers who are not part of the Combine, the Kel-Morians can be either friend or foe. Guild masters can be generous patrons for mercenary heroes. They often seek to hire mercenaries or adventurers to solve their problems rather than deploy large battle forces. A guild master might hire heroes for any number of reasons: fight off zerg approaching a mining camp; perform corporate espionage against a rival guild or company; prospect new mining locations for future endeavors; subdue riots of angry workers; or raid rival encampments to help steal their location.

Kel-Morians also function as enemies. Their culture is run by greed. The players might deal with Kel-Morian pirates terrorizing trade routes or saboteurs trying to take control of the resources in a region. They also might aid oppressed laborers standing up against oppression by their rich masters. To many heroic individuals, the Combine exists as a group of parasites that feed of the underbelly of the sector, trying to take whatever they can regardless of the needs of others.



Section Four: Part 7: United Earth Directorate

The Kel-Morian Combine is the epitome of terran avarice. They seek wealth and power and are shockingly clumsy at wielding the later. Their society is so torn by internal strife, they have made little forward progress in the last five years, despite being spared the conflicts that wracked the Dominion in the same time period.

Will we come into conflict with the Kel-Morian Combine? Most certainly. We seek to rebuild our empire. They seek worlds to pillage for resources. I have heard *reports of the 'KMC' already mounting military expeditions into protoss space, to claim our own lost worlds before we can reclaim them.*

I say let them try. If a collection of greedy miners and merchants think they can steal from the Daelaam, they will be shown the might of the protoss!

Kel-Morian NPCs

This section covers many example Kel-Morian NPCs that players are likely to encounter in their adventures. Kel-Morians are a diverse and widespread group. They may be encountered as members of their faction, within legal or illegal groups, or even mixed in with members of other backgrounds and populations.

Kel-Morian Personnel Description

The Kel-Morians have some of the toughest civilians in the sector. Most are hardworking, accustomed to back-breaking labors in service to the guilds. While there are still many civilians working in the business or economics, the ones most commonly encountered by adventurers are the leagues of manual laborers and miners. While still not combat veterans, the pure toughness of these workers can make them dangerous to cross.

Foremans help run the mines. They are usually senior miners who have worked up position in their respective guilds. They continue the back-breaking work of their peers, but also act as low-level managers and instruct the miners on how to proceed with dangerous operations. Many foremans, but not all, let the power go to their heads.

Taskmasters are mid-level guild officials that guide Kel-Morian operations. They are disciplinarians to the miners, administrators to the bureaucrat, and lieutenants to KM soldiers. These experienced individuals lead every aspect of Kel-Morian operations, answering only to their superiors in the major cities on Moria.

Tactics

Depending on the threat, Kel-Morian civilians might fight or flee given the circumstance. As powerful, bold individuals, they are much better fighters than most individuals. However, they are not equipped for combat and are easily torn apart by gauss fire or zerg claws. Against such resistance, they only stand and fight if they have numbers. Foremans are much the same. They occasionally organize civilians in a dedicated defensive line against threats, then blast their enemies with shotguns and demolition charges before engaging them in a mob of shovels, hammers, and pickaxes.

Taskmasters are equipped with some military hardware, but their expertise is leadership and influence, not soldiery. They try to rally KM soldiers and foreman under their command, using Ruthless Overseer to give them free morale levels at the cost of morale bonus. Against intelligent foes, they use their impressive combat influence abilities to demoralize and dissuade numerous foes. They prefer to get enemies to surrender and use their Intimidating Shot on foes low on morale. If negotiation fails or is ongoing, they used aimed shots with their shotgun to take down enemies threatening Kel-Morian interests. They possess an underslung flamethrower and grenades for the toughest fights.

Civilian, Kel-Morian

Level 2 Terran Non-heroic Character (Kel-Morian Combine/ Miner Heritage), Low Threat

Skill Purchases: 6 Talent Purchases: 2 Ability Score Purchases: 0

Hit Points: 59	Healing Threshold: 7	Damage Threshold: 23
Defense: 14	Toughness: 16	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 6	Psionic Resistance: 7	

-Heavy Tool 1d20+3 accuracy, 23 damage, 1 strike maximum; *Special Traits:* Penetration 3, Smashing

-Heavy Tool w/ Power Strike 1d20+2 accuracy, 27 damage, 1 strike maximum; *Special Traits:* Penetration 3, Smashing

Skills: Computers 1, Defensive Training 2, Durability 3, Endurance 4, Influence 1, Lore 1, Melee 2, Mental Training 2, Perception 2, Pilot 2, Ranged 1, Science 1, Survival 2

Skill Focuses: Athletics +2, Endurance +2

Talents: Deep Drilling, Power Strike

Strength: 4 **Instinct:** 2 **Agility:** 2 **Fortitude:** 4

Intelligence: 2 **Willpower:** 2

Gear: Heavy Tool, Padded Jacket, Equipment Belt, Backpack, Communicator, 2d20 credits

Special Ability (Hard Life): The civilian gains advantage on all Endurance checks to avoid gaining exhaustion.

Special Ability (Guild Camaraderie): The civilian gains advantage on dice checks when interacting with fellow members of their mining guild.

Foreman, Kel-Morian

Level 9 Terran Non-heroic Character (Kel-Morian Combine/ Miner Heritage/ Slugger/ Demolitionist), Low Threat

Skill Purchases: 14 Talent Purchases: 2 Ability Score Purchases: 3

Hit Points: 85	Healing Threshold: 7	Damage Threshold: 26
Defense: 16	Toughness: 25	Resolve: 17
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 12	Psionic Resistance: 8	

-**Heavy Tool** 1d20+9 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 7, Smashing

-**Heavy Tool w/ Power Strike** 1d20+7 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 7, Smashing

-**Shotgun** 1d20+6 accuracy, 16 damage, 1 strike maximum, 2 shots at short range; *Special Traits:* Spread, Twin-linked, Gradual Reload, Close Quarter

-**Rifle Butt** 1d20+9 accuracy, 20 damage, 1 strike maximum; *Special Traits:* Penetration 3

-**Demolition Charge** 1d20+3 accuracy, 70 damage, 1 strike maximum; *Special Traits:* Penetration 10, Burst 5, Unstable Explosive, Destructible

Skills: Computers 2, Defensive Training 5, Durability 5, Endurance 7, Influence 3, Lore 2, Melee 7, Mental Training 5, Perception 5, Pilot 5, Ranged 5, Science 2, Survival 3

Skill Focuses: Acrobatics +2, Athletics +2, Endurance +2, Melee +2

Talents: Bulwark, Deep Drilling, Grenade Catcher, Power Strike, Shotgun Spread, Weapon Mastery (melee)

Strength: 6 **Instinct:** 3 **Agility:** 3 **Fortitude:** 5

Intelligence: 2 **Willpower:** 2

Gear: Tier 2 Heavy Tool, Tier 2 Shotgun with 8 shells, Demolition Charge, Breaching Charge x2, Flak Armor, Equipment Belt x3, Backpack, Communicator, 2d20x5 credits

Special Ability (Hard Life): The foreman gains advantage on all Endurance checks to avoid gaining exhaustion.

Special Ability (Guild Camaraderie): The foreman gains advantage on dice checks when interacting with fellow members of their mining guild.

Taskmaster, Kel-Morian

Level 15 Terran Non-heroic Character (Kel-Morian Combine/ Personality/ Taskmaster/ Miner's Heritage/ Enforcer/ Prime Specimen/ Orator), Low Threat

Skill Purchases: 20 Talent Purchases: 1 Ability Score Purchases: 11

Hit Points: 142	Healing Threshold: 9	Damage Threshold: 32
Defense: 19	Toughness: 22	Resolve: 20
Speed: 6	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 14	Psionic Resistance: 15	

-**Light Tool** 1d20+9 accuracy, 22 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Smashing

-**Military Shotgun** 1d20+6 accuracy, 19 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters

-**Flamethrower** 1d20+6 accuracy, 28 damage, +2 strikes maximum, 3 shots at special range; *Special Traits:* Cone 6, Hailfire 1, Energy Damage, Flames, Long Reload, Close Quarters

-**Rifle Butt** 1d20+6 accuracy, 20 damage, 1 strike maximum; *Special Traits:* NA

-**Fragmentation Grenade** 1d20+5 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 3, Grenade, Delay

Skills: Acrobatics 5, Athletics 3, Computers 5, Defensive Training 6, Durability 8, Endurance 8, Influence 8, Leadership 6, Lore 5, Melee 7, Mental Training 6, Perception 6, Pilot 6, Ranged 6, Science 6, Survival 5, Tactics 4

Skill Focuses: Durability +3, Endurance +2, Influence +3, Ranged +2

Talents: Dissuade, Intimidating Presence, Natural Health, Weapon Mastery (melee)

Strength: 6 **Instinct:** 4 **Agility:** 4 **Fortitude:** 6

Intelligence: 4 **Willpower:** 4

Gear: Tier 2 Light Tool with Piercing, Military Shotgun with Improved Potency and Attached Flamethrower with 20 Adamantine Shells, Tier 2 Fragmentation Grenade, Tier 2 Flak Armor, Equipment Belt x3, Tier 2 Backpack, Tier 2 Communicator, Tier 2 Motion Detector, Tier 2 Flashlight, Tier 2 PDA, 4d20x10 credits

Special Ability (Impressionable): When making a combat influence test, the taskmaster can target two separate enemies, and effect all targets within a burst 1 of each target with their combat influence. In addition, they can apply two separate combat influence abilities as part of the same action.

