LEOVAUNT'S STARCRAFT RPG EXPANSION 1: RELOADED AND READY

New content focusing on terran characters for Leovaunt's StarCraft Roleplaying Game!

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PART 1: NEW TERRAN BACKGROUNDS

Terran backgrounds are one of the first choices to make when creating a new character. This selection of new backgrounds places less emphasis on the home world of a character, and more emphasis on the profession or lifestyle of the character. As such, these backgrounds are more specific and gameplay role-related than previous backgrounds based on setting.

TERRAN BACKGROUNDS

Adventurer

Characteristic Points: 8
Ability Score: +1 to any three ability scores of your choice
Special Ability (Thirst for Adventure): You start every encounter at +1 morale level. You also gain a morale for every enemy you defeat in an encounter, instead of just the first enemy in a round.
Special Ability (Vagabond): You are a self-motivated individual with no home and a will to explore. You gain a +2 miscellaneous bonus to checks with the following skills: endurance, medicine, perception, pilot, science, stealth, and survival.
Wealth: -500 starting credits
Description: Adventurers are individuals with wanderlust who travel the sector looking for new experiences and to live a life free of responsibility. Adventurers take gig jobs and mercenary work to sustain themselves and fund their travels. While most StarCraft characters are adventurers, the adventurer background represents those who adventure for the sake of it and search for new experiences.

Marine Corps

Characteristic Points: 5
Ability Score: +1 Strength, +1 Instinct, -1 willpower
Bonus Talent: Powered Armor Training
Special Ability (Battle Rifle): You gain +1 accuracy and +1 power rating of damage with the heavy gauss rifle.
Special Ability (Rowdy): You suffer a -2 penalty to your morale bonus if you are not under another character's leadership combat augmentation. However, you automatically gain 1 morale when another character activates a leadership combat augmentation that includes you.
Special Ability (Military Requisition): You can purchase tier 1 powered armor of any type for a 30% discount off the base price of the armor.
Description: Your greatest formative training comes from your life in the marine corps. You loved being part of the large, rowdy group, deployed into battle with your brothers and sisters with your battle rifle and your powered armor. The marine corps gave you the skills and training to succeed, if leaving you a little undisciplined without proper command.

Officer Corps

Characteristic Points: 7
Ability Score: +1 Willpower, -1 Instinct
Bonus Talent: Powered Armor Training, Grand Leader
Special Ability (Premier Weapon Training): You gain +1 accuracy and +2 penetration with all terran pistols and rifles.
Special Ability (Advanced Strategic Training): You have received the best tactical training available. You gain +5 to checks to use leadership combat augmentation. Allies under your leadership combat augmentations gain a bonus +1 attack accuracy, +1 an additional 1 for every 5 levels you possess, to a maximum of +5. This does not stack with the Inspirational Presence talent.
Special Ability (Authority): Your rank impresses people and implies high social standing. It gives you +3 to influence checks to deal with people in high society, political standing, or other high ranking military personnel.
Special Ability (Military Requisition): You can purchase tier 1 powered armor of any type for a 30% discount off the base price of the armor.
Special Ability (Nepotism): Its difficult to shake that your rank comes from privileged birth, and not merit. You suffer -5 to leadership checks to rally allies under your leadership. You cannot gain the Inspirational Presence talent.
Wealth: +500 starting credits

Description: The children of politicians, military leaders, and other aristocrats join the military as officers, passing through a distinguished academy rather than a boot camp like the common recruits. They receive top-end military training but are given little to no experience or physical training. Upon graduation, officers are true students of war on an academic level, but have never handled a gun outside a range. Moreover, their inherent privilege taints their leadership ability, and many marines resent the nepotism of their senior officers.

Science Corps

Characteristic Points: 6
Ability Score: +2 Intelligence, -1 Strength, -1 Fortitude, -1 Instinct
Special Ability (Able Craftsman): You excel at invention and creation. When using the terran crafting system in the Advanced Terran Training Manual, you gain a bonus to your science checks equal to your level, and you reduce the time it takes to create an item by 20%.
Special Ability (Improved Science Powers): You have access to basic battlefield devices, basic medical devices, and basic tech devices, described later in this supplement.
Special Ability (Advised Dosage): You can spend a standard action advising nearby allies how to utilize their chemicals. Until the start of your next turn, all allies within 2 squares of you count the potency of their drugs as half the normal value for the purpose of drawbacks.
Special Ability (Limited Field Experience): Your sheltered life experience has hurt your physical stamina. You suffer disadvantage on all endurance checks, suffer -2 damage threshold, and -10 maximum hit points.
Wealth: +500 starting credits
Description: Academic prodigies in science and mathematics are recruited into famous science organizations upon graduation. These organizations pay for graduate school while grooming prospective members to be members of their organization. The now-defunct Moebius Corps was such an organization, but there are many others across the sector, both government sanctioned and independent.

Spacer

Characteristic Points: 6
Ability Score: +1 Agility, +1 Instinct, +1 Intelligence, -1 Strength, -1 Fortitude
Special Ability (Born in Space): In no gravity environments, your fly speed is twice your base move speed. In low gravity environments or aboard a spaceship or space station with normal gravity, you gain +2 move speed. On a terrestrial world with normal or high gravity, you suffer -1 move speed. Because you are used to cramped spaces, you can crawl through a vent or air duct at your normal move speed without it being limited movement.
Special Ability (Technological World): Having grown up in space, technology is second nature to you. You gain a +2 miscellaneous bonus to computers, pilot, and science checks. You, however, suffer a -2 penalty to endurance and survival checks.
Special Ability (Natural Vehicular Expertise): When piloting an airborne vessel, you can use any pilot maneuver, regardless of required pilot skill ranks. For every 5 levels you possess, starting at level 5, you gain +1 defense with any flying vehicle you pilot.
Description: Your greatest formative training comes from your life in the marine corps. You loved being part of the large, rowdy group, deployed into battle with your brothers and sisters with your battle rifle and your powered armor. The marine corps gave you the skills and training to succeed, if leaving you a little undisciplined without proper command.

Zerg Hunter

Characteristic Points: 9
Ability Score: +1 fortitude, +1 Instinct, +1 willpower
Special Ability (Know your Enemy): You gain +2 to lore checks related to zerg, +2 to survival checks to track zerg, and +2 to endurance checks to resist zerg attacks and evolution abilities.
Special Ability (Bonafide Zerg Killer): You can spend a full-round action attacking a zerg. To do so, the zerg must be within the base range of your weapon, or within your reach if you are using a melee weapon. If you do so, your attack gains +1 penetration against the primary zerg target per level you possess.
Description: Zerg are part of life in the Koprulu Sector now, and you make it your business hunting them. Maybe you were a victim of zerg invasion or are ex-military who fought in Zerg battleground planets. You might also be a fringe world resident who deals with feral zerg on a regular basis. Regardless the reason, you are a professional at dealing with Zerg problems.

NEW GAME MECHANIC: ADVANCED BACKGROUNDS

The StarCraft Roleplaying Game is designed to have multiple starting level ranges based on the type of experience you want to start the game at. Both level 5 and level 10 are common levels to start a StarCraft campaign at, to play as more experienced or world-weary individuals. To help with the creation of these higher level characters, we are introducing the advanced background system.

Advanced backgrounds are StarCraft terran backgrounds that detail what experience the character had in getting to that level. Whether they were an experienced soldier, lethally trained ghost, or combat pilot, this background will help give you the equipment and experience related to your training. Advanced backgrounds are broken into levels. If you are starting at level 5 or higher, you can choose a level 5 background. If you are starting at level 10 or higher, you can choose a level 10 background.

You do not have to choose an advanced background. You can choose multiple advanced backgrounds as long as they are different tiers. Thus, starting at level 10 you can choose a level 10 advanced background and level 5 advanced background. Advanced backgrounds are not substitutes for regular backgrounds: you always must choose a base background.

Advanced backgrounds are powerful, but cost plenty of characteristic points. Remember when creating higher level characters, you spend your characteristic points level by level. For the purpose of character design, you chose and spend your characteristic points on advanced backgrounds when spending level 1 characteristic points, at the same time as you buy your starting background. If this makes your characteristic point expenditure go above your starting characteristic points, take that amount from your level up characteristic points before spending them.

For example, if you are making a normal powered level 5 character, you choose your advanced background when spending your starting 25 characteristic points for 1st level. If that, for example, put your starting characteristic points at 27, then you would simply subtract 2 from the 2nd level characteristic points you would have. Afterwards, you would continue gaining characteristic points as normal.

ADVANCED BACKGROUNDS: LEVEL 5

Criminal Syndicate Operative
Level 5 Background
Characteristic Points: 11
Ability Score: +1 Agility, +1 Instinct
Skill Focus: Acrobatics, Influence, Perception, Ranged, Stealth
Bonus Talent: Sneak Attack, Stalker
Special Ability (Predatory): You gain bonus damage with pistol, rifle, and melee weapon attacks equal to twice your instinct against opponents you are flanking.
Description: You gained your experience as a professional criminal as part of a gang, corporation, or syndicate. You may be a wanted criminal, or your crimes may have gone under the radar.

Experienced Marine
Level 5 Background
Characteristic Points: 12
Ability Score: +1 Strength, +1 Instinct, +1 Fortitude
Skill Focus: Ranged, Defensive Training
Starting Gear: CMC-400 Powered Combat Armor, Heavy Gauss Rifle, Combat Stimulants x2
Special Ability (That's the Stuff): When you are under the effect of the Combat Stimulants drug, you heal twice as many hit points from painkillers and heal +20 hit points from a medical delivery system.
Special Ability (Your Weapon is Your Only Friend): You gain +3 penetration with the Heavy Gauss Rifle.
Description: You were in the marine corps of a nation. You are fully trained and have some, but not much, combat experience.

Ghost Operative

Level 5 Background
Requires: Psionic terran with Ghost background
Characteristic Points: 15
Ability Score: +1 Agility, +1 Instinct, +1 Willpower
Skill Focus: Ranged, Defensive Training, Psionics
Starting Gear: Canister Rifle
Special Ability (Someone Call the Exterminator?): You gain +1 power rating of damage with canister rifles for every 5 levels you possess, starting at level 5.
Special Ability (Behind the Curtain): You manifest the *Cloaking* psionic power as if your PL was 2 higher than it is while wearing a Hostile Environment Suit.
Description: You are a graduate of the rigid teachings of the Dominion ghost academy. You are registered and qualified for field assignments.

Marine Medic

Level 5 Background
Characteristic Points: 13
Ability Score: +1 Strength, +1 Intelligence, +1 Willpower
Skill Focus: Defensive Training, Medicine
Starting Gear: CMC-405 Powered Light Combat Armor with Medical Delivery System with Attached Grenade Launcher, Ballistic Combat Shield
Special Ability (Who's Hurt?): When you use a medical delivery system or advanced medical delivery system to heal a terran ally in powered armor within an encounter, you can spend 2 morale for that healing to not use a healing threshold. In addition, you heal bonus hit points with a medical delivery system equal to 2x your level.
Special Ability (Lights Out): You gain +3 accuracy when firing a flash grenade from a grenade launcher.
Description: You were trained as a medic in the marine corps, with special training on using a medical delivery system and treating armored marines.