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

Special Ability (Ruthless Overseer): This character is an efficient but ruthless party leader. Any ally under the effect of this character's leadership gains a free morale point every round, but their morale bonus is only half what it normally is.

Special Ability (Enduring): The taskmaster gains advantage on all Endurance checks to avoid gaining exhaustion. They also gain +5 to their endurance skill for tests against poison, disease, and infestation

Special Ability (Guild Camaraderie): The taskmaster gains advantage on dice checks when interacting with fellow members of their mining guild.



Kel-Morian Operatives Description

The Kel-Morians do not have a strong, dedicated military anymore. Instead, their armed forces are largely consistent of corporate security and skilled operatives. These operatives cover many of the positions of the marine corps, except they perform with subtlety, finesse, and calculated force. These subtlety operations allow the Kel-Morians to make up for their deficit in numbers compared to the Dominion or zerg.

Scouts are the least of Kel-Morian operatives. They are strictly reconnaissance agents trained to scour an area for an enemy's presence. They plan entrances, evaluate defenses, and even plan ambushes against lightly armored convoys. More experienced operatives include saboteurs and snipers. These individuals specialize in surprise attacks against unwary victims. Saboteurs plant mines to sabotage enemy workers and patrols. They also sneak up to the enemy's fortifications and place charges to breach perimeter walls and bunkers, allowing Kel-Morian rippers to enter the breach and do their deadly deed. Snipers find advantageous positioning and use long ranged rifles to assassinate key personnel, such as a magistrate or lieutenant. With their own stealth skill, they are frequently gone before they are discovered by the enemy.

Operatives usually work in groups of 4-8. They are also found amongst the ranks of Kel-Morian pirates, who use them in a very similar manner. Their concerns are less political and more designed for looting.

Tactics

Kel-Morian operatives do not engage in sustained fire fights. If they are attacked or provoked, they attempt to hide in the undergrowth or ruins and make their escape. They are skilled at hiding, and all operatives can vanish from sight even while being observed. If they cannot, they make fighting retreats, often by using explosives to distract their enemy while they formulate a new plan.

Operatives are much more dangerous when fighting on their own terms. They set up explosives along the battlefield, laid by a saboteur's expert hands. Afterwards, they wait in hiding places for their enemies to trigger the explosives or arrive at the location of their trap. Once the triggered, they emerge from hiding and make aimed attacks at their foes. Scouts use their Stealth Combat Stunts with Surprise Attack, so they do not reveal their location when attacking. If they are revealed, they make hide checks and reengage from a different location.

Saboteurs will use the Forward Deployment combat stunt to lay cluster mines near the enemy's feet. They will then use Follow Up for free attacks or to escape notice. Snipers stay further back than the rest of the operatives, in a remote position where they target vulnerable and crucial individuals. Their rounds are designed for damage, not penetration, so they prefer lightly armed targets. If they find a foe easy to hit, they will use called shots instead of aiming to target the critical location.

Scout, Kel-Morian

Level 4 Terran Non-heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator), Low Threat

Skill Purchases: 6

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 50

Healing Threshold: 7

Damage Threshold: 22

Defense: 16

Toughness: 14

Resolve: 13

Speed: 7

Shift Speed: 2

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 8

Psionic Resistance: 6

-Combat Knife 1d20+2 accuracy, 11 damage, +3 strikes maximum; *Special Traits:* Throwing

-Long Rifle 1d20+4 accuracy, 22 damage, +1 strike maximum, 5 shots at medium range; *Special Traits:* Rending 5, Scope

-Rifle Butt 1d20-1 accuracy, 14 damage, 1 strike maximum; *Special Traits:* NA

-Flash Grenade 1d20+1 accuracy, no damage, 1 strike maximum; *Special Traits:* Burst 2, Flash, Grenade, Delay

Skills: Acrobatics 2, Athletics 2, Defensive Training 2, Durability 2, Endurance 1, Melee 1, Mental Training 1, Perception 2, Pilot 2, Ranged 3, Stealth 3, Survival 2, Tactics 1

Skill Focuses: Acrobatics +2, Ranged +2, Stealth +2

Talents: Sneak Attack, Stalker

Strength: 2

Instinct: 3

Agility: 6

Fortitude: 4

Intelligence: 2

Willpower: 2

Gear: Long Rifle with 2 magazines of hollow points, Combat Knife, Camouflage Field Armor, Equipment Belt x2, Backpack, Medipack, Flashlight, Motion Detector, Binoculars

Special Ability (Hide in Plain Sight): The scout can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, enemies trying to use spotter actions to find the scout must succeed a DC 16 perception check.

Special Ability (Stealth Combat Stunt): The scout gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 3 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the stealth DC to pull them off.

-Ambush (DC 20): When gaining the hidden condition on your turn by hiding, you can use this stunt to perform an instant ranged attack that does not break the stealth condition

-Surprise Attack (DC 15): The scout can use this stunt when making a non-suppressed ranged attack. If they succeed, the attack counts as suppressed and does not break the Hidden condition.

Special Ability (Guild Camaraderie): The scout gains advantage on dice checks when interacting with fellow members of their mining guild.

Saboteur, Kel-Morian

Level 10 Terran Non-heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator/ Demolitionist/ Insurgent), Low Threat

Skill Purchases: 13 Talent Purchases: 3 Ability Score Purchases: 5

Hit Points: 68	Healing Threshold: 7	Damage Threshold: 24
Defense: 19	Toughness: 18	Resolve: 16
Speed: 7	Shift Speed: 2	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 11	Psionic Resistance: 10	

-Fusion Rod w/ Shocking 1d20+3 accuracy, 15 damage, +3 strikes maximum; *Special Traits:* Penetration 11, Smashing, Energy Damage, Stun

-Fusion Rod w/ Phasing 1d20+3 accuracy, 15 EMP damage, +3 strikes maximum; *Special Traits:* Penetration 1, Smashing, Energy Drain

-Gauss Pistol 1d20+8 accuracy, 14 damage, +3 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4, Grip Extension

-Fragmentation Grenade 1d20+5 accuracy, 45 damage, 1 strike maximum, short range; *Special Traits:* Burst 3, Penetration 5, Grenade, Delay

-Demolition Charge 1d20+5 accuracy, 80 damage, 1 strike maximum, short range; *Special Traits:* Burst 5, Penetration 10, Destructible, Unstable Explosive, Timed Explosive

-Cluster Mine 1d20+8 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Burst 5, Penetration 5, Hailfire 1, Cluster Land Mine, Planted Explosive, Destructible, Hidden

Skills: Acrobatics 4, Athletics 4, Defensive Training 4, Durability 4, Endurance 3, Melee 3, Mental Training 3, Perception 4, Pilot 4, Ranged 7, Stealth 5, Survival 4, Tactics 3

Skill Focuses: Acrobatics +3, Ranged +3, Stealth +2

Talents: Grenade Catcher, Sneak Attack, Stalker, Weapon Mastery (ranged)

Strength: 4 **Instinct:** 4 **Agility:** 6 **Fortitude:** 4

Intelligence: 2 **Willpower:** 3

Gear: Gauss Pistol with Suppressor and Improved Potency, Fusion Rod with Improved Potency, Fragmentation Grenade x2, Land Mine x2, Cluster Mine x2, Demolition Charge x2, Tier 2 Camouflage Field Armor, Equipment Belt x3, Backpack, Medipack, Trauma Kit, Flashlight, Motion Detector, Communicator

Special Ability (Rapid Reaction): The saboteur gains +2 accuracy as long as they move at least 1 square on their turn. In addition, they can make a bob and weave action as a free action in any turn that they action move.

Special Ability (Hide in Plain Sight): The saboteur can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, enemies trying to use spotter actions to find the saboteur must succeed a DC 23 perception check.

Special Ability (Stealth Combat Stunt): The saboteur gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 3 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the stealth DC to pull them off.