Recon Operative

Level 5 Background
Characteristic Points: 14
Ability Score: +1 Agility, +1 Instinct
Skill Focus: Athletics, Perception, Stealth, Survival
Bonus Talents: Sneak Attack, Precision Shot
Starting Vehicle: Hellion OR Vulture
Special Ability (Target Eliminated): While you are hidden, if you make an attack benefitting from both the Sneak Attack and Precision Shot talents, the damage bonus from both of those talents is doubled.
Special Ability (Road Rager): You gain bonuses while piloting one of the following vehicles: Hellion, Hellbat, Vulture, Cyclone. When using one of those vehicles, their default mounted weapon gains +1 accuracy, +2 penetration, and +1 power rating per 5 levels you possess.
Description: You were a scout, explorer, or backwater deputy whose job it was to patrol the surrounding landscape looking for threats. You excel at stealth, sniping, and driving mobile combat vehicles.

Professional SCV Operator

Level 5 Background
Characteristic Points: 10
Ability Score: +1 Instinct, +1 Fortitude
Skill Focus: Pilot, Science
Starting Vehicle: SCV
Special Ability (SCV Expertise): You are an expert at using an SCV, even defending yourself with one. You gain the following perks when piloting an SCV:

- You gain +4 accuracy and +2 power ratings with the Fusion Drill, Plasma Welder, and Bash weapons
- SCVs you pilot gain +3 move speed, +4 defense and +10 toughness
- SCVs you pilot gain +6 damage resistance, +10 damage threshold, and reduce crippling wounds suffered by 1.
- When your SCV takes hit point damage, it gains temporary hit points equal to your pilot ranks
- You restore twice as many hit points with the repairs trait.
- If you are performing construction or resource harvesting with the SCV, you perform those tasks 30% faster
- You do not gain the benefit of any of these traits if you have added any weapons, armor, or other modifications to your SCV (except for increasing the tier of the vehicle)

Description: You spent years training to be a professional operator of the space construction vehicle. You know how to use those vehicles very effectively, even defending yourself against Zerg raids with your SCV.

War Journalist

Level 5 Background
Characteristic Points: 12
Ability Score: +1 Intelligence, +1 Willpower
Skill Focus: Defensive Training, Influence, Lore
Bonus Talent: Powered Armor Training, Diplomatic Immunity (*Advanced Terran Training Manual)*
Starting Gear: CMC-405 Light Powered Combat Armor
Special Ability (Find the Truth): You have training in getting the truth out of people. You gain +5 to influence checks to persuade individuals into sharing information with you.
Special Ability (Armor Recorder): Your CMC-405 Light Powered Combat Armor has a video recorder attached to it that allows you to take special, high quality video and audio recordings of your surroundings. You can activate your video recorder as a minor action. The recorder is mounted in the arm of one of your suits, and its perspective is based on that arm. You can move the recorder to another suit of CMC-405 armor with a DC 15 science check that takes 30 minutes. This recorder can be used to broadcast incriminating information, perform espionage, or sell stories to the news.
Special Ability (Press Pass): You have a special press pass, allowing you to get into places that are restricted only to members of the press or do not allow normal civilians.
Description: As an imbedded reporter for UNN, you have frontline experience to the horrors of war. It is your job to bring knowledge to the people of humanity, but will that knowledge be honest or colored by your political agenda?

War Zone Survivor

Level 5 Background
Characteristic Points: 9
Ability Score: +1 Fortitude, +1 Willpower
Skill Focus: Endurance, Stealth, Survival
Special Ability (Survived a Nightmare): You gain bonus maximum hit points equal to 2x your current level. You gain +1 healing threshold for every 5 levels you possess. You reduce the severity of disfigurements by 5.
Special Ability (Traumatized): Being a civilian trapped in a war zone has traumatized you. You start encounters at 2 lower morale levels and suffer -2 morale bonus.
Description: You were a civilian trapped in a city invaded by the Zerg. With no combat training, you were forced to learn to fight and survive through trial and error. Most of the others in your situation did not survive, and your survival came at a cost of your mental health.

ADVANCED BACKGROUNDS: LEVEL 10

Backwater Marshal

Level 10 Background
Characteristic Points: 20
Ability Score: +1 all ability score
Skill Focus: Influence, Leadership, Perception, Ranged
Special Ability (Fight for your People): When you are using a leadership combat augmentation, if you suffer a crippling wound, all of your allies gain 1 morale. If one of your allies suffers a crippling wound, if their attacker is within 15 squares and line of sight of you, you can spend a morale to make an opportunity attack against their attacker.
Special Ability (Fringe Weapons): You gain +2 power ratings of damage and +2 penetration with all pistols and rifles that use slug or shell ammunition.
Special Ability (Round 'em Up): You gain +3 on combat influence actions to demand surrender.
Description: You ran the law enforcement operations on a fringe colony. You protected your home from outlaws, zerg, and beasts. It was your responsibility to keep the civilians both safe and in line.

Bounty Hunter

Level 10 Background
Characteristic Points: 14
Ability Scores: +1 Instinct, +1 Intelligence, +1 Willpower
Skill Focus: Computers, Influence, Ranged, Perception, Stealth, Survival
Special Ability (Tracker): You gain advantage on survival checks to follow tracks and computer checks to hack computers. In addition, you can spend 2 hours using a computer with holo access trying to track down the whereabouts of a target via tracking their digital footprint. This is a computers check with a DC of 10 +1/2 target's level + target's computer skill ranks + target's stealth skill ranks. If you succeed, you find out where the target was 24 hours previously. If you fail, you cannot try again at that target for 48 hours. In order to use this ability, you must have a detailed profile on the target: knowledge of their appearance, age, work history, profession, contacts, and some habits. This type of information is usually given by a bounty hunter's guild.
Special Ability (Unstoppable Pursuit): You gain +20 maximum hit points, +5 damage threshold, +1 move speed, and +3 penetration with all weapon attacks.
Description: You traveled the sector hunting those who were wanted by the law, or by the underworld. You tracked your victims across the sector to fulfill your contract. It didn't matter if they were wanted warm or cold, you did as your contract described.

Combat Pilot

Level 10 Background
Characteristic Points: 14
Ability Score: +2 Agility, +1 Instinct
Skill Focus: Defensive Fighting, Ranged, Pilot
Starting Vehicle: Wraith OR Banshee OR Dropship OR Viking
Special Ability (Space Combat Expertise): You gain advantage when using starship combat pilot maneuvers (see later in the supplement). Furthermore, you gain extra bonus with various pilot maneuvers:
- *Pursuit*: If you attack after using Pursuit, you +10 penetration
- *Precision Barrage*: Gains +10 penetration on a successful check to perform a bombing run
- *Dog Fighter*: Gain +3 on opposed pilot check
- *Unleashed Firepower*: Weapon also gains +1 accuracy and +2 penetration for each square moved.
Special Ability (Keep Her Steady): Gargantuan-sized or smaller flying vehicles you control gain +2 resistance ratings to their damage resistance while piloted.
Description: You were a combat pilot for the Dominion Navy or a similar group. After plenty of experience in aerospace combat, you are a feared force on the battlefield from within the cockpit of your ship.

Corporate Agent

Level 10 Background
Characteristic Points: 14
Ability Scores: +1 Intelligence, +1 Willpower
Skill Focus: Computers, Influence, Leadership. Perception, Stealth
Bonus Talents: Demean, Distract, Dissuade, Great Speaker, Knock Out (*Advanced Terran Training Manual*)
Special Ability (Corporate Greed): Your benefactors paid you well for protecting their profits. You start the game with an additional 100,000 credits. You gain an additional 100x level credits every month from your investment profile.
Description: You worked for a major corporation, performing subtlety and corporate espionage to enhance the profits of your employer. Much of what you did is high illegal and distasteful, but your employers paid handsomely and made sure to buy off, or kill off, anyone that had a record of your kind. You can't help but wonder if they will someday have you killed off to protect their own secrets.

Freedom Fighter

Level 10 Background
Characteristic Points: 16
Ability Score: +2 Fortitude, +2 Willpower
Skill Focus: Durability, Mental Training, Tactics
Special Ability (Desperation): When you are at -3 or lower morale, you add your morale bonus to all your attack rolls. When you spend a morale on an attack, you also heal hit points equal to your morale bonus, without spending a healing threshold.
Special Ability (Scavenge Supplies): After every encounter that lasts 5 or more rounds, you can spend 5 minutes scavenging for supplies. Make a science, survival, or tactics skill check, adding your level as a bonus to the check. Your result gives you a currency that you can use to scavenge supplies from the battlefield, known as supply points. You can spend supply points on the following:

- 10 supply points to gain 1 medipack
- 1 supply point to generate 5 gauss spikes, 5 light slugs, or 5 medium slugs
- 1 supply point to generate 1 shell or heavy slug
- 2 supply point to gain 3 generic crafting components
- 2 supply point to gain 1 weapon crafting component
- 5 supply points to gain 1 framing crafting component

Description: You fought with Raynor's Raiders or some other rebel group, fighting against tyranny to protect the liberties of the common man. You are used to desperation and fighting at a disadvantage, and searching for any little advantage to get the better of a stronger opponent.

Ghost Assassin

Level 10 Background
Requires: Psionic terran with Ghost background
Characteristic Points: 16
Ability Score: +1 Agility, +1 Instinct, +1 Fortitude, +1 Willpower
Skill Focus: Ranged, Stealth
Bonus Talents: Ghost Combat Training
Special Ability (Psionic Resilience): You gain bonus maximum hit points equal to 10x your psi level. You gain bonus damage threshold equal to your psi level.
Special Ability (Relieved of Command): When you attack with a canister rifle during a surprise round, the canister rifle gains Hailfire (+1) and Rending (5).
Description: You are an accomplished ghost assassin for the Dominion government. You've performed numerous political assassinations and acts of sabotage, but have also fought as a battlefield operative against your enemies. The numbers of memory wipes you have experienced makes your memory of these deeds hazy.

Grizzled Veteran

Level 10 Background
Characteristic Points: 18
Ability Score: +1 all Ability Scores
Skill Focus: Durability, Mental Training
Special Ability (Keep on Fighting): Once per day, when you would be brought to -30 hit points or less, before rolling a disfigurement, spend a healing threshold to instead have 10 hit points remaining. In addition, you lessen the severity of your disfigurement rolls by ½ your level.
Special Ability (Combat Expertise): You gain +2 power ratings of damage with all terran pistols, rifles, and heavy weapons.
Description: You are a veteran soldier or marine that has fought in countless battlefields; staring death in the face every time. You are a rugged combatant; a force to be reckoned with on the battlefield.

Heavy Armor Specialist

Level 10 Background
Characteristic Points: 12
Ability Score: +1 Strength, +2 Fortitude
Skill Focus: Ranged, Durability
Starting Gear: CMC-660 'FIrebat' Armor OR 5-4 Armored Infantry 'Marauder' Suit OR 'HERC' Armor
Special Ability (I am Heavy Metal!): When wearing 'Firebat', 'Marauder', or 'HERC' armor, you gain temporary hit points at the start of each turn equal to ½ your level. This stacks with the Impact Cushion trait. It does not, however, stack every round, instead refreshing the amount at the start of each turn.
Description: As a veteran trooper, you were trained to be a heavy armor specialist, using one of the advanced combat exoskeletons. Taught to endure blows rather than avoid them, you bring the punishment, and take the punishment, on every battlefield.

Marine Officer

Level 10 Background
Characteristic Points: 13
Ability Score: +1 Instinct, +1 Fortitude, +1 Willpower
Skill Focus: Leadership, Mental Training, Ranged
Special Ability (Stand Your Ground): As a minor action, you can make a 'Stand Your Ground' order to all allies under your leadership combat augmentation. Every ally that is either below ½ their maximum hit points, has 0 remaining healing thresholds, or is adjacent to an enemy can lose 2 morale to gain temporary hit points equal to 10 +2x their level. These temporary hit points do not stack with multiple uses. This effect involves losing morale, not spending it, so it can be used even when morale is not positive. It cannot be used, however, if it would bring morale below your minimum morale.
Special Ability (Hold the Line): You and all allies under your leadership combat augmentation gain a special use of morale. You can spend 1 morale before making an attack to gain your normal morale bonus to accuracy, and increase your maximum attack overages by ½ your morale bonus. To do so, the following conditions must be met:
- The attacker must be you or an ally under your leadership combat augmentation
- The attacker must be using a terran pistol, rifle, or heavy weapon that does not have an area of effect trait
- The attacker must have cover or improved cover against the primary target.
- The attack must be one that benefits from attack overages
- You must spend the morale before the attack

Description: Whether you gained officer rank originally through merit or privilege, you have proven you know what you are doing and how to lead your comrades on the battlefield. You lead your soldiers and get them to hold the ground even when the day seems lost.

Spectre Recruit

Level 10 Background
Requires: Psionic terran with Ghost background
Characteristic Points: 12
Ability Score: +1 Willpower
Skill Focus: Psionics
Bonus Talents: Spectre Enhancement
Starting Gear: Shadowblade Hostile Environment Suit
Special Ability (Spectre Indoctrination): You've been selected and passed through the spectre indoctrination process and can select the Spectre Enhancement trait. You are now a wanted fugitive in the sector.
Description: You were plucked from the ghost program and selected for the spectre program. While you are a wanted fugitive in exile, you have powers you hadn't considered possible before.

Tank Commander

Level 10 Background
Characteristic Points: 13
Ability Score: +1 strength, +1 Instinct
Skill Focus: Defensive Fighting, Ranged, Pilot
Starting Vehicle: Siege Tank OR Diamondback Tank
Special Ability (Heavy Metal Rolling): When piloting an armed ground vehicle between gargantuan and massive size, you gain the following benefits:

- +1 power rating with vehicle weapons, with an additional +1 every 5 levels beyond 10
- +1 resistance rating with vehicle armor, with an additional +1 every 5 levels beyond 10
- Increase the move speed of walkers by 2, with an additional +2 every 5 levels beyond 10
- Increase the acceleration rating and maximum speed of non-walkers by +5, with an additional +5 every 5 levels beyond 10
- Reduce crippling wound points suffered by 1, stacking with the reinforcement trait.

Description: You were a tank driver for the military. You know how to make the best use of your heavy armor, and operate the machine to maximum effectiveness.

PART 2: NEW PILOTING OPTIONS

A key part of vehicular combat is starship combat, which many of the base pilot maneuvers do not apply to. This new section is a wide variety of pilot maneuvers for the pilot and different crew members to utilize when fighting at a massive scale. This allows skilled pilots to make an even bigger difference in space combat with their piloting abilities.

PILOT STARSHIP COMBAT MANEUVERS

Any pilot can use these pilot maneuvers when controlling a flying vehicle in starship or mass combat. They follow all the normal rules for using pilot maneuvers. They CANNOT be used in normal tactical scale combat; only starship or mass combat. They cannot be used by co-pilots but can be used in addition to Co-Pilot Starship Combat Maneuvers (see below). They cannot be used by capital ships. They are designed to be used by PCs or heroic NPC opponents, not just any average NPC enemy.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Pursuit	2	9	Maneuver allows the vehicle to move at +2 squares starship scale that turn, but all movement must be in a straight line based on start of turn facing. You cannot turn facing after the movement.	Vehicle's moves normally, but speed is reduced by 2 that round
Precision Barrage	3	12	When performing a bombing running or attacking with a vehicle weapon at least 1 range increment closer than base range, your weapons gain +10 penetration.	Vehicle weapons gain disadvantage that turn.
Dog Fighter	4	15	Make an opposed pilot check against an enemy non-capital ship within 1 square. If you succeed, you or one of your gunners gets to make a free attack against the target with advantage.	Failing either the initial or opposed pilot check lets the target make an attack against you.
Unleashed Fire	4	18	Chose an automatic or full automatic vehicle weapon; for that round, the weapon gains +5 damage for every square your vehicle moved on its turn.	Chosen weapon jams, requiring pilot, gunner, or engineer to make a DC 25 science check as a full-round to unjam it.
Retaliation	5	18	First attack that misses you over the next turn allows you or a gunner to make a reaction counterattack with non-ordinance weapon as long as they are within firing arc.	All vehicle weapons have disadvantage on attacks that turn
Turnabout	7	24	Make an opposed pilot check against an enemy non-capital ship within 1 square. You suffer -10 on the pilot check. If you succeed, you or one of your gunners gets to make a free attack against the target with advantage and +1 hailfire. Afterwards, you can shift both yourself and the enemy 1 starship square in any direction.	Failing either the initial or opposed pilot check lets the target make an attack against you with advantage and Hailfire (+1) on the attack.
Gunship Arsenal	9	30	Chose an ordinance, automatic, or full automatic vehicle weapon. That weapon does not divide the damage between each enemy vessel when firing at a squadron. In addition, that weapon gains Hailfire (+2) against a swarm. This pilot maneuver can only be used by colossal or massive vehicles.	Chosen weapon jams, requiring pilot, gunner, or engineer to make a DC 25 science check as a full-round to unjam it.
Attack Formation	9	30	You count your ships squadron to have 2 additional members that round for bonus hailfire and damage divisor. Cannot bring effective squad members above 9. Must have at least 2 squadron members to use this maneuver.	Count your squadron to have 2 fewer members that round for bonus hailfire and damage divisor.

CO-PILOT STARSHIP COMBAT MANEUVERS

Co-pilot combat maneuvers give co-pilots a much bigger impact on starship combat, rather than just assisting the pilot. These allow the co-pilot to make a big difference to the party's ships inside an encounter. They function just like pilot maneuvers, except are in addition to any maneuver the pilot makes. Like pilot maneuvers, it requires the co-pilot to be spending a move action on their turn controlling the ship, as well as determining and checking for their pilot maneuver at the start of their turn. Only a co-pilot can perform a co-pilot combat maneuver and these can only be done with vehicles that support a co-pilot

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Assisted Maneuvering	2	9	Maneuver allows the co-pilot to move the vehicle 1 starship square as part of their action.	Vehicle suffers -5 defense for 1 round.
Defensive Flying	3	12	Vehicle gains bonus defense equal to ½ pilot skill ranks for 1 round; vehicle weapons suffer equal accuracy penalty.	Suffer the accuracy penalty, but no defense bonus.
Offensive Flying	3	12	Vehicle weapons gain bonus attack accuracy equal to ½ pilot skill ranks for 1 round; vehicle suffers equal defense penalty.	Suffer the defense penalty, but no accuracy bonus
Watch the Towers	4	15	Pilot gains a bonus to their pilot checks equal to ½ your pilot skill ranks to avoid point defense batteries.	Pilot suffers disadvantage on pilot checks against point defense batteries.
Extra Trigger Finger	6	21	You can fire a weapon that is usually, or currently, manned by a gunner, with a -5 accuracy penalty. If that weapon is manned by a gunner, the gunner can still fire the weapon, but also suffers a -5 accuracy penalty on their firing next turn.	Chosen weapon jams, requiring pilot, gunner, or engineer to make a DC 25 science check as a full-round to unjam it.
Check with Engineering	6	21	Ship's engineer gains advantage and +10 on their science check to perform an engineer action on their next round	Ship's engineer suffers disadvantage on science check that round.
Emergency Countermeasures	9	30	The first time your vehicle is hit by an ordinance, macro weapon, or grand ordinance weapon over the next round, you suffer half damage, after damage resistance, hailfire, and crippling wounds are determined and applied	Vehicle suffers -5 defense for 1 round.
Overcharged Weapon	9	30	Chose one weapon manned by a gunner. That weapon gains advantage on attack rolls and the Triple-linked trait for 1 round. However, the weapon cannot fire the round afterwards	Chosen weapon jams, requiring pilot, gunner, or engineer to make a DC 25 science check as a full-round to unjam it.

ENGINEERING ACTIONS

As a new mechanic, this system allows a character to assist with the ship while they are assigned to the engine room. A chief engineer character chooses an engineering action to perform as a full-round action and makes a science check to see the effect. The effect always lasts until the character's next round, making engineering a constant exercise. Like pilot maneuvers, engineering actions require a certain amount of science skill ranks. Additional engineering personnel can make assisted science checks to help the chief engineer and cannot perform additional engineering actions.

Engineering actions require a ship large enough to have an engine room. These rules are most commonly used with the vehicles created with the Starship Creation Rules in Advanced Terran Training Manual.

Engineering Action	Science Ranks Required	Engineering Effect
General Maintenance	2	Roll a science skill check. The vehicle gains temporary hit points equal to your skill result until the start of your next turn.
Stabilize	4	Roll a science skill check. The vehicle increases its damage threshold equal to your skill result until the start of your next turn.
System Management	6	Roll a science skill check. For every 5 points you gained on your science check, the pilot and co-pilots gain +1 to their pilot checks until the start of your next turn.
Reactor Tinkering	8	Roll a science skill check. For every 15 points you gained on your science check, the vehicle gains +1 move speed at starship scale that round.

PART 3: ANIMAL COMPANION CHARACTERS

Some terrans might have animal companions that go on adventures with them. These are most commonly dogs, mankind's best friend. However, they might be other types of creatures, such as large cats, domesticated lizards, flightless birds, giant rodents, and so on. Regardless of the nature of the creature, they function the same way statistically; their identity is a matter of flavor.

ANIMAL COMPANION RULES

Animal companions are small-sized creatures that take up a square on the battlefield, like anything else. They possess many of the same rules as any other entity of the game. In narrative play, they are controlled by the player who possesses the animal companion as long as they are in their master's company. Animals away from their master are controlled by the Game Master.

In encounters, animal companions do not roll initiative. They act after their master in initiative, but only when given an order. Given your animal companion an order is a minor action that counts as a combat behavior. After you give an order, they get to make a standard and move action after your turn is complete. In general, the orders you can give them are: attack a target, move to a location, or grab and retrieve an item. If the pet is not given an order in a round, the only action they perform is to follow next to their master and end their turn adjacent to them. Thus, to perform an action over multiple rounds, such as continuously attacking a target, they must be given the order every round.

Animals use the simplified statistics below, modified by the character's training level or TL. Training level is gained from base level, specializations, and talents. Training level determines most of the statistics of an animal companion, causing an animal companion to grow more powerful over time and keep up with the threats facing the player.

Animal Companion

Hit Points: 20 + 5 training level

Healing Threshold: 5 + ½ training level		**Damage Threshold:** 14 +2x training level
Defense: 18 + TL	**Toughness:** 10 + TL	**Resolve:** 12 + TL
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** NA
Damage Resistance: 2 + TL	**Psionic Resistance:** 5 + TL	

-**Natural Weapon** 1d20+2x TL accuracy, 15 + (5xTL) damage, 1 strike; *Special Traits*: Penetration (TL), Rending 2

Primary Skills (TL +2): Acrobatics, Athletics, Perception, Stealth
Secondary Skills (TL -1): Endurance, Survival

Animal companions can receive crippling wounds and disfigurements like any other character. They can also be healed like any biological character. If an animal companion is killed or retired, the GM and the players works on a narratively suitable way to introduce an animal companion to replace the previous one.

Animal companions do not gain morale points, and you cannot spend your own morale on your companion's actions. Companions can provide flanking for you or other allies. When your animal companion is flat-footed, reduce their defense by 5.