-Forward Mine (DC 15): When planting a mine, the saboteur can make a stealth check to deploy the mine within 6 squares of them and remain hidden while doing so.

-Follow Up (DC 20): When an enemy steps on the saboteur's mine, they can make a stealth check to perform one of two actions: make a standard attack against a target hit by the mine or attempt to hide from sight.

Special Ability (Guild Camaraderie): The saboteur gains advantage on dice checks when interacting with fellow members of their mining guild.

Sniper, Kel-Morian

Level 10 Terran Non-heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator/ Sniper/ Sharpshooter), Low Threat

Skill Purchases: 14

Talent Purchases: 4

Ability Score Purchases: 4

Hit Points: 68

Healing Threshold: 7

Damage Threshold: 24

Defense: 21

Toughness: 18

Resolve: 15

Speed: 7

Shift Speed: 2

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 8

Psionic Resistance: 7

-Combat Knife 1d20+4 accuracy, 11 damage, +3 strikes maximum; *Special Traits:* Throwing

-Sniper Rifle 1d20+11 accuracy, 38 damage, 1 strike maximum, 5 shots at long range; *Special Traits:* Penetration 2, Rending 9, Digital Scope

-Rifle Butt 1d20+1 accuracy, 21 damage, 1 strike maximum; *Special Traits:* NA

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 4, Endurance 3, Melee 3, Mental Training 3, Perception 4, Pilot 4, Ranged 8, Stealth 5, Survival 5, Tactics 3

Skill Focuses: Acrobatics +2, Ranged +4, Stealth +2

Talents: Devastating Cripple (ranged), Precision Shot, Sneak Attack, Stalker, Weapon Mastery (ranged)

Strength: 2

Instinct: 6

Agility: 6

Fortitude: 4

Intelligence: 2

Willpower: 2

Gear: Tier 2 Sniper Rifle with Digital Scope and Improved Potency and 3 magazines of hollow points, Combat Knife, Tier 2 Camouflage Field Armor, Equipment Belt x2, Backpack, Communicator

Special Ability (Terror of the Range): When the sniper damages an opponent beyond medium range with a scoped rifle, the target of the attack and all their allies within 6 squares take a negative morale point.

Special Ability (Kill Shot): When killing an opponent at with a scoped rifle firing a single shot, the sniper can instantly make an attack at another target within short range of the target. However, they will not receive aiming bonuses on this attack. This attack cannot in turn allows other attacks.

Special Ability (Hide in Plain Sight): The sniper can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, enemies trying to use spotter actions to find the sniper must succeed a DC 23 perception check.

Special Ability (Stealth Combat Stunt): The sniper gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 6 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the stealth DC to pull them off.

-Ambush (DC 20): When gaining the hidden condition on your turn by hiding, you can use this stunt to perform an instant ranged attack that does not break the stealth condition

-Surprise Attack (DC 15): The scout can use this stunt when making a non-suppressed ranged attack. If they succeed, the attack counts as suppressed and does not break the Hidden condition.

Special Ability (Guild Camaraderie): The sniper gains advantage on dice checks when interacting with fellow members of their mining guild.

Kel-Morian Soldiers Description

The Kel-Morian Combine is as much, if not more, of a corporate entity than a true government. They occasionally deploy large contingents of soldiers to protect their interests. These soldiers are very mercenary; undisciplined, unruly, brawlers out for their next paycheck. Kel-Morian soldiers rarely fight in the major political battles of the sector, nor do they combat alien threats. Largely, they are enforcers who dispatch rebellions.

During the Guild Wars, Kel-Morian soldiers were known as Rippers. They were soldiers who used stolen confederate powered armor, painted black, with numerous modifications. Now, rippers are elite soldiers amongst the KM's guilds. Many are Guild War veterans; others joined their ranks after significant experience. Rippers fight in the largest battles in the Combine, or any struggle that is worthy of the guilds' elite troops.

Breachers are the best of the Kel-Morian forces. They are a separate clad of insurgent warriors that rose from the ranks of rebellious miners, who were then bought out to serve the guilds once more. Breachers are siege operatives that tunnel into enemy bases and clear them, room from room, of any opposition. They are known equally for their effectiveness and brutality. They rarely show up in pitched battles, instead acting as special forces, siege troops, and infiltrators.

Tactics

Compared to the marines of other nations, Kel-Morian soldiers rely on speed and close combat weaponry to fight their battles. Their repurposed combat armor gives them extra speed, and they often use tactics to further increase their speed. The main armament for KM soldiers is a shotgun rather than a heavy gauss rifle, so their effectiveness relies on them getting close. Most KM squads do have at least one soldier armed with a gauss rifle. These warriors provide covering firing for the quickly advancing shotgun gunners.

The close range Kel-Morian troops prefer to bob and weave to increase their defense and use tactics to increase their accuracy or damage resistance. Also, unlike Dominion or Umojan troops, Kel-Morian soldiers excel at close combat. They use powered hammers and axes to rip their opponents apart with mighty blows. They use these weapons to engage foes that rely on melee or when their shotguns have an empty magazine. Grenades are often thrown around corners or over walls to surprise their foes with an explosive onslaught, scattering their ranks before engaging them close.

Kel-Morian soldiers will sometimes have an explosive's expert with them. These experts prepare battles ahead of time and try to lure enemies into ranks of cluster grenades. They also use demolition charges to destroy key pieces of terrain, such as a wall, bridge, or critical fortification. This may be part of an ongoing siege, or to limit enemy fields of advancement.

Breachers excel at close-quarters combat. They use their shotguns to kill one target after another, using their bloodlust ability to gain extra attacks on a kill. They use flamethrowers to vaporize everyone within a room or hallway. Their powered mining tools are designed to destroy obstacles, including fortified walls, but a breacher will gladly use them against enemies who get too close for comfort. These weapons are deadly and kill enemy terrans in a brutal spray of gore. Breachers prefer to Bob and Weave and use tactics to increase accuracy.



Guild Breacher, Kel-Morian

Level 20 Terran Non-heroic Character (Kel-Morian Combine/ Slugger/ Soldier/ Brute/ Gunner/ Miner Heritage/ Cannoneer/ Prime Specimen/ Slicer), Medium Threat

Skill Purchases: 16

Talent Purchases: 9

Ability Score Purchases: 10

Hit Points: 194

Healing Threshold: 10

Damage Threshold: 36

Defense: 21

Toughness: 34

Resolve: 16

Speed: 8

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 24

Psionic Resistance: 6

-**Military Shotgun**; 1d20+11 accuracy, 31 damage, +1 strike maximum, 10 shots at medium range; *Special Traits*: Penetration 6, Rending 4, Spread, Gradual Reload, Close Quarters

-**Flamethrower** 1d20+11 accuracy, 45 damage, +2 strikes maximum, 3 shots at special range; *Special Traits*: Penetration 4, Cone 7, Hailfire 1, Energy Damage, Flames, Long Reload, Close Quarters

-**Rifle Bayonet** 1d20+14 accuracy, 49 damage, +1 strike maximum; *Special Traits*: Penetration 5

-**Powered Mining Tool** 1d20+11 accuracy, 60 damage, +1 strike maximum; *Special Traits*: Penetration 11, Rending 8, Hailfire 2

-**Powered Mining Tool w/ Heavy Strike** 1d20+13 accuracy, 65 damage, 1 strike maximum; *Special Traits*: Penetration 11, Rending 8, Cleaving 1, Hailfire 2

-**Fragmentation Grenade** 1d20+9 accuracy, 60 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 10, Burst 3, Grenade, Delay

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

Skill Focuses: Athletics +2, Durability +3, Endurance +2, Melee +4, Ranged +4

Talents: Devastating Cripple (melee), Military Unarmed Training II, Natural Health, Powered Armor Training, Power Strike II, Weapon Mastery (ranged II, melee II), Wrestling Combatant

Strength: 16* **Instinct**: 2 **Agility**: 4 **Fortitude**: 8

Intelligence: 4 **Willpower**: 2

Gear: Tier 2 Military Shotgun with Improved Potency, Attached Flamethrower, Improved Precision, Rifle Bayonet and 3 magazines of adamantine shells, Tier 2 Ripper Repurposed Combat Armor with Extra Reinforcement with Empowered Servos, Tier 2 Powered Mining Tool with Jagged and Piercing, Tier 2 Fragmentation Grenade with Shredding x3, 1 doses of Combat Stimulants, 2 doses of Rage, 2 doses of Painkillers

Special Ability (Focused Adrenaline): When the breacher hits an enemy with a melee attack, they gain 10 protection points. These protection points are not cumulative with future attacks.