For using animal companions, it is important to remember that they are living creatures and are subject to the limitations of living creatures. For example, they require oxygen, are subject to extreme temperatures, can't survive in space, and need to physically get across gaps and obstacles. Players should keep these limitations in mind on whether they bring a animal companion on a mission. They can always leave their pet behind somewhere and come back for them.

ANIMAL COMPANION BASIC SPECIALIZATION

Animal Handler
Ability Score: +1 instinct
Talent: Specialized Knowledge (Fauna)
Focus Skill: Influence or Survival
Special Ability (A Terran's Best Friend): The character has a pet animal companion, usually a dog, that follows them and protects them in battle. This uses all of the rules for animal companions. Your pet has 1 training level (TL), +1 for every 3 levels you possess.

ANIMAL COMPANION ADVANCED SPECIALIZATIONS

Combat Animal Trainer
Requirement: Must have taken the Animal Handler basic specialization.
Focus Skill: Survival
Special Ability (Animal Combat Training): You have trained your animal companion for battle. If your animal companion is flanking an enemy, their attack deals Bleed (X), where x is equal to their training level. Your pet also gains +30 maximum hit points, +10 damage threshold, and +5 damage resistance. They gain the effect of the Resilience and Devasting Cripple talents. Your animal companion can also use special equipment. They can use a number of special equipment items at once equal to ¼ their training level.

Loyal Companion
Requirement: Must have taken the Animal Handler basic specialization.
Focus Skill: Influence
Special Ability (Animal Combat Training): Your animal companion gains +2 training levels. You can spend your own morale on your animal companion's attacks and checks. When your animal companion is adjacent to you, you gain +2 morale bonus. Your animal companion heals 5 hit points when issued an order, without spending a healing threshold.

ANIMAL COMPANION EQUIPMENT

At some specialty vendors, you can get custom gear to go with your animal companion to help them in battle. These items must be specially fitted for them, but can otherwise be ready in a few hours at the shop. Animal companions can only use items if you have the Combat Animal Trainer advanced specialization. Even then, they can only use a number of items at once equal to ¼ their training level.

Xeno Adapted Environmental Suit
Animal Companion Equipment
Cost: 10,000
Benefit: This is a suit that protects your animal companion from adverse conditions, allowing them to operate in space or other environments. The suit gives your animal companion full elemental protect and radiation shielding, an oxygen supply, and gravity boots. It also gives +5 damage resistance. However, your animal companion cannot attack, eat, or interact with objects while within its suit, and the animal suffers a -4 penalty to defense.

Xeno Barding
Animal Companion Equipment
Cost: 4,000
Benefit: This protective steel and rubber suit helps protect your animal companion. Your animal companion gains +8 damage resistance, but -2 defense.

Xeno Jump Jets
Animal Companion Equipment
Cost: 8,000
Benefit: You have reactive jet thrusters attached to your companion that give them a boost when they want them. The jump jets give +5 move speed, +1 shift speed, and +10 to athletics checks.

Xeno Power Claws
Animal Companion Equipment
Cost: 5,000
Benefit: These augmented claws snap down when the creature uses their natural weapons. They cause the creature to gain +8 penetration with their natural weapon.

Xeno Power Frame
Animal Companion Equipment
Cost: 9,000
Benefit: Your companion has an unarmored exoskeleton that empowers their movement and actions. They gain +2 defense, +1 move speed, +2 attack accuracy, and +5 attack damage.

PART 4: TERRAN SCIENCE POWERS AND DEVICES

Science powers are special abilities exclusive to scientific characters to represent their mastery of technology and gadgets. Science powers are used by spending science devices, which are created by combining spare parts or gained by purchase.

There are three tiers of scientific devices and powers: basic, advanced, and masterwork. There are also three different categories of science powers: battlefield, medical, and tech. Between the tiers and categories, there are 9 types of science devices. You must have access to a science device of the tier and category of the one you want to use. However, not anyone can use science powers. You gain access to science powers by taking a specialization that gives access to science powers of a certain type. For example, the Academic specialization gives access to basic tech science powers. If you create basic tech devices, you can then expend those devices to perform basic tech science powers.

Once you have unlocked basic devices in a category, you can eventually gain access to advanced and master powers in that category. This can be done in one of two ways:

-When you have access to a basic category of science powers, taking an advanced specialization that gives access to advanced powers of that type will unlock the next tier.
-You can take a talent to increase from basic tiers of science powers to advanced tiers.

If you do not have access to basic powers when you take a specialization that gives advanced powers, you instead gain basic powers from that specialization. All the same processes repeat for moving from advanced to master devices. Relevant master specializations give access to master powers if you already have advanced. If you have basic but not advanced, you would gain advanced. If you have no science powers of that type, you gain basic.

The specializations that give access to science powers are not new specializations, but new features added to previously existing terran specializations from the Core Rulebook and various supplements and expansions. See the individual science power categories for which specializations now give access to science powers.

Even once you have access to the powers, you must meet the skill ranks requirements of that power to use it. All powers require one skill besides science. Battlefield devices require science and tactics, medical devices require science and medicine, and tech devices require science and computers.

Science powers are important for intellectual characters because they allow them to adapt to different circumstances. They also allow them to have a solution for a wide variety or problems that might otherwise be very difficult to solve. Most science characters should carry a large number of science devices, so they can constantly use them and always have a trick leftover for a difficult situation.

Science devices generally have effects that scale based on the character's science skill ranks. Trained characters produce greater effects. In addition, many devices require a science attack roll. The accuracy of a science attack is the character's ranks in science plus their intelligence.

Additional Science Device Restrictions

-You require the ability to use science powers of a tier to craft the item to make a relevant science device

-You cannot make a science device and give it to another character to use the power unless the ability states otherwise.

-If you gain multiple sources of a science power category and tier, they do not stack. Two sources of basic tech powers do not give you advanced tech powers. If you take a talent to gain master medical powers, taking a specialization that gives master medical powers does nothing.

-The exception to the previous rules is if you didn't meet the requirement for the science device, and got a lesser version, taking a second specialization would give you the update tier. For example, if you took an advanced specialization that gave advanced medical powers when you didn't have basic powers, you would gain basic medical powers. If you took another advanced specialization that gave advanced medical, you would then be upgraded to advanced medical.

BATTLEFIELD SCIENCE POWERS

Battlefield science powers are weapon and combat related. They require science and tactics skill ranks.

BATTLEFIELD SCIENCE POWERS

Power	Science and Tactics Ranks	Device Tier	Benefits
Shrapnel Grenade	3	Basic	Burst (3) explosion that causes substantial bleed
Laser Trip Mine	4	Basic	Powerful mine triggered by laser trip wire
Deployable Barricade	5	Basic	Place a 3 square piece of cover
Emergency Munitions	6	Advanced	Generate a magazine of ammunition
Cluster Shatter Mines	7	Advanced	Places hidden anti-tank mines that trigger when a large target steps on them
Booster Bomb	8	Advanced	Attack to an explosive to double area and potency
Rail Cannon	9	Advanced	Make a single, powerful, railgun shot that can stagger foes
Floating Auto Turret	10	Master	Set up a small auto-turret that floats after you and fires at enemies for several rounds
Micro-Missile Bombardment	11	Master	Make a bombardment of dozens of micro missiles against a distant target
Solar Lance	12	Master	Very powerful, piercing energy attack in a line that damages the user

MAKING BATTLEFIELD SCIENCE DEVICES

The table below lists the cost to make or purchase battlefield science devices. They can be created in 1 minute without a check, assuming you have the relevant requirements, using the components in the components section. The Cost of Components is the total credit cost of all components. The purchase price is to directly purchase the device, if you are somewhere where they are available. Even purchasing the device, you still need the ability to use the powers.

Tier of Device	Components to Create	Cost of Components	Purchase Price for Device
Basic Battlefield Device	3 weapon components, 5 generic components, 1 frag grenade	525	500
Advanced Battlefield Device	10 weapon components, 20 generic components, 50 gauss spikes, 1 demolition charge	2,200	2,500
Master Battlefield Device	2 framing components, 20 weapon components, 50 generic components, 200 U-238 gauss spikes, 2 tier 3 frag grenades	10,350	10,000

BATTLEFIELD SCIENCE POWER'S SPECIALIZATIONS

The following basic specializations give basic battlefield powers.

Engineer: *Advanced Teran Training Manual*

Weaponsmith: *Advanced Terran Training Manual*

The following advanced specialization gives advanced battlefield powers.

Battlefield Engineer: *Core Rulebook*

The following master specialization gives master battlefield powers.

Master Artisan: *Fire and Fury*

BATTLEFIELD SCIENCE POWERS

Shrapnel Grenade
Basic Battlefield Science Device
Requirements: Science 3, Tactics 3
Benefit: Your hurl an explosive loaded with shrapnel at a target location. Make a ranged skill attack with +2 accuracy within a Burst (3) area at short range with the Grenade and Delay traits. If the shrapnel grenade hits a target, it deals no damage, but instead deals Bleeding (X), where X is 5 + 3x intelligence. On a missed attack, it has no effect. The shrapnel grenade has no effect against targets with shield points. This counts as a grenade and explosive weapon for effects that boost those attacks, though its Bleeding output cannot be increased.

Laser Trip Mine
Basic Battlefield Science Device
Requirements: Science 4, Tactics 4
Benefit: You place a powerful mine on a wall or surface that is triggered when someone goes across the projected laser beam. This beam projects in a 6 square line or until it hits an object. The beam takes a DC 30 perception check to notice. If anything crosses or disrupts the beam, it explodes. Make a ranged skill attack with +10 accuracy within a Burst (3) area from the location the mine is set. The laser trip mine deals 40 +5x intelligence damage, with penetration (15). On a missed attack, it deals half damage. This item counts as a destructible, hidden, planted explosive. It is boosted by any effect that boosts explosive or ranged damage, and has a power rating of +5.

Deployable Barricade
Basic Battlefield Science Device
Requirements: Science 5, Tactics 5
Benefit: You transform your device into an expandable, steel barrier as a standard action. This barrier is half a square high and 3 squares wide. Standing behind it gives cover against attacks, while a character without terran powered armor crouching behind it gives improved cover. It counts as a large, hard object for the purpose of being destroyed. If not destroyed, it falls apart on its own after 10 minutes. Once placed, it is not easily moved.

Emergency Munitions
Advanced Battlefield Science Device
Requirements: Science 6, Tactics 6
Benefit: You can transform this science device into a number of emergency magazines for weapons as a move action. Essentially, the device transforms into 20x intelligence rounds of slug (any), gauss spike, heavy gauss spike, or shotgun shell ammunition. You can make it a mixed combination of all of those listed. You cannot make specialty ammunition, such as U-238 shells. No matter how you break up the ammunition, all of the rounds can be broken into magazines set to be loaded into the correct type of weapon, rather than just being loose ammunition.

Cluster Shatter Mines
Advanced Battlefield Science Device
Requirements: Science 7, Tactics 7
Benefit: As a standard action, you place three hidden mines in separate squares within 6 squares of your current location. These mines explode when a target of at least huge-size enters them. Make a ranged skill attack with +5 accuracy against the target that set off the mine. The shatter mine deals 40 +10x intelligence damage, with penetration (40). On a missed attack, it deals half damage. This item counts as a destructible, hidden, planted explosive. It is boosted by any effect that boosts explosive or ranged damage and has a power rating of +10.

Booster Bomb
Advanced Battlefield Science Device
Requirements: Science 8, Tactics 8
Benefit: As a standard action, a booster bomb can be applied to any explosive weapon, such as a grenade or mine. Once it has, it cannot be removed. The explosive with a booster bomb gains Penetration (+5), Hailfire (+1), and double the normal burst area.

Rail Cannon
Advanced Battlefield Science Device
Requirements: Science 9, Tactics 9
Benefit: As a full-round action, you transform the science device into a disposable, single shot rail cannon. This is a ranged skill attack with +12 accuracy at distant range. If the attack hits, the target suffers 60 +10x intelligence damage, with penetration (40). On a missed attack, it deals no damage. If the attack hits a target's toughness, they are staggered for 1 round. Vehicles instead lose control. If the attack hits a target's toughness by 20 or more, they are stunned for 1 round. Because of the power of this attack, the character using the science device is Staggered on their next turn.

Floating Auto Turret
Master Battlefield Science Device
Requirements: Science 10, Tactics 10
Benefit: As a full-round action, you can deploy a floating auto turret that follows you while staying in your square. At the end of each of your turns, the turret shoots at the closest enemy to you with an empowered focused burst. The turret's offensive is identical to a heavy gauss rifle that is fired by you, except it gains a bonus to penetration equal to your intelligence. The turret lasts for 6 rounds or until the end of the encounter. You can only have a single one of these devices active at once, and you cannot set the device to follow another character.

Micro-Missile Bombardment
Master Battlefield Science Device
Requirements: Science 11, Tactics 11
Benefit: As a full-round action, you release a swarm of micro missiles at a target within line of sight and distant range. This is a ranged attack with +0 accuracy, that deals 20 + 5x intelligence damage with Penetration (10) and Hailfire (1/2 Intelligence). It has the Burst (2) trait and deals half damage and hailfire on a missed attack. This counts as a ranged, heavy weapon, and missile attack and is boosted by any effect that boosts such weapons. It has a power rating of +5.

Solar Lance
Master Battlefield Science Device
Requirements: Science 12, Tactics 12
Benefit: Inspired by protoss technology, this weapon fires a powerful beam of thermal energy. This weapon can be fired as a full-round action. This is a ranged attack with +6 accuracy, that deals 10x intelligence piercing damage in a Line (5x Intelligence). It deals half damage on a missed attack. If the attack hits defense and toughness, the target gains the Blinded and Tormented for 2 rounds. The downside of the attack is it is so powerful that it harms the user upon being fire; the user automatically suffers a crippling wound to their action location and suffers piercing damage equal to ½ their damage threshold. This counts as a ranged, heavy weapon, attack and is boosted by any effect that boosts such weapons. It has a power rating of +10.

MEDICAL SCIENCE POWERS

Medical science powers are related to healing and recovery. They can vastly improve the effectiveness of a terran medic. They require science and medicine skill ranks.

MEDICAL SCIENCE POWERS

Power	Science and Medicine Ranks	Device Tier	Benefits
Medical Droid	3	Basic	Use medipack at short range
Hyper-Painkiller	4	Basic	Gives round by round temporary hit points at cost of morale
Nano Assist	5	Basic	Causes target to heal more from medical delivery systems
Berserker Formula	6	Advanced	Improves targets physical attributes at cost of health
Enhanced Regenerator Stim	7	Advanced	Restores 2 healing thresholds
Restoration Bot	8	Advanced	Heals all within 3 squares every round
Full Restore	9	Advanced	Full heals a target at the cost of 2 healing threshold
Improved Anti-Toxin	10	Master	Reduces poison damage taken and protects from Zerg evolution powers
Revitalizing Serum	11	Master	Restores all healing thresholds at cost of exhaustion
Immortality Gas	12	Master	Give all targets in a burst massive temporary protection

MAKING MEDICAL SCIENCE DEVICES

The table below lists the cost to make or purchase medical science devices. They can be created in 1 minute without a check, assuming you have the relevant requirements, using the components in the components section. The Cost of Components is the total credit cost of all components. The purchase price is to directly purchase the device, if you are somewhere where they are available. Even purchasing the device, you still need the ability to use the powers.

Tier of Device	Components to Create	Cost of Components	Purchase Price for Device
Basic Medical Device	5 generic components, 3 electronic components, 2 painkillers	470	500
Advanced Medical Device	10 electronic components, 20 generic components, 3 painkillers, 1 combat stimulant, 1 tranquilizer	1,330	2,500
Master Medical Device	2 framing components, 20 electronic components, 50 generic components, 2 painkillers, 2 tranquilizers, 2 combat stimulants, tier 3 bio-mechanical nanites	5,170	10,000

MEDICAL SCIENCE POWER'S SPECIALIZATIONS

The following basic specializations give basic medical powers.

Medic: *Core Rulebook*

Medical Officer: *Advanced Terran Training Manual*

Directorate Medic: *Dominion Intel Briefing*

The following advanced specializations give advanced medical powers.

Doctor: *Advanced Terran Training Manual*

Directorate Nano-Biologist: *Dominion Intel Briefing*

The following master specialization gives master medical powers.

Prodigal Physician: *Advanced Terran Training Manual*

MEDICAL SCIENCE POWERS

Medical Droid
Basic Medical Science Device
Requirements: Science 3, Medicine 3
Benefit: You transform your device into a medical droid that allows you to apply medicine at a range. As a standard action, the medical droid is combined with a medipack and used to perform first aid with the medipack on an ally within short range of you. This does not provoke an opportunity attack.

Hyper-Painkiller
Basic Medical Science Device
Requirements: Science 4, Medicine 4
Benefit: You can inject yourself or an adjacent ally with a hyper-potent painkiller as a move action. The target of the painkiller gains 2x your ranks in science temporary hit points each round. These do not stack, but instead refresh every round. It lasts for 1 round per rank of science. However, while the drug is active, the target cannot gain, spend, or use morale.

Nano Assist
Basic Medical Science Device
Requirements: Science 5, Medicine 5
Benefit: As a move action, you inject an adjacent ally with a serum that improves their healing from medical delivery systems and nanobots. This costs a healing threshold but lasts 30 minutes. For that duration, the target gains bonus healing equal to 3x your science ranks when healed by any of the following: medical delivery system, automated medical delivery system, bio-mechanical nanites, and long range nano wave.

Berserker Formula
Advanced Medical Science Device
Requirements: Science 6, Medicine 6
Benefit: You've created an component that will send a terran into a berserk, fuming range. This elixir can be used on an adjacent, willing ally as a move action. Doing so requires that target spending 2 healing thresholds. However, the formula gives the target the Mighty Boost (X), Swiftness Boost (X), and Health Boost (X) conditions, where X is equal to 2+ ½ the scientist's ranks in science. It also causes an equal amount of Skill Drained condition. In addition, the formula causes the target to take 10 poison damage at the start of each round. The formula lasts for 1 minutes.

Enhanced Regenerator Stim
Advanced Medical Science Device
Requirements: Science 7, Medicine 7
Benefit: You've created a stimulant that revitalizes a target by causing them to replenish lost blood cells and repair tissue damage. This stim can be used on an adjacent target as a move action. Doing so causes them to regain 2 spent healing thresholds.

Restoration Bot
Advanced Medical Science Device
Requirements: Science 8, Medicine 8
Benefit: As a standard action, you release a floating spherical robot that occupies an adjacent square and release cloud of restorative nanites. The robot instantly heals all biological creatures within 3 squares of 3x your science ranks hit points without spending healing thresholds, and continues to do so at the start of your future turns. The nanobot will heal nearby targets a number of times equal to ½ your science ranks before being expended.

Full Restore
Advanced Medical Science Device
Requirements: Science 9, Medicine 9
Benefit: You have a supercharged collection of restorative nanobots that can cause rapid recovery for a single target. You can use this full restore stim on an adjacent target as a standard action. The target must spend 2 healing thresholds, but are healed to their maximum hit point values.

Improved Anti-Toxin
Master Medical Science Device
Requirements: Science 10, Medicine 10
Benefit: You've created a serum that gives a temporary immunity to zerg pathogens and parasites. You can use this serum on an ally as a move action, and it lasts 30 minutes while costing a healing threshold. While effected by the anti-toxin, the target is immune to the following Zerg evolution powers: *Spawn Broodling, Neural Parasite, Ocular Parasite, Infest, Mutagen, Brain Eater, Plague,* and *Creeping Infection.* They also reduce all poison damage suffered from enemy attacks by 3x science skill ranks.

Revitalizing Serum
Master Medical Science Device
Requirements: Science 11, Medicine 11
Benefit: The top of the line in medical treatments, the revitalizing serum can instantly recharge an individual's body and make them good as new. Used on a target as a full-round action, the revitalizing serum restores all a target's spent healing thresholds. However, it has a cost, as it is a painful and exhausting process. The target gains 1 exhaustion for every 2 healing thresholds they regain from this serum.

Immortality Gas
Master Medical Science Device
Requirements: Science 12, Medicine 12
Benefit: You've created a restorative gas that makes biological creatures virtually immune to harm for a very brief time. You can deploy this gas in a grenade-like device that releases a green cloud of nano-bots. Using the device is a standard action. It can be deployed within short range of you, and effects a Burst (2) area. All targets within the area gain temporary hit points equal to ½ their maximum hit points and gain Health Boost (10). Both effects last for 3 rounds.

TECH SCIENCE DEVICES

Medical science powers are related to healing and recovery. They can vastly improve the effectiveness of a terran medic. They require science and medicine skill ranks.

TECH SCIENCE POWERS

Power	Science and Tech Ranks	Device Tier	Benefits
Door Spike	3	Basic	Automatically open locked, powered door
Gas Canister	4	Basic	Fill an area with blinding, poisonous gas that spreads
Signal Jammer	5	Basic	Block cameras, communicators, and target locks
Auto Hacker	6	Advanced	Automatically hack a computer and remotely access it
Armor Lockdown	7	Advanced	Shut down suit of terran powered armor
Shield System	8	Advanced	Giver personal shield to a target
Nano-Bot Repair Pod	9	Advanced	Install a pod on a vehicle that can be sacrificed to give regeneration to the vehicle
Personalized Teleporter	10	Master	Teleport self or someone else a long distance
Stealth Drone	11	Master	Provide cloaking in a tiny area round you
Gravity Generator	12	Master	Create a powerful but temporary gravity well that causes damage and chaos in a large area

MAKING TECH SCIENCE DEVICES

The table below lists the cost to make or purchase tech science devices. They can be created in 1 minute without a check, assuming you have the relevant requirements, using the components in the components section. The Cost of Components is the total credit cost of all components. The purchase price is to directly purchase the device, if you are somewhere where they are available. Even purchasing the device, you still need the ability to use the powers.

Tier of Device	Components to Create	Cost of Components	Purchase Price for Device
Basic Tech Device	5 generic components, 3 electronic components, 1 power cell	380	500
Advanced Tech Device	10 electronic components, 20 generic components, 1 digital uplink, 2 tier 2 power cells	1,990	2,500
Master Tech Device	2 framing components, 20 electronic components, 50 generic components, 1 tier 2 digital uplink, 1 tier 3 power cell, 1 tier 2 microscanner	9,170	10,000

TECH SCIENCE POWER'S SPECIALIZATIONS

The following basic specializations give basic tech powers.

Academic: *Core Rulebook*

Communicator: *Advanced Terran Training Manual*

Heuristics Programmer: *Advanced Terran Training Manual*

System's Expert: *Advanced Teran Training Manual*

The following advanced specialization gives advanced tech powers.

Scientist: *Advanced Terran Training Manual*

The following master specializations gives master tech powers.