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

Special Ability (Enduring): The breacher gains advantage on all Endurance checks to avoid gaining exhaustion.

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

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

Special Ability (Guild Camaraderie): The breacher gains advantage on dice checks when interacting with fellow members of their mining guild.

Ripper, Kel-Morian

Level 11 Terran Non-heroic Character (Kel-Morian Combine/ Slugger/ Soldier/ Brute/ Gunner), Medium Threat

Skill Purchases: 14

Talent Purchases: 4

Ability Score Purchases: 5

Hit Points: 115

Healing Threshold: 8

Damage Threshold: 29

Defense: 18

Toughness: 21

Resolve: 12

Speed: 8

Shift Speed: 1

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 17

Psionic Resistance: 6

-**Military Shotgun**; 1d20+8 accuracy, 25 damage, +1 strike maximum, 10 shots at short range; *Special Traits*: Penetration 2, Rending 4, Spread, Gradual Reload, Close Quarters

-**Rifle Bayonet** 1d20+9 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 5

-**Heavy Tool** 1d20+10 accuracy, 39 damage, +1 strike maximum; *Special Traits*: Penetration 6, Rending 4, Smashing

-**Heavy Tool w/ Heavy Strike** 1d20+9 accuracy, 44 damage, 1 strike maximum; *Special Traits*: Penetration 6, Rending 4, Smashing, Cleaving 1

-**Fragmentation Grenade** 1d20+7 accuracy, 55 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 3, Grenade, Delay

Skills: Athletics 4, Acrobatics 4, Defensive Training 6, Durability 7, Endurance 6, Medicine 1, Melee 7, Pilot 5, Ranged 8, Survival 4, Tactics 4

Skill Focuses: Durability +2, Endurance +2, Melee +2, Ranged +3

Talents: Military Unarmed Training, Powered Armor Training, Power Strike, Weapon Mastery (ranged, melee), Wrestling Combatant

Strength: 9*

Instinct: 2

Agility: 4

Fortitude: 6

Intelligence: 2

Willpower: 2

Gear: Military Shotgun with Improved Potency and Rifle Bayonet and 2 magazines of adamantine shells, Ripper Repurposed Combat Armor with Extra Reinforcement, Tier 2 Heavy Tool with Improved Potency, Jagged, and Piercing, Tier 2 Fragmentation Grenade x2, 1 doses of Combat Stimulants, 2 doses of Rage, 2 doses of Painkillers

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

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

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

Special Ability (Guild Camaraderie): The soldier gains advantage on dice checks when interacting with fellow members of their mining guild.

Ripper Gunner Equipment Package: Heavy Gauss Rifle with Improved Potency and Rifle Bayonet with 2 magazines of U-238 (replaces military shotgun)

-**Heavy Gauss Rifle** 1d20+9 accuracy, 25 damage, fully automatic, 150 shots at distant range; *Special Traits*: Penetration 4, Rending 2, Full Automatic

Ripper Tank Hunter Package: Rocket Launcher with Improved Potency and Digital Scope and 6 Anti-Armor Rockets (replaces military shotgun)

-**Rocket Launcher**; 1d20+9 accuracy, 55 damage, 1 strike maximum, 3 shots at long range; *Special Traits*: Penetration 20, Burst 1, Long Reload, Rocket, Digital Scope

Soldier, Kel-Morian

Level 5 Terran Non-heroic Character (Kel-Morian Combine/ Slugger/ Soldier), Medium Threat

Skill Purchases: 9

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 68

Healing Threshold: 7

Damage Threshold: 24

Defense: 14

Toughness: 21

Resolve: 12

Speed: 7

Shift Speed: 1

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 12

Psionic Resistance: 6

-**Military Shotgun**; 1d20+6 accuracy, 22 damage, 1 strike maximum, 10 shots at short range; *Special Traits*: Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters

-**Heavy Tool** 1d20+5 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 5

-**Fragmentation Grenade** 1d20+4 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 2, Grenade, Delay

Skills: Athletics 2, Acrobatics 2, Defensive Training 3, Durability 4, Endurance 4, Medicine 1, Melee 6, Pilot 2, Ranged 6, Survival 4, Tactics 2

Skill Focuses: Endurance +2, Melee +2, Ranged +2

Talents: Powered Armor Training, Weapon Mastery (ranged, melee)

Strength: 8*

Instinct: 2

Agility: 3

Fortitude: 4

Intelligence: 2

Willpower: 2

Gear: Military Shotgun with 2 magazines of adamantine shells, Ripper Repurposed Combat Armor, Heavy Tool with Improved Potency and Piercing, Fragmentation Grenade, 3 doses of Combat Stimulants, 2 doses of Painkillers

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

Special Ability (Guild Camaraderie): The soldier gains advantage on dice checks when interacting with fellow members of their mining guild.

Commando Equipment Package: Heavy Gauss Rifle with 2 magazines (replaces military shotgun)

-**Heavy Gauss Rifle** 1d20+7 accuracy, 22 damage, fully automatic, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic

Explosive's Expert Equipment Package: Demolition Charge x2, Cluster Mines x2, Flak Pistol (replaces military shotgun)

-**Flak Pistol**; 1d20+6 accuracy, 30 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Penetration 6, Rending 3, Recoil

-**Demolition Charge** 1d20+4 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 10, Burst 4, Unstable Explosion, Destructible



Universal Terran NPCs

This section covers NPCs that can be found with any faction in the sector, from the Dominion, to mercenaries, to the private sector, or one of the smaller governments.

HERC Commando Description

HERC commandos are experts in using the Hostile Environment Repair Chassis. Most of them began their career as engineers, asteroid miners, or prospectors. After training in the use of HERC armor, they also filled the roll of battlefield engineers. They use their equipment to quickly traverse difficult environments and maintain repairs, as well as crafting defenses and fortifications to use against enemy attackers. When the fighting begins, the HERCs do not sit aside. Their armor is amongst the most resilient personal protection made by terrans.

While the armor was originally created by the Umojans, HERC Commandos are found amongst all major factions of the Koprulu Sector following the Second Great War. Many commandos also fight as mercenaries or are loyal to private corporations. Some HERCs gained extensive combat experience fighting in the End War. These are known as veterans, who capitalize on the unyielding nature of their armor to absorb powerful attacks without suffering harm.

Tactics

HERCs generally fight on the defensive, rather than offensive. They use their Battlefield Crafting ahead of time to modify the landscape to set up cover from them and their allies. Once the battle begins, they stand on the front line of engagements, defending their allies from harm. When a foe approaches, they use their grappling cannons to strategically pull small enemies towards them and into their allies' field of fire. Once enemies are close, they use their flesh welders to disintegrate foes in a devastating shotgun spread.

They also use their grappling cannons to pull themselves towards powerful enemies, such as artillery or large monsters they wish to block. Need be, their grappling cannons can also be used to scale cliffs and sheer surfaces.

If a HERC is not needed in combat, they will spend their actions performing structural repair on nearby constructs, including turrets and bunkers. They naturally try to absorb blows for their allies, using their Shield Ally ability whenever possible.

Veteran Commandos are similar, but far tougher. They are fierce defenders of their allies, using Defiant Stance amongst clusters of fellow fighters to ensure they absorb all incoming fire. They are not frugal with their Second Wind ability, and regularly sacrifice healing thresholds to keep their hit points up.

HERC Commando

Level 10 Terran Non-heroic Character (Fringe World/ Scavenger/ Slugger/ Guardian/ Battlefield Engineer), High Threat

Skill Purchases: 12

Talent Purchases: 2

Ability Score Purchases: 5

Hit Points: 137

Healing Threshold: 8

Damage Threshold: 31

Defense: 12

Toughness: 28

Resolve: 18

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 2 by 2 squares

Reach: 2 square

Initiative: +2

Damage Resistance: 19

Psionic Resistance: 9

-**Flash Welder** 1d20+5 accuracy, 16 damage, 1 strike maximum, 200 shots as special range; *Special Traits:* Penetration 4, Cone 3, Spread, Close Quarters

-**Rifle Butt** 1d20+4 accuracy, 31 damage, 1 strike maximum; *Special Traits:* Penetration 3

-**Grapple Cannon** 1d20+11 accuracy, 35 damage, 1 strike maximum, 15 squares; *Special Traits:* Penetration 5, Grapple

Skills: Athletics 5, Computers 3, Defensive Training 6, Durability 8, Endurance 6, Lore 2, Medicine 2, Melee 6, Mental Training 6, Perception 2, Ranged 6, Science 6, Tactics 2

Skill Focuses: Durability +2, Endurance +2, Science +2, Melee +2, Science +2

Talents: Dual-Weapon Skill, Powered Armor Training, Structural Weakness, Weapon Mastery (melee, ranged)

Strength: 12*

Instinct: 2

Agility: 2

Fortitude: 7

Intelligence: 5

Willpower: 2

Gear: Hostile Environment Repair Chassis, 2 doses of Antitoxin, 2 doses of Painkillers, 1 dose of Mental Stimulants

Special Ability (Grapple Cannon): The grapple cannon possesses 15 squares of chain and can be used to hook onto surfaces or objects. The grapple cannon automatically hooks onto unattended objects or terrain surfaces without requiring a check. Furthermore, the wearer can then either pull the target towards them or pull themselves towards the target. They can pull the target towards them if they are a medium-sized or smaller. If the target is large-sized or larger, they instead pull themselves towards the target. Either way, there must not be any cover between the combatants for them to pull towards each other, and there must be an open square within the path of both targets for the moved character to land in. When pulling yourself or an enemy, you can choose for the moved character not to be transported the full distance, dropping them or yourself at any point in a straight line between both targets.