Prodigy: *Core Rulebook*

Mad Scientist: *Fire and Fury*

TECH SCIENCE POWERS

Door Spike
Basic Tech Science Device
Requirements: Science 3, Computers 3
Benefit: You use your device on the electronic lock of a powered door as a standard action. If they DC of the door lock is less than 10 +3x science skill ranks, the device instantly and automatically opens the door and is expended.

Gas Canister
Basic Tech Science Device
Requirements: Science 4, Computers 4
Benefit: As a standard, tou release a canister within short range that fills a Burst (2) around itself with poisonous gas. The gas cloud is total concealment and all biological targets without environmentally sealed armor must hold their breath while within the cloud or begin to suffocate. Furthermore, anyone who starts their turn or moves into the area must make an endurance check (DC 10 + 2x science ranks) or suffer 5x science ranks poison damage. At the start of each round after the gas is created, it expands its area by 1 until it becomes a Burst (5). The round after becoming a Burst (5), it disappears.

Signal Jammer
Basic Tech Science Device
Requirements: Science 5, Computers 5
Benefit: You can turn your device into a signal jammer that stops all electronic signals within a small area around you. Doing so requires a full-round action and lasts a number of minutes equal to your science ranks. This effect interferes with the signal of the following electronic devices within the area, causing them to send or receive only static: surveillance cameras, scanners, communicators, target locks, motion trackers, digital uplinks, and wireless networks. This effect has a very short range, only effecting a radius of 1 square per science rank around the character that used the device. Devices outside that range function normally.

Auto Hacker
Advanced Tech Science Device
Requirements: Science 6, Computers 6
Benefit: As a full-round action, you can apply a device to a computer that allows you to hack the computer and remote access it. The device automatically hacks access to the computer as long as the computer's DC is equal or less than 10+ 3x your rank's of computers. If it is successful, the computer is hacked by the end of your next turn. In addition to hacking, the auto hacker gives you remote access to the computer's functions after you leave the computer via a remote control that is part of the device. You can spend a standard action to use or access the computer as long as you are within 60 squares of the computer console. Your access lasts until the auto hacker is removed from the computer or 3 minutes per rank of science pass.

Armor Lockdown
Advanced Tech Science Device
Requirements: Science 7, Computers 7
Benefit: The device creates an EMP pulse that shuts down a suit of terran powered armor. This is a standard action that targets an enemy within short range. Make an attack roll of your science skill ranks + intelligence +2. If you hit the target's defense and toughness, the target's armor locks down and they Staggered and Immobilized conditions for 2 rounds.

Shield System
Advanced Tech Science Device
Requirements: Science 8, Computers 8
Benefit: As a standard action, you apply a shield generator to yourself or an adjacent ally. The target cannot have an energy shield already, even if that shield is depleted. They gain an energy shield with a pool of 10x science ranks and a shield armor equal to science ranks. This shield cannot be restored by any means. Once it is reduced to 0 shield pool, the shield generator is destroyed. The shield generator otherwise lasts for 5 minutes.

Nano Bot Repair Pod
Advanced Tech Science Device
Requirements: Science 9, Computers 9
Benefit: You can apply a nano bot repair pod to a vehicle of colossal-sized or less. This pod lasts for 48 hours or until used. A nanobot pod is activated by the pilot as a minor action. Once it is, the vehicle regains hit points equal to 10 + 2x the creator's science ranks at the start of every round for 10 rounds. A vehicle can only have one nano bot repair pod at a time. Massive-sized vehicles gain no benefit from these nanobots; they are too large to make a difference.

Personalized Teleporter
Master Tech Science Device
Requirements: Science 10, Computers 10
Benefit: You turn your device into a targeted, personalized teleporter. As a standard action, you can teleport either yourself or a willing adjacent ally to a location within line of sight, as long as that location is within 50 squares per rank of the science skill you possess. When you use the teleport, the target is instantly moved to the target location, but the experience is shocking: the target is Stunned for 2 rounds upon arrival.

Stealth Drone
Master Tech Science Device
Requirements: Science 11, Computers 11
Benefit: As a move action, you activate a stealth drone that gives you and all allies within 1 square of you gain Cloaking. Targets lose cloaking if they pass more than 1 square away from you. In encounters, allies can ready actions to follow you so you can move slowly with everyone staying within the cloaking field. This field lasts for 1 round per science rank.

Gravity Generator
Master Tech Science Device
Requirements: Science 12, Computers 12
Benefit: As a full-round action, you cause a massive gravity well to open at a location within remote range and line of sight. This gravity well occupies a Burst (10x science ranks) area. Make an attack (science skill + intelligence +2x science ranks) against the toughness of all within the area. If the attack hits, a target takes physical damage equal to 10x science skill ranks and is Slowed for 2 rounds. If struck, creatures are knocked prone, non-hover flying creatures fall, and vehicles lose control. Handling a device responsible for such a gravitational distortion is very difficult for the user, causing massive vertigo and nausea. Upon using the device, the user gains 2 exhaustion, and is Staggered and Tormented for 2 rounds.

PART 5: NEW TALENTS

Advanced Battlefield Science Devices
Requirements: Access to Basic Battlefield Science Devices, Science 6, Tactics 6
Benefit: You can use advanced battlefield science devices. You must build said devices out of crafting components, and you must meet the skill requirements for any specific science power you wish to use the device for.

Advanced Medical Science Devices
Requirements: Access to Basic Medical Science Devices, Science 6, Medicine 6
Benefit: You can use advanced medical science devices. You must build said devices out of crafting components, and you must meet the skill requirements for any specific science power you wish to use the device for.

Advanced Tech Science Devices
Requirements: Access to Basic Tech Science Devices, Science 6, Computers 6
Benefit: You can use advanced computers science devices. You must build said devices out of crafting components, and you must meet the skill requirements for any specific science power you wish to use the device for.

Artistic Skill I-V
Requirements: Intelligence 2/3/5/6/8 and Willpower 2/3/5/6/8 OR Instinct 2/3/5/6/8 and Intelligence 2/3/5/6/8 OR Instinct 2/3/5/6/8 and Willpower 2/3/5/6/8
Benefit: You possess great artistic skill in a single specific form of art, such writing fiction, painting, or making sculptures. If you ever need to make a check for the proficiency of your art, you gain +5 per rank of this talent. You also add your highest ability score between intelligence, willpower, and instinct. While this has no base in-game effect, it could be used to impress people, make income, or build connections based on the nature of the campaign. Various forms of artistic skills can also be used to make illegal but valuable forgeries.

  If you get up to three ranks of this talent, you gain advantage on your checks to perform your art form. If you get up to four ranks of this talent, you gain a +5 bonus to perform any artistic creation besides your chosen art form. If you get up to five ranks of this talent, you instead gain a +10 bonus and advantage to perform any type of art.
Notes: To meet the requirements of these talents, you must have any two of the following ability scores at the required level: instinct, intelligence, or willpower.

Resource Gathering Focus I-V
Requirements: Survival 2/4/5/6/7, Campaign using the Outpost Building Rules
Benefit: You are skilled at going into the wilds and coming back with resources. You gain a +3 to your survival checks to gather resources per rank of this talent.

Improved Animal Companion Training I-V
Requirements: Animal Handler Basic Specialization, Survival 3/5/7/9/11
Benefit: You have improved the training of your animal companion. For every rank of this talent you possess, your animal companion gains +1 training level (TL) for all purposes.

Improved Scent Training
Requirements: Scent Training, Improved Animal Companion IV, Keen Senses
Benefit: Your animal companion has perfectly keen senses. You can order them to make a detector action as a standard action.

Instrumental Skill I-V
Requirements: Intelligence 2/3/5/6/8 and Willpower 2/3/5/6/8 OR Instinct 2/3/5/6/8 and Intelligence 2/3/5/6/8 OR Instinct 2/3/5/6/8 and Willpower 2/3/5/6/8
Benefit: You possess great artistic skill in a single specific musical instrument, such playing the guitar or piano. If you ever need to make a check for the proficiency of your instrument, you gain +5 per rank of this talent. You also add your highest ability score between intelligence, willpower, and instinct. While this has no base in-game effect, it could be used to impress people, make income, or build connections based on the nature of the campaign.

If you get up to three ranks of this talent, you gain advantage on your checks to perform your chosen instrument. If you get up to four ranks of this talent, you gain a +5 bonus to play any instrument besides your chosen instrument. If you get up to five ranks of this talent, you instead gain a +10 bonus and advantage to play any instrument.

Notes: To meet the requirements of these talents, you must have any two of the following ability scores at the required level: instinct, intelligence, or willpower.

Master Battlefield Science Devices
Requirements: Access to Basic and Advanced Battlefield Science Devices, Science 10, Tactics 10
Benefit: You can use master battlefield science devices. You must build said devices out of crafting components, and you must meet the skill requirements for any specific science power you wish to use the device for.

Master Medical Science Devices
Requirements: Access to Basic and Advanced Medical Science Devices, Science 10, Medicine 10
Benefit: You can use master medical science devices. You must build said devices out of crafting components, and you must meet the skill requirements for any specific science power you wish to use the device for.

Master Tech Science Devices
Requirements: Access to Basic and Advanced Tech Science Devices, Science 10, Computers 10
Benefit: You can use master computers science devices. You must build said devices out of crafting components, and you must meet the skill requirements for any specific science power you wish to use the device for.

Outpost Construction Focus I-V
Requirements: Science 4/5/6/7/8, Survival 4/5/6/7/8, Campaign using the Outpost Building Rules
Benefit: You have the expertise to build structures and stations from scratch, making the best of improvised materials. You gain +2 to checks to perform outpost construction for every rank of this talent. You also reduce the resource requirement of building outpost structures by 5% per rank.

Scent Training
Requirements: Combat Animal Training Advanced Specialization, Improved Animal Companion Training II
Benefit: You have trained your animal companion to sniff out threats. You can order your companion to perform spotter actions as a standard action.

Sidearm Expertise: Knife I-II
Requirements: Terran or Psionic Terran, Strength 5/8, Combat Reflexes, Knife Mastery I/II
Benefit: Your expertise at handling your backup knife allows you to make quick attacks with it. If you have a combat knife stowed on an equipment belt, you can standard attack with your knife as a minor action without needing to draw it after you perform a standard action attack with a pistol, rifle, or different melee weapon. If your knife attack deals damage, it also causes the Bleeding (4) condition. You can only perform this action once per round, and it does not count as dual-wielding. This action counts as a combat behavior and cannot be performed in the same turn as another combat behavior. This talent has multiple ranks; the second rank costs more strength and ranks of knife mastery. The second rank causes your knife attacks used with this trait to gain bonus damage and penetration equal to your strength and cause Bleeding (8).

Sidearm Expertise: Pistol I-II
Requirements: Terran or Psionic Terran, Instinct 5/8, Combat Reflexes, Pistol Finesse I/II
Benefit: Your expertise at handling your sidearm pistol allows you to make quick attacks with it. If you have a pistol stowed on an equipment belt, you can standard attack with your pistol as a minor action without needing to draw it after you perform a standard action attack with a rifle or melee weapon. You can only perform this action once per round, and it does not count as dual-wielding. This action counts as a combat behavior and cannot be performed in the same turn as another combat behavior. This talent has multiple ranks; the second rank costs more instinct and ranks of pistol finesse. The second rank causes your pistol attacks used with this trait to gain bonus damage and penetration equal to your instinct.

PART 6: NEW EQUIPMENT

This section contains new equipment options for terrans.

NEW WEAPONS

Gauss Light Machine Gun
Two-handed Rifle
Base Cost: 20,000 credits

Damage: 25	**Accuracy:** -1	
RoF: Fully Automatic	**Range:** Medium	
Shots: 100 heavy gauss spikes	**Power Rating:** +3	**Weight:** 20 lbs.