Special Ability (Structural Repair): The HERC can use the flash welder as a full-round action to repair a construct or object from the outside. This requires 1 shot of ammunition, but the target recovers 17 hit points.

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

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

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

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

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

HERC Commando, Veteran

Level 20 Terran Non-heroic Character (Fringe World/ Scavenger/ Slugger/ Guardian/ Battlefield Engineer/ Goader/ Heavy Armor Operator/ Survivalist/ Protector/ Immortal), High Threat

Skill Purchases: 17 Talent Purchases: 2 Ability Score Purchases: 10

Hit Points: 207	Healing Threshold: 9	Damage Threshold: 42
Defense: 17	Toughness: 43	Resolve: 22
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 2 by 2 squares	Reach: 2 square	Initiative: +2
Damage Resistance: 33	Psionic Resistance: 20	

-Flash Welder 1d20+9 accuracy, 20 damage, 1 strike maximum, 200 shots as special range; *Special Traits:* Penetration 4, Cone 4, Spread, Close Quarters

-Rifle Butt 1d20+8 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 3

-Grapple Cannon 1d20+15 accuracy, 45 damage, 1 strike maximum, 20 squares; *Special Traits:* Penetration 5, Grapple

Skills: Acrobatics 4, Athletics 6, Computers 3, Defensive Training 10, Durability 10, Endurance 10, Influence 8, Lore 5, Medicine 4, Melee 9, Mental Training 8, Perception 6, Ranged 9, Science 8, Tactics 5

Skill Focuses: Defensive Training +4, Durability +2, Endurance +2, Influence +2, Endurance +2, Science +2, Melee +2, Science +2, Survival +2

Talents: Bulwark, Dissuade, Powered Armor Training, Hardened Survivalist, Never Give Up, Resilience, Resolute, Smart Shot, Structural Weakness, Weapon Mastery (melee, ranged II)

Strength: 15* **Instinct:** 2 **Agility:** 2 **Fortitude:** 9

Intelligence: 6 **Willpower:** 4

Gear: Tier 2 Hostile Environment Repair Chassis with Extra Reinforcement, 2 doses of Antitoxin, 2 doses of Painkillers, 1 dose of Mental Stimulants

Special Ability (Grapple Cannon): The grapple cannon possesses 20 squares of chain and can be used to hook onto surfaces or objects. The grapple cannon automatically hooks onto unattended objects or terrain surfaces without requiring a check. Furthermore, the wearer can then either pull the target towards them or pull themselves towards the target. They can pull the target towards them if they are a medium-sized or smaller. If the target is large-sized or larger, they instead pull themselves

towards the target. Either way, there must not be any cover between the combatants for them to pull towards each other, and there must be an open square within the path of both targets for the moved character to land in. When pulling yourself or an enemy, you can choose for the moved character not to be transported the full distance, dropping them or yourself at any point in a straight line between both targets.

Special Ability (Structural Repair): The HERC can use the flash welder as a full-round action to repair a construct or object from the outside. This requires 1 shot of ammunition, but the target recovers 42 hit points.

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

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

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

Special Ability (Defiant Stance): The HERC attracts all nearby enemies into attacking him rather than his allies. All enemies cannot attack the character's allies within 3 squares if the HERC can be attacked instead. This affects all enemies, including constructs and non-intelligent foes. Enemies can make a DC 28 willpower test once per day to try and defy this effect.

Special Ability (Second Wind): The character takes a moment to recover their own strength and lost health at the cost of a healing threshold. Performing this second wind requires spending a move action. Once they do, they heal 45 hit points and 2 points of exhaustion.

Special Trait (Superior Resistance): This armor is treated to resist corrosion and acidic compounds. The armor gains +15 damage resistance against any attack that deals Acid Damage. It also gains +15 damage resistance against any area attack where the wearer is not the primary target. Therefore, it gains +30 damage resistance against an area, acid attack where the user is not the primary target.

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

Special Ability (Toxin Resistance): The HERC gains advantage on all endurance tests. If they suffer poison damage from a failed endurance check, the poison deals half as much damage.



Chapter 6: Infested Terrans

This section contains new character customization options for Infested Terran characters. Four new directives are presented, each giving an entirely new approach at playing an agent of the swarm. As per the new rules for Infested Terran characters, a directive is chosen for an infested terran character at levels 1, 10, 20, and 30.

Section Five: The Status of the Zerg

As my last task, you requested I do an assessment of the state of the zerg in the sector. You asked me if they were still a threat. After all, the Queen of Blades is gone and Overqueen Zagara has stated she wants peace. The short answer is yes, the zerg are still a very grave threat.

It is important to understand how widespread the zerg presence is now. I have encountered countless breeding worlds occupied by feral zerg. Most of these worlds are lawless, following the last instructions they were given. Others are led by advanced strains of overlords that evolved to take command.

In addition, we not have a strong presence of primal zerg across our space. Brought here by the Queen of Blades, the primal zerg have adapted well to their new home. They have found ways to move from planet to planet and are not bound by any treaties or pacts set upon them by the Overqueen.

Perhaps the most relevant threat is rampant zerg viruses. These viruses may have no effect on us protoss but are lethal to terrans. Worse, if given enough time to gestate through a colony, they can autonomously create new zerg nests led by infestation specialists such as infestors, enslavers, encroachers, or blightbringers.

The zerg are still a threat, simply because they are too numerous for the Overqueen to control. Many worlds possess powerful zerg known as eco-destroyers, named for their ability to poison and overwhelm worlds while functioning utterly autonomously. Infested agents also prowl the stars on their own, seeking to claim their own domains in the stars, left unchecked by reigning powers.

The zerg will also be a threat. They are the monsters of Koprulu, and are not going anywhere anytime soon, no matter the intentions of their queen.

Bulbous Bile-Bringer

Ability Score: +2 Fortitude

Skill Focuses: Durability AND EITHER Endurance OR Ranged

Bonus Talent: Biomass Reservoir

Special Ability (Pustules): Your body is ridden with acidic pustules. Your frame supports a maximum number of pustules at once equal to $\frac{1}{2}$ their level +3. These pustules can be used on the offensively or defensively to harm enemies. When a pustule bursts, it deals damage equal to $10 + 3x$ the infested's level, and requires a ranged skill attack roll, gaining a bonus to accuracy based on $\frac{1}{2}$ instinct. They have the Acid Damage, Corrosion, and Stun weapon traits. When used offensively, they can be thrown like a grenade up to short range. When used defensively, they can be used in response to take damage from a melee attack. In this case, you expend the pustule upon take damage to instantly making a pustule attack against those that harmed them. A pustule can be regrown by spending 1 biomass and a minor action to regrow each pustule.

Special Ability (Master of Pestilence): As a bile bringer, you are a living conduit of vile chemicals and disease. Upon taking this evolution discipline, you gain access to Basic Pestilence evolution discipline and one pestilence powers. Furthermore, you are very skilled at using such powers, and they cost one less biomass for you to manifest and all ranged powers have one larger range increment. At level 5 you gain access to Advanced Pestilence evolution discipline and another pestilence power.

Special Ability (Spawn Baneling): By spending 3 pustules and 5 biomass as a full-round action you spawn a baneling under your control. The spawned baneling gains 5 hit points, +1 accuracy, and +5 damage to its volatile explosion for every 2 character levels. The infested may have 1 spawned baneling at a time, up to 2 at level 15. These banelings are automatically under the command of the character, even if they are not a command strain or do not have any command room available. The bulbous bile bringing counts as if they were 2 additional characters in any encounter in which they had at least one baneling. The infested does not become a command strain if they were not already, but they still have a command limit of their Psi Level times their Willpower, and may not have a total number of minions more than this amount.

Description: The bulbous bile bringer is a form of infestation that was designed to create explosive soldiers as used in the first war, but with more sustainability. To undertake this purpose, Abathur designed a strain of infestation that creates many small pockets of acid that grow across the body. These pockets can be detonated defensively or removed and thrown as grotesque hand grenades. To round out their suite of abilities, bile-bringers are filled with various chemicals and fluids that allow them to replicate various pestilence powers.

Hand of the Swarm

Ability Scores: +2 Strength

Skill Focuses: Melee AND EITHER Athletics or Endurance

Bonus Talent: Power Strike

Special Ability (Mutated Arm): You have a colossal, mutated arm that can be used offensively. This arm replaces one of the character's arms, and no mutations can be placed on that limb. The arm can be used to make melee attacks. Its base damage is equal to 15 +2x the user's strength, with a +1 accuracy bonus, and a power rating of +5. The arm has a slow attack speed and cannot gain additional strikes from any source. The arm has a penetration value equal to 2+ the character's strength. The arm can be grown at will and has +2 squares of reach (normally reach 3 for medium sized infested). This arm scales in tier like any other natural weapon through the Enhanced Natural Attributes evolution.

Special Ability (Lurking Arm): You can enter a special assault mode as a full-round action. In this phase, you stick your arm deep underground, and have it burst through the ground to attack enemies. While in this phase, you cannot move or perform any actions other than lurking arm attacks. You perform a free detector action at the start of your turn against every target that is in contact with the ground within 30 squares. You can attack any target that is on the ground within long range, even outside line of sight. Even if this attack is outside line of sight, it suffers no penalties from concealment or cover. This attack is identical to a standard mutated arm attack, except it is only a single strike and the target is denied their agility bonus to defense. The attack gains +10 damage and Stun weapon traits. Any target of the attack must be along the surface of the ground. While you are in the Lurking Arm stance, you do not gain your agility bonus to defense. Any round you no longer wish to maintain the stance, you can retract their arm from the ground and end it as a full-round action.

Special Ability (Master of Arm): At level 5 if an attack with the arm hits an opponent's defense and toughness the foe is pushed 1 square + 1 for every 5 overages. At level 10 the attack gains average attack speed, and can gain additional strikes from other sources.

Living Plague

Ability Scores: +1 Fortitude, +1 Willpower

Skill Focuses: Endurance AND EITHER Survival or Ranged

Special Ability (Disease Aura): A living plague exudes an aura of disease and contamination. At the start of every one of your turns, every living enemy within 2 squares of you must make an Endurance check. The DC of this check is equal to 10 + your level. If they fail the check, they suffer 2x your level in poison damage. In addition, each time they fail the check, they gain a stack of the Weakened Immunity condition. Enemies suffering from Weakened Immunity suffer -1 to endurance checks for every stack that they have been inflicted with. Every time they succeed an Endurance check from the disease aura, they lose 1 stack of Weakened Immunity. Otherwise, one stack of weakened immunity is lost every 10 minutes.

Special Ability (Infestation Node): As a living plague, you actively emit the zerg hyper-evolutionary virus. Upon taking this evolution discipline, you gain access to Basic Infestation evolution discipline and one infestation power. Furthermore, because of your virulence, you add your 1/2 willpower to the DCs against your infestation power. At level 5 you gain access to Advanced Infestation evolution discipline and another infestation power.

Special Ability (Zombie Plague): When a terran dies while affected by your disease aura it immediately reanimates as an infested civilian under your control. This control works even if you are not a command strain zerg, and you may have up to 1 minion from zombie plague at once. If you are already at your limit of minions when another terran dies in your area they do not reanimate. Your infested civilian minions generated by this ability gain 4 hit points, +1 accuracy, and +1 damage to all attacks every 2 character levels you possess. At level 10 you may control up to 2 minions, and you may control up to 3 minions at level 15. The living plague counts as 2 additional characters for the purposes of experience in any encounter in which they had at least one infested civilian minion at any time. The infested does not become a command strain if they were not already, but they still have a command limit of their Psi Level times their Willpower and may not have a total number of minions more than this amount.

Manhunter

Ability Scores: +2 Agility

Skill Focuses: Stealth AND EITHER Acrobatics or Athletics

Bonus Talent: Stalker, Leap

Special Ability (Shadow Hunter): Manhunters are stalkers amongst the shadows. You always gain the benefit of sneaking at the start of your turn if you are within an area of dim light, darkness, or concealment. In addition, you can attempt to hide while being observed by making a DC 20 stealth test as a move action. In addition, when performing a melee attack against a target that is flat-footed against your attacks, you inflict bleed damage equal to $1 + 1/5$ your level.

Special Ability (Spider Grasp): Manhunters can climb sheer surfaces, including ceilings, at full speed and without having to make an athletics check. Climbing is no longer a limited movement type for the shadow hunter.

Special Ability (Vicious Pounce): When a manhunter uses the Leap talent, he can use his full agility instead of half strength for the distance that he travels. In addition, his first attack after leaping before the end of his turn gains damage equal to his level and Cleaving (1). At level 15 the manhunter does not need to wait a round to leap again.



New Mutations

This section contains new mutations available to infested terran characters. Each of these mutations has multiple tiers, and directly ties into one of the new directives in this resource.

Overgrown Arm

Enhanced/ Mastered Mutation (requires Hand of the Swarm directive)

Tier 1 Description: The infested's mutated arm is even larger and more dangerous. The natural weapon gains +1 reach, +4 penetration, and the Cleaving (1) weapon trait.

Tier 2 Description: The infested's arm is even more dangerous. Instead of the tier 1 benefits, the natural weapon gains +2 reach, +8 penetration, and the Cleaving (1) and Stun weapon traits.

Parasite Emissions

Enhanced/ Mastered Mutation (requires Living Plague directive)

Tier 1 Description: The infested's living plague is empowered from all of the parasitic microorganisms emitted from their body. Their disease aura effects all enemies within 4 squares of them, and now deals 3xlevel poison damage on a failed endurance check.

Tier 2 Description: The infested produces even more dangerous organisms from their body, which waft from their body in a thick cloud. They now produce an area of concealment with 4 squares of them. The infested and their zerg allies are unaffected by the penalties of this concealment. Moreover, their disease aura DC increases by +4.

Shadow Predator

Enhanced/ Mastered Mutation (requires Mahunter directive)

Tier 1 Description: The infested has perfected the killing strike, and has learned to quickly rip unaware targets apart. When attacking an unaware or flat-footed target with a natural melee weapon, the attack gains +10 damage.

Tier 2 Description: The infested has perfected the art of the perfect kill. Their bonus against unaware target and flat-footed targets increases to +20 damage.

Vile Pustules

Enhanced/ Mastered Mutation (requires Bulbous Bile-Bringer directive)

Tier 1 Description: The infested has more dangerous and efficient acid within their pustules. They gain +5 penetration with their pustules and, when thrown, have a base range of medium.

Tier 2 Description: The infested has even more dangerous pustules. In addition to all previous bonuses, they gain an additional +5 penetration with their pustules. Their pustules also gain a Burst (1) area. When pustules are used defensively, the area is centered on the attacker. Allied targets are emitted from the area of effect when used defensively.

Infested Terran NPCs

These are a variety of new, infested terran NPCs to include in your StarCraft adventures. These infested terrans make use of the new directives and mutations available in this resource. They are deadly agents of the swarm and would make excellent 'boss' enemies for a group of terran or protoss heroes that are trying to fight back the devastation of the zerg.

Malformed Vilespaw Description

Malformed Vilespaw are infested designed to break enemy defenses. A vilespaw is a bloated terran that is covered with large, green, pulsating pustules the size of a human's head. These pustules are attached onto their body by many thin membranes that can be easily cut away. Their necks and torso are bloated with gas, and their eyes appear dead and lifeless. They shamle forwards on thick, trunk like legs, and have fat tentacles instead of hands.

Tactics

Malformed vilespaw are not infested designed for subterfuge or complicated operations. They are sent to escort packs of lesser infested in assault operations on enemy strongholds. Vilespaw allow the lesser minions to draw the initial fire, so they can close in for the kill.

Before they reach melee range, vilespaw will throw pustules and use Creeping Infection to weaken key personnel, such as commanders or psychics. Once the enemy is substantially weakened, they will dive into melee and tear at their foes with heavy strike fang attacks.

When it is commanded by a higher strain, the vilespaw will sometimes chose to perform a suicide explosion as a last-ditch attempt to break the enemies ranks. While this effect is sometimes devastating, the blast is very predictable to dodge, making it inaccurate, and its damage is based on how much biomass the vilespaw has left over. If a vilespaw has used most of its biomass on its evolution powers, its explosion is significantly less dangerous (5x current amount of biomass).