Special Traits: Penetration (6), Grip Extension, Improved Suppression*
Description: The B-2 High-Cal LMG is an expensive light machine gun used by Dominion conscripts. More powerful than common C-14 rifles, these weapons had a high rate of fire and hit with significant force due to using heavy gauss spikes. A single gauss LMG is given to a squad of conscripts, who are intended to pass the weapon between them after the gunner is killed.

Gauss Light Machine Gun Weapon Traits

Improved Suppression
Description: This weapon gains +5 accuracy when used with suppressing fire, including when making opportunity attacks as part of suppressing fire.

Gauss Submachine Gun
Two-handed Rifle
Base Cost: 2,000 credits

Damage: 14	**Accuracy:** +0	
RoF: Fully Automatic	**Range:** Medium	
Shots: 40 gauss spikes	**Power Rating:** +2	**Weight:** 6 lbs.

Special Traits: Penetration (4), Fast Reload
Description: The Ferromag SMG is a low-powered gauss weapon that nonetheless possesses a great rate of fire. It is a good choice for a cheap weapon that nonetheless possesses full-auto capabilities. These weapons are easy to produce, and are commonly used as sidearms and rifles for poorly funded paramilitary groups and criminals.

Hailstorm Rocket Launcher
Mounted Heavy Weapon
Base Cost: 40,000 credits

Damage: 60	**Accuracy:** +2	
RoF: Slow	**Range:** Distant	
Shots: 4 hailstorm rockets	**Power Rating:** +5	**Weight**: 30 lbs.

Special Traits: Penetration (30), Burst (1), Target Lock Rockets*, Target Guidance Helmet*, Mounted Weapon Pack*
Description: The hailstorm rocket launcher is a powerful mounted rocket launcher that sits above the user. It is controlled with a tactical visor that makes target locks and directs the projectiles. It is designed to be used with conscripts, elite mercenaries, and private sector forces that can afford a powerful anti-air weapon to be mounted on expendable troops without powered armor.

Hailstorm Rocket Launcher Weapon Traits

Target Lock Rockets
Description: This weapon cannot be used to target a creature or a square within medium range, only areas at long range or longer. In addition, the user must perform expend a target lock to attack with this weapon (see the Target Guidance Helmet trait). When firing the weapon, they can fire up to two projectiles at the target marked by the target lock. This is not extra strikes, but two separate attacks. Finally, when missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target. On a 11-20, or automatically if it is an airborne target, the rocket flies off and does nothing.

Target Guidance Helmet
Description: This weapon comes with a target guidance helmet. This helmet is identical to the Tactical Mask item (Advanced Terran Training Manual), as is the same tier as the weapon. The target guidance helmet is required to fire the weapon it goes with. As a standard action, the wearer of the helmet can make a target lock against a target within line of sight. This target lock lasts as long as the target remains within line of sight. On future turns, the target lock can be expended to fire the attached weapon. While the character is using the weapon and helmet, they cannot use any other headpiece.

Mounted Weapon Pack
Description: This weapon is worn, rather than carried in hand. It takes the place of the character's backpack and cannot be used in conjunction with terran powered armor. The character can still carry and fire a weapon in their hands. A character cannot use dual-wielding to fire both the weapon in their arms and the mounted weapon pack.

Salamander Flamethrower
Two-handed Rifle
Base Cost: 8,000 credits
Damage: 18   **Accuracy:** +0
RoF: Fast   **Range:** Special
Shots: 120 fuel   **Power Rating:** +3   **Weight:** 15 lbs.
Special Traits: Cone (9), Hailfire (1), High Explosive, Purge by Fire*, Energy Damage, Flames, Fuel Tank*, Close Quarters
Description: The CP0-7 'salamander' flamethrower is used by dominion conscripts and civilian police forces to quell riots, infestation, and zergling attack waves. While not as powerful as a military flamethrower, the sticky fluids that power the salamander cause it to burn incredibly well on flesh and skin, making it ideal at killing biological matter.

Salamander Flamethrower Weapon Traits

Purge by Fire
Description: This weapon gains +1 hailfire against targets in light or no armor.

Fuel Tank
Description: This weapon has its ammunition fed from a backpack fuel tank. This fuel tank occupies the character's backpack slot, and thus cannot be used while carrying a backpack. The fuel tank takes 3 minutes to refill.

ALTERNATE VARIATIONS OF GAUSS WEAPONS

Gauss weapons are the primary arms of the terran infantry. Their high penetration, high-capacity magazines work well as a flexible source of arms for defending terran interests. However, It is not uncommon for terrans to modify the common gauss weaponry to be chambered for alternate rounds, including using standard ballistic slugs instead of electromagnetic gauss ammunition.

This section supplies several common gauss weapons with two different variant; those that use heavy slugs, and those that the new heavy gauss spike.

SLUG VARIANTS

Slug weapons get rid of an magnetic acceleration technology for old-school high-caliber gunpowder rounds. Slug weapons use heavy slugs instead of gauss spikes. These high caliber rounds are much larger than gauss spikes, and significantly increase the damage the weapon deals. However, they have numerous downsides, as the weapon generally loses its penetration, has a lower rate of fire, longer reload, and smaller magazine. However, ballistic technology is cheaper and easier to manufacture, so the weapons are cheaper.

HEAVY GAUSS SPIKE VARIANTS

The new heavy gauss spikes are larger and thicker than traditional gauss spikes, closer in size to a light slug. This improves the stopping power of gauss weapons chambered to use larger rounds. However, these rounds are heavier and cannot be shot as far, with less range and accuracy than smaller gauss spikes. The magazine size must also be smaller for heavy gauss spikes. Heavy gauss spikes is newer technology and requires stronger electronics, thus such weapons are very expensive.

GAUSS ASSAULT RIFLE VARIANTS

Gauss Assault Rifle with Slugs
Two-handed Rifle
Base Cost: 3,200 credits

Damage: 20	**Accuracy:** +1	
RoF: Fast	**Range:** Long	
Shots: 25 Heavy Slugs	**Power Rating:** +3	**Weight:** 14 lbs.

Special Traits: Scope, Long Reload, Attached Weapon (Grenade Launcher)

Gauss Assault Rifle with Heavy Spikes
Two-handed Rifle
Base Cost: 7,500 credits

Damage: 17	**Accuracy:** +0	
RoF: Automatic	**Range:** Medium	
Shots: 40 Heavy Gauss Spikes	**Power Rating:** +2	**Weight:** 14 lbs.

Special Traits: Penetration (6), Scope, Attached Weapon (Grenade Launcher)

GAUSS CANNON VARIANTS

Gauss Cannon with Slugs
Two-handed Heavy Weapon
Base Cost: 10,000 credits

Damage: 23	**Accuracy:** +0	
RoF: Automatic	**Range:** Long	
Shots: 150 Heavy Slugs	**Power Rating:** +3	**Weight:** 60 lbs.

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

Gauss Cannon with Heavy Gauss Spikes
Two-handed Heavy Weapon
Base Cost: 22,500 credits

Damage: 20	**Accuracy:** -1	
RoF: Fully Automatic	**Range:** Medium	
Shots: 200 Heavy Gauss Spikes	**Power Rating:** +3	**Weight:** 60 lbs.

Special Traits: Penetration (6), Heavy, Hailfire (1), Extreme Recoil, Long Reload

GAUSS PISTOL VARIANTS

Gauss Pistol with Slugs
One-handed Pistol
Base Cost: 1,000 credits

Damage: 15	**Accuracy:** +1	
RoF: Average	**Range:** Long	
Shots: 8 Heavy Slugs	**Power Rating:** +3	**Weight:** 3 lbs.

Special Traits: Long Reload, Grip Extension

Gauss Pistol with Heavy Gauss Spikes
One-handed Pistol
Base Cost: 2,250 credits

Damage: 12	**Accuracy:** +0	
RoF: Fast	**Range:** Medium	
Shots: 10 Gauss Spikes	**Power Rating:** +2	**Weight:** 3 lbs.

Special Traits: Penetration (6), Grip Extension

GAUSS SNIPER RIFLE VARIANTS

Gauss Sniper Rifle with Slugs
Two-handed Rifle
Base Cost: 5,000 credits

Damage: 29	**Accuracy:** +2	
RoF: Slow	**Range:** Long	
Shots: 10 Heavy Slugs	**Power Rating:** +4	**Weight:** 11 lbs.

Special Traits: Gradual Reload, Digital Scope, Grip Extension

Gauss Sniper Rifle with Heavy Gauss Spikes
Two-handed Rifle
Base Cost: 10,000 credits

Damage: 26	**Accuracy:** +1	
RoF: Slow	**Range:** Medium	
Shots: 14 Heavy Gauss Spikes	**Power Rating:** +3	**Weight:** 11 lbs.

Special Traits: Penetration (6), Digital Scope, Grip Extension

GAUSS SUBMACHINE GUN VARIANTS

Gauss Submachine Gun with Slugs
Two-handed Rifle
Base Cost: 1,300 credits

Damage: 19	**Accuracy:** +0	
RoF: Automatic	**Range:** Medium	
Shots: 20 Heavy Slugs	**Power Rating:** +3	**Weight:** 6 lbs.

Special Traits: None

Gauss Submachine Gun with Heavy Gauss Spikes
Two-handed Rifle
Base Cost: 3,000 credits

Damage: 16	**Accuracy:** -1
RoF: Fully Automatic	**Range:** Short
Shots: 30 gauss spikes	**Power Rating:** +2

Weight: 6 lbs.

Special Traits: Penetration (6), Fast Reload

HEAVY GAUSS RIFLE VARIANTS

Heavy Gauss Rifle with Slugs
Two-handed Rifle
Base Cost: 4,000 credits

Damage: 21	**Accuracy:** +1
RoF: Automatic	**Range:** Long
Shots: 75 Heavy Slugs	**Power Rating:** +3

Weight: 20 lbs.

Special Traits: Long Reload, Grip Extension, Recoil

Heavy Gauss Rifle with Heavy Gauss Spikes
Two-handed Rifle
Base Cost: 9,000 credits

Damage: 18	**Accuracy:** +0
RoF: Fully Automatic	**Range:** Medium
Shots: 100 gauss spikes	**Power Rating:** +3

Weight: 20 lbs.

Special Traits: Penetration (6), Grip Extension, Recoil

REPEATING GAUSS PISTOL VARIANTS

Repeating Gauss Pistol with Slugs
One-handed Pistol
Base Cost: 1,600 credits

Damage: 13	**Accuracy:** +1
RoF: Automatic	**Range:** Long
Shots: 20 Heavy Slugs	**Power Rating:** +2

Weight: 7 lbs.

Special Traits: Long Reload, Grip Extension

Repeating Gauss Pistol with Heavy Gauss Spikes
One-handed Pistol
Base Cost: 3,750 credits

Damage: 10	**Accuracy:** +0
RoF: Automatic	**Range:** Medium
Shots: 30 Heavy Gauss Spikes	**Power Rating:** +2

Weight: 7 lbs.

Special Traits: Penetration (6), Grip Extension

NEW AMMUNITION

This section contains new ammunition, specifically for the gauss weapon variants and the hailstorm launcher.