Malformed Vilespaw's Favored Evolution Powers: Biomass 19

-Creeping Infection; 2 biomass; power useable as a standard action; +5 attack versus toughness at medium range, target struck by the power must make a DC 19 Endurance test every round or gains 2 health drain. Power ends once player succeeds 3 subsequent tests. Make another attack against the toughness of any character that comes within 1 square of the target, to give them the contagion. These new infected can spread as well.

-Dark Swarm: 5 biomass; power usable as a standard action; create a cloud of micro-organisms within a burst 6 of the caster. Zerg organisms share sight with the organisms and suffer no concealment penalties within the cloud. Non-zerg outside the cloud treat everything within the cloud as having total concealment, while non-zerg within the cloud treat everything as having concealment.

Malformed Vilespaw

Level 6 Infested Terran Heroic Character (Bulbous Bile-Bringer), Medium Threat

Skill Purchases: 14	Talent Purchases: 4	Ability Score Purchases: 5
Hit Points: 139	Healing Threshold: NA	Damage Threshold: 30
Defense: 16	Toughness: 20	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 8	Psionic Resistance: 10	
Regeneration: 5	Biomass: 19	

-Smash 1d20+5 accuracy, 32 damage, 1 strike maximum; *Special Traits:* Penetration 10

-Ripping Fangs 1d20+6 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 8

-Pustule 1d20+4 accuracy, 28 damage, 1 strike maximum, 4 shots at medium range; *Special Traits:* Penetration 5, Acid Damage, Corrosion, Stun

-Suicide Explosion 1d20+4 accuracy, 95 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 4, Acid Damage, Corrosion

Skills: Athletics 4, Defensive Training 4, Durability 6, Endurance 4, Melee 4, Mental Training 4, Perception 4, Psionics 4, Ranged 4, Survival 4

Skill Focuses: Durability +3

Mutations: Clubs, Hungering Maw, Enhanced Health, Immune to Pain, Explosive, Enhanced Bone Structure, Vile Pustules, Thick Legs

Talents: Jaded, Cynic, Zerg Skill Focus (stamina), Resistant III, Weapon Mastery (melee), Bulwark

Evolution Powers: *Creeping Infection*, *Dark Swarm*

Strength: 6 **Instinct:** 1 **Agility:** 2 **Fortitude:** 7

Intelligence: 2 **Willpower:** 3

Gear: Smash, Ripping Fangs, Zerg Light Carapace

Special Ability (Pustules): The vilespawn's body is riddled with pustules of acid that are growing across its flesh. The vilespawn starts with 4 of these pustules. These pustules can be used on the offensively or defensively to harm enemies. When used offensively, they can be launched up to medium range. When used defensively, they can be used in response to take damage from a melee attack. In this case, you expend the pustule upon take damage to instantly making a pustule attack against those that harmed them. A pustule can be regrown by spending 1 biomass and a minor action to regrow each pustule.

Special Ability (Suicide Explosion): The infested is filled with volatile bio-plasma and can set itself off as a bomb. This attack kills the infested but deals a great number of damage to enemy's around it. This attack, used as a standard action, uses the infested's ranged attack bonus, and deals an amount of damage equal to 5x their biomass in an area centered on them (normally 85). This attack has the Burst 4, Penetration 5, Acid Damage, and Corrosion weapon traits.

Special Ability (Evolution Powers): The vilespawn can use Zerg evolution powers and has access to Advanced Pestilence.

Special Ability (Master of Pestilence): The vilespawn is very proficient in using Pestilence evolution powers, and they cost half as much biomass to manifest and all ranged powers effect at a larger range increment.

Special Ability (Zerg Psychic): The malformed vilespawn has a Psi Level of 1 and can draw powers from the Augmentation discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

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

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



Creature in the Dark Description

The Creature in the Dark is the common name for an assassin strain of infested first used by the Queen of Blades at the onset of the Second Great War. The creature is horribly mutated beast designed to hunt and kill vulnerable and important personnel related to a world's defense. During the Dominion siege of Char during that war, Creatures in the Dark boarded enemy battlecruisers and lurked aboard the ships, killing terran officers and engineers to send the ship's command structure into chaos.

A Creature in the Dark appears to be an infested terran, with long legs with multiple joints and extended arms almost as long as the creature is tall. The claws on its hands are similarly extended, and each finger can wrap around a human skull. The infested have an extended lower jaw, a long lashing tongue, and yellow eyes. Their bodies are thin, covered with a narrow layer of chitin. They are often deep purple in coloration, almost black. Their shoulder blades have biological growths coming from them like exhaust ports that exude a violet fog that is toxic to breathe.

A creature in the dark usually works on its own, but sometimes fights in kill squads of 3-6 of its own kind.

Tactics

A Creature in the Dark does not fight in open conflicts. As an assassin, it hides in dark places and ambushes its foes. If it is caught in the open, its first instinct is to retreat to find somewhere to hide. Its Shadow Hunter ability allows it to automatically hide within concealment and ambush its unwary foes.

When attacking from the shadows, a Creature in the Dark always tries to pounce an unaware foe. When pouncing a flat-footed foe, the creature gains +24 damage, +4 rending, and Cleaving (1). This is enough to quickly kill most foes. If, after its initial attack, its foes are too much for it to fight the creature will retreat back into the shadows to prepare another ambush. If it cannot escape, it will stand its ground and fight.

When fighting in the open, the creature uses Bob and Weave behavior to improve its considerable defense. It prefers its scything claw attacks, where it makes so many strikes it is essentially impossible to avoid. In the meantime, it stays as close to as many living foes as possible to weaken them with its disease aura. If several targets are weakened by the aura, it will unleash *Corruption* on elite foes.

The Creature in the Dark prefers to live whenever possible. If its foes are certain to kill it, it flees for the shadows if possible. Otherwise, it will fight to the death.

Creature in the Dark's Favored Evolution Powers: Biomass 16

-Corruption; 2 biomass; power useable as a standard action; +7 attack at medium range, struck targets gains 12 health drain for 3 rounds

-Viral Wave: 6 biomass; power usable as a Full-round action; +5 attack in cone(8). Targets hit take 40 damage and suffer -2 penalty to defense, toughness, and endurance skill checks for 1 minute. This effect is curable by anything that removes poisons, toxins, or chemicals. Missed targets take half damage and no side effects.

Creature in the Dark

Level 13 Infested Terran Heroic Character (Manhunter/Living Plague), Medium Threat

Skill Purchases: 22

Talent Purchases: 6

Ability Score Purchases: 11

Hit Points: 135

Healing Threshold: NA

Damage Threshold: 29

Defense: 29

Toughness: 25

Resolve: 16

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 21

Psionic Resistance: 9

Regeneration: 2

Biomass: 16

-Scything Claws 1d20+11 accuracy, 26 damage, +6 strikes maximum; *Special Traits:* Penetration 16, Rending 4

-Ripping Fangs 1d20+11 accuracy, 33 damage, +3 strikes maximum; *Special Traits:* Penetration 16, Rending 8

Skills: Athletics 7, Acrobatics 7, Defensive Training 7, Durability 7, Endurance 5, Melee 8, Mental Training 4, Perception 6, Ranged 3, Stealth 8, Survival 4

Skill Focuses: Melee +2, Ranged +2, Stealth +2

Mutations: Hungering Maw, Monstrous Claw x2, Zerg Fury III, Warrior Breed II, Enhanced Bone Structure II, Shadow Predator, Improved Natural Plating, Enhanced Health, Dexterous Legs, Enhanced Natural Attributes

Talents: Jaded, Cynic, Stalker, Leap, Zerg Skill Focus (brutality), Weapon Mastery (melee), Defensive Fighting, Sneak Attack II, Swift Strikes

Evolution Powers: *Corruption, Viral Wave*

Strength: 8 **Instinct:** 2 **Agility:** 9 **Fortitude:** 6

Intelligence: 2 **Willpower:** 2

Gear: Tier 2 Scything Claw, Tier 2 Ripping Fangs, Tier 2 Zerg Reinforced Carapace

Special Ability (Killer in the Dark): When the creature is attacking flat-footed or unaware target, their attack gains +18 damage, +2 rending, and causes the target to take 3 bleed damage every turn. Targets of bleed damage take the damage at the start of every turn until they are healed of at least 1 hit point. This includes the benefits from the sneak attack talents, the shadow hunter mutation, and the Manhunter directive.

Special Ability (Disease Aura): At the start of every one of the creature's turns, every living enemy within 2 squares of them must make a DC 23 Endurance check. If they fail the check, they suffer 26 damage. This damage ignores armor bonus to damage resistance. In addition, each time they fail the check, they gain a stack of the Weakened Immunity condition. Enemies suffering from Weakened Immunity suffer -1 to endurance checks for every stack that they have been inflicted with. Every time they succeed an Endurance check from the disease aura, they lose 1 stack of Weakened Immunity. Otherwise, one stack of weakened immunity is lost every 10 minutes.

Special Ability (Zombie Plague): When a terran dies while affected by the Creature in the Dark's aura, it immediately reanimates as an infested civilian under its control. This control works even though it is not a command strain zerg, and a Creature in the Dark may have up to 2 minions from zombie plague at once. If the creature in the dark is already at its limit of minions when another terran dies in the area they do not reanimate. The infested civilian minions generated by this ability gain 24 hit points, +6 accuracy, and +6 damage to all attacks. The living plague counts as 2 additional enemies for the purposes of experience in any encounter in which they had at least one infested civilian minion at any time. The infested does not become a command strain if they were not already, but they still have a command limit of their Psi Level times their Willpower, and may not have a total number of minions more than this amount.

Special Ability (Shadow Hunter): The creature in the dark always gain the benefit of sneaking at the beginning of its turn as long as they are within an area of dim light, darkness, or concealment. In addition, it can attempt to hide while being observed by making a DC 20 stealth test as a move action.

Special Ability (Vicious Pounce): When the creature uses the Leap talent, they can leap 9 squares (equal to agility). In addition, their first attack after they leap during that same round gains +13 damage and Cleaving (1).

Special Ability (Evolution Powers): The creature in the dark is capable of using Zerg evolution powers, and has access to Advanced Infestation.

Special Ability (Infested Node): The creature in the dark is very proficient in using Infestation evolution powers, and gain +2 their DCs.

Special Ability (Spider Grasp): The creature can climb sheer surfaces, including ceilings, at full speed and without having to make an athletics check. Climbing is not a limited movement mode.

Special Ability (Zerg Psychic): The creature in the dark has a Psi Level of 1, and can draw powers from the Augmentation discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Fear and Disgust): The creature in the dark suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receive advantage on all checks to terrorize, taunt, or intimidate other races.

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

Proto-Aberrant Description

The aberration is a zerg monster derived from terran DNA. The first aberrations were terrans so wholly mutated that they have no humanity left in them and were solely monsters to be used by the swarm as living siege weapons. The proto-aberrant was once a terran on its way to transform into an aberration, but a command strain stopped the process. Instead, the unlucky subject was transformed into a four-legged carrier of disease and plague. While not as strong and hardy as a full aberration, the proto-aberrant has greater intelligence and unique abilities that make it equally dangerous.

Proto-Aberrants are often found escorting pure aberrations or packs of lesser infested minions.

Tactics

A Proto-Aberrant is very fast, and usually seeks to close distance with its enemies as quickly as possible. As it advances on its foes, it bombards foes with *Creeping Infection*. Once in close combat, it swipes at its foes with its gigantic mutated arm. When facing melee focused enemies, such as zerg or protoss, it uses its pustules on the defense, punishing enemies for attacking it. Otherwise, it will use its pustules to fire open retreating foes.

On the off chance the proto-aberrant gets to ambush its foes, it will enter its lurking arm stance. It will strike its quarry with lurking arm until it is engaged in combat and required to defend itself.

Proto-Aberrant's Favored Evolution Powers: Biomass 27

-Creeping Infection; 2 biomass; power useable as a standard action; +9 attack versus toughness at medium range, target struck by the power must make a DC 21 Endurance test every round or gains 2 health drain. Power ends once player succeeds 3 subsequent tests. Make an attack against those who come adjacent to spread the infection

-Devour; 0 biomass; power used as a full-round action; consumes 1 willing minion or specialist strain allied zerg with reach; recovers biomass equal to twice target's level

Proto-Aberrant

Level 20 Large-sized Infested Terran Advanced Heroic Character (Metamorph/ Hand of the Swarm/ Bulbous Bile Bringer), High Threat

Skill Purchases: 27 **Talent Purchases:** 16 **Ability Score Purchases:** 20

Hit Points: 376	Healing Threshold: NA	Damage Threshold: 39
Defense: 25	Toughness: 34	Resolve: 23
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 42	Psionic Resistance: 20	
Regeneration: 3	Biomass: 27	

-Smash 1d20+18 accuracy, 55 damage, +2 strikes maximum; *Special Traits:* Penetration 17, Rending 5, Devastating Cripple

-Mutated Arm 1d20+18 accuracy, 70 damage, +1 strikes maximum; *Special Traits:* Penetration 31, Rending 5, Cleaving 1, Reach 3, Devastating Cripple, Push

-Ripping Fangs 1d20+19 accuracy, 53 damage, +2 strikes maximum; *Special Traits:* Penetration 17, Rending 9, Devastating Cripple

-Pustule 1d20+7 accuracy, 70 damage, 1 strike maximum, 11 shots at medium range; *Special Traits:* Penetration 5, Acid Damage, Corrosion, Stun

Skills: Acrobatics 7, Athletics 8, Defensive Training 8, Durability 11, Endurance 8, Melee 11, Mental Training 8, Perception 8, Ranged 6, Survival 6

Skill Focuses: Athletics +2, Durability +2, Melee +3

Mutations: Clubs, Hungering Maw, Warrior Breed IV, Immune to Pain IV, Zerg Fury IV, Enhanced Health IV, Evolution Mastery (basic and advanced biomancy), Slavish Devotion II, Improved Natural Plating II, Evolutionary Perfection, Predatory Instincts, Enhanced Natural Attributes II, Strengthened Metabolism, Enhanced Bone Structure II, Sensory Nodes, Overgrown Arm, Vile Pustules, Crawler, Gigantism

Talents: Jaded, Cynic, Emotionless, Zerg Skill Focus (brutality), Weapon Mastery (melee II), Hardened Survivalist, Enhanced Regeneration II, Evolution Powers, Devastating Cripple (melee), Resilience, Power Strike II, Swift Strikes, Cleaving II, Defensive Fighting, Unstoppable Movement

Evolution Powers: *Creeping Infection, Miasma, Blinding Cloud, Devour, Consumption, Corrosive Bolt*

Strength: 12 **Instinct:** 2 **Agility:** 6 **Fortitude:** 10

Intelligence: 2 **Willpower:** 5

Gear: Large-sized Tier 3 Smash, Large-sized Tier 3 Mutated Arm, Large-sized Tier 3 Ripping Fangs, Tier 3 Zerg Plated Carapace

Special Ability (Lurking Arm): The proto-aberrant can enter special assault mode as a full-round action. In this phase, it sticks its mutated arm deep underground and has it burst through the ground to attack enemies. While in this phase, it cannot move or perform any actions other than lurking arm attacks. It performs a free detector action at the start of its turn against every target that is in contact with the ground within 30 squares. The aberrant can only target enemies that are on the ground within long range, even outside line of sight. Even if this attack is outside line of sight, it suffers no penalties from concealment or cover. This attack is identical to a standard mutated arm attack, except the target is denied their agility bonus to defense. The attack gains +10 damage and Stun weapon traits. While they are in the Lurking Arm stance, the aberrant do not gain their agility bonus to defense (-6 defense). The aberrant can leave this stance as a full-round action.

Special Ability (Pustules): The proto-aberrant's body is riddled with pustules of acid that are growing across its flesh. The aberrant starts with 11 of these pustules. These pustules can be used on the offensively or defensively to harm enemies. When used offensively, they can be launched up to medium range. When used defensively, they can be used in response to take damage from a melee attack. In this case, you expend the pustule upon take damage to instantly making a pustule attack against those that harmed them. A pustule can be regrown by spending 1 biomass and a minor action to regrow each pustule.

Special Ability (Evolution Powers): The proto-aberrant is capable of using Zerg evolution powers and has access to Basic Infestation and Advanced Biomancy.

Special Ability (Master of Pestilence): The proto-aberrant is very proficient in using Pestilence evolution powers, and they cost half as much biomass to manifest and all ranged powers effect at a larger range increment.

Special Ability (Natural Weapon Mastery): The proto-aberrant gains +6 maximum attack overages with all zerg natural weapons.

Special Ability (Master of Arm): When the proto-aberrant hits with its mutated arm natural attack against the targets defense and toughness, the target gets pushed by up to 1 square + 1 per 5 points the attack exceeded the target's toughness.

Special Ability (Slavish Devotion): The proto-aberrant cannot benefit from tactics augmentations, cannot give command augmentations, and always has a command limit of 0.

Special Ability (Zerg Psychic): The proto aberrant has a Psi Level of 1, and can draw powers from the Augmentation discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Fear and Disgust): The creature in the dark suffers suffer disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, it gains advantage on all checks to terrorize, taunt, or intimidate other races.

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