Ammunition	Ammunition Category	Cost (for 1)	Special
Heavy Slug	Heavy Slug	4	---
Armor Piercing	Heavy Slug	12	Penetration (+3)
Hollow Point	Heavy Slug	12	Rending (5)
Tracer	Heavy Slug	12	Improved Aim, Flames, Energy Damage
Adamantine Tipped	Heavy Slug	100	+1 Power Rating, Penetration (+8), -1 Accuracy, Decreased Range Increment
Explosive Tipped	Heavy Slug	20	High Explosive*
Impact Rounds	Heavy Slug	15	Rending (3), Stun
Heavy Gauss Spike	Heavy Gauss Spike	10	---
U-238	Heavy Gauss Spike	30	Bonus Range Increment, Rending (2), Penetration (+2)
Adamantine	Heavy Gauss Spike	120	Penetration (+12), -1 Accuracy, Decreased Range Increment
Hyper-Radioactive Rounds	Heavy Gauss Spikes	90	Corrosion, Poisonous Rounds (8)
Piercing Rounds	Heavy Gauss Spikes	200	Penetration (+14), Unstoppable
Shredder Rounds	Heavy Gauss Spikes	20	Puncture**
Hailstorm Rocket	Hailstorm Rocket	250	---
Cruiserbane Rocket	Hailstorm Rocket	8,000	Penetration (+30), Increased Range Increment
Protossbane Rocket	Hailstorm Rocket	10,000	Burst (1), Energy Drain, -2 Power Ratings
Zergbane Rocket	Hailstorm Rocket	3,000	Penetration (-10), Burst (+3), Flaming

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

Puncture**
Description: This weapon deals Bleeding (X) to the target, where X is the number of attack overages the attack gained to damage.

NEW ARMOR

Combat Body Suit MK2
Heavy Armor
Base Cost: 5,000 credits
Damage Resistance: 8   **Defense Penalty:** -3   **Resistance Rating:** +3
Mounted Gear: Communicator, Protective Mask, Digital Uplink
Ability Score Bonuses: Strength +4
Weight: 50 lbs.
Special Traits: Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply
Description: The combat body suit MK2 is an upgrade, or at least alternate version, of the common body suit used by many special forces units. The MK2 possesses heavier armor plating and greater strength boosting servos, at the cost of being drastically heavier and more cumbersome. The upgrade was intended to be used for less-skilled but better funded troops, who needed more armor to make up for their lack of skill in dodging shots. The MK2 was first made famous for being used by the Defenders of Man, but continues to see use for paramilitary organizations.
Tier 2 Special Note: At tier 2, this armor gains an additional +1 damage resistance and +1 instinct from the upgraded protective mask and digital uplink.
Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance and +1 instinct from the upgraded protective mask and digital uplink

NEW CHEMICALS

Chemicals are an important part of the terran arsenal, giving them the strength to stand against more terrible foes.

Boosters
Boosters are a special type of linked chemical. Boosters are different in that they come with three different potency levels and have extra benefits and penalties when combined together. Each of these chemicals comes in the basic, hyper, and turbo levels.
Basic Booster: 50 credits and 2 potency
Hyper Booster: 200 credits and 5 potency
Turbo Booster: 500 credits and 9 potency
Duration: All boosters have a duration of 4 hours
Effect: The following table shows the different types of boosters and their effects and drawbacks.

Booster Type	Benefit	Drawback
Adrenaline	Mighty Boost, Swiftness Boost, and Health Boost equal to potency	Gain 2 exhaustion after each encounter with this chemical in system
Amphetamine	Skilled Boost and Precision Boost equal to potency	Swiftness Drain equal to potency, cannot gain or spend morale while using this chemical
Narcotic	Health Boost equal to potency	Skilled Drain equal to potency, lose 1 healing threshold per dose
Steroid	Mighty Boost and Swiftness Boost equal to potency	Skilled Drain and Health Drain equal to potency
Stimulant	Increase healing received when spending a healing threshold to restore hit points by 5x potency	Health Drain equal to potency

Withdrawal: You keep track of withdrawal of each booster type individually. All boosters have the same withdrawal, -2 maximum healing thresholds and 2 exhaustion per booster you are in withdrawal from.
Synergy Benefit: If you are on multiple boosters at once, you gain Health Boost (2) for every booster you are using beyond the first. The drawback, is every booster you use beyond the first causes you to lose 1 healing threshold. In addition, when using multiple boosters, add their potency together to determine the difficulty of the addiction check. If you fail, you are addicted to all boosters you were using.

Neuroblockers
Base Cost: 1,000 credits
Potency: 3
Duration: 2 hours
Benefit: Neuroblocks gives the user +10 psionic resistance per potency. The character always has the effects of the Cynic talent while on neuroblockers.
Drawback: When the neuroblockers end, the character gains 1 exhaustion per potency and loses twice as much morale from all sources.
Withdrawal: While under withdrawal, the character is catatonic and can perform no actions until they break the addiction or get the medicine.
Description: Neuroblockers are used to protect the mind from psionic intrusion. They have the side effect of nulling the mind to feeling and emotion and cause an overabundance of emotion once they expire. They are frequently used by soldier who fight protoss, or authority figures afraid of ghost assassination. Prolonged use, however, can put the user into a coma, making it dangerous to use.

Turbo Painkiller
Base Cost: 400 credits
Potency: 8
Duration: 1 hour
Benefit: Painkillers instantly restore 10 hit points per potency used. Hit points gained through painkillers do not use up a healing threshold. In addition, the character ignores the ongoing penalty of a number of crippling wound points equal to ½ the potency.
Drawback: While the effect is active, the user suffers Skilled Drain and Precision Drain equal to ½ potency.
Withdrawal: While under withdrawal, the character suffers Health Drain (3) and Skilled Drained (3). Breaking an addiction to Painkillers takes 1 week.
Description: Turbo painkillers are higher doses of more common painkillers. They are used by more veteran soldiers, who suffer greater wounds and can remain focused with increased side effects.

PART 7: QUICK COMBAT

Quick combat is an optional rule system to represent quickly playing out non-critical encounters that might show up in a campaign. This might be random encounters while wandering the wilderness, minor skirmishes where the players victory is almost certain, and encounters primarily against lower level foes. Rather than declare an automatic win for the players, quick combat is a fast method that taxes players for prolonged fighting in the cost of losing healing thresholds.

Quick combat is a good way to do minimal or low difficulty encounters, representing taxing the players but not being overly threatening. However, players can still be defeated in a quick combat, and the system can support larger encounters. The system is very abstract, however, and uses very little of a player's statistics and build other than their level and healing thresholds.

QUICK COMBAT VALUES

Quick combat involves all combatants determining their health, attack, defense, damage, flee value, initiative, activation times. These values are determined simply, in the following metrics:

Attack Value: d20 + level
Defense Value: 10+ level
Damage Value: 1 +1/4 level
Life: For NPCs, equal to their fortitude +3 per threat level above medium. For Player Characters, equal to their healing thresholds.
Flee Value: d20 + move speed
Initiative: Normal Initiative bonus
Activation Times: Medium threat and less NPCs activate once. Participants above medium threat activate 1 additional time per threat level above medium (extreme would activate 3 times, for example). Players activate a number of times based on race.
> -*Terrans*: 1 activation
> -*Psionic Terrans:* 1 activation
> -*Infested Terrans*: 1 activation
> -*Protoss*: 2 activations
> -*Primal Zerg*: Activations based on threat level, using above rules
> -*Broodmother*: Activations based on threat level, using above rules

QUICK COMBAT GAMEPLAY

Quick combat is simple. It starts with every participant rolling initiative like normal, and going in normal initiative order.

When a person activates, for every activation they have, they target an enemy, and roll their attack value versus the target's defense value. If their attack roll equals or surpasses the target's defense value, they suffer damage equal to your damage value. Thus, if you get a 17 against a target with 12 defense you would deal your damage value to their life score. If the life damage equals or surpasses their health, they die. In Quick Combat, the only effect of a natural 20 is that it automatically deals damage value damage.

NPCs count their fortitude, modified by threat level, as life for quick combat. Player characters, on the other hand, use their healing thresholds. Lost healing thresholds in quick combat count as lost healing thresholds and must be restored with rest. Characters who are reduced to 0 healing thresholds, but whose side still won the battle are unconscious until they perform a long rest. Characters who are reduced to 0 healing thresholds and whose faction lost the battle count as being killed or captured.

A combatant who is losing a quick combat can flee. To flee, instead of attacking during your activation, you make a flee check (D20 + your move speed). You compare that to 1 attack roll by all the enemies that have attacked you since your last activation. If your move speed check surpasses all enemies' attack rolls, or no enemies have attack you in the last round, you successfully flee the battle. If any enemies attack roll surpasses yours, then your retreat is stopped.

. You can loot or harvest the gear or equipment of any NPC you slay in quick combat, following normal rules for looting. However, **quick combat is not worth experience**.

Pairing off in Quick Combat: Optional Rule

An optional quick combat rule is 'pairing off' where you split the quick combat into various micro-battles. You take the smallest side in battle and distribute all of the participants of the more numerous side to individuals. Participants only attack the people they are paired against. Once they have killed the opposition, then they join another pairing.

For example, if you have 4 players fighting 8 zerglings, you would assign 2 zerglings to each player. Those players and zerglings will fight each other until one side wins, then the winner moves to another pairing. Meanwhile, if you have 5 players fighting 2 hydralisks, you would assign 3 players to one hydralisk, and 2 players to the other hydralisk.

QUICK COMBAT EXAMPLE

As an example of quick combat, we will have three player characters on a patrol, Marcus, Edward, and the protoss Zalax, all level 7, being ambushed by six zerglings. First you would determine the statistics of all the characters.

Zergling x6: Attack Value +5, Defense Value 15, Damage Value 2, Health 3, Flee Value 9, Activation Times 1 (Medium Threat)
Marcus: Attack Value +8, Defense 18, Health 8, Damage Value 3, Flee Value 4, Activation Times 1 (Medium Threat)
Edward: Attack Value +8, Defense 18, Health 7, Damage Value 3, Flee Value 6, Activation Times 1 (Medium Threat)
Zalax: Attack Value +8, Defense 18, Health 7, Damage Value 3, Flee Value 6, Activation Times 2 (High Threat)

For simplicities sake, the zerglings will go first (although normally initiative would be rolled). The battles will be paired up with 2 zerglings per player character.

Two Zerglings versus Marcus: rolls are 4+5, and 18+5 versus defense of 18.. Marcus loses 2 healing thresholds from the second attack.
Two Zerglings versus Edward: rolls are 2+5 and 6+5 versus defense of 18. Edwards suffers no damage.
Two Zerglings versus Zalax: rolls are 11+5 and 20+5 versus defense of 18. Zalax loses 2 healing thresholds from the second attack. Shields play no role in quick combat.

Afterwards, the players activate. First Zalax will act. He is a protoss, so he acts twice.

Attack against first zergling: 19+8 versus a defense of 5. This is 3 damage versus the zerglings health of 3, so it is slain..
Attack against the second zergling: 13+6. This is a second dead zergling.

Marcus will attack a third zergling: 3+8. This is will miss a zergling, failing to do any damage

Edward will attack a fourth zergling: 19+8. This is will do 3 damage, killing a zergling.

Start of the next round, it is now only three zerglings versus three players. The process repeats, until one side is dead or fled. The players will certainly be victorious, but how worn down will they be afterwards? This is the idea of quick combat; quickly resolving insignificant fights while wearing down the characters from constant battle.

OTHER USES OF QUICK COMBAT

Quick combat can be a versatile tool in the GM's toolbox. There are various uses for this system:

-Battles between NPCs where you want to leave the outcome to chance, rather than decided by you.

-Battles involving a player character's followers, such as when they send a henchman out to do a dangerous task, and want to see if they survive.

-Minor skirmishes involving the player's minions and enemy soldiers at mass combat, for use with future colony building rules.

PART 8: OUTPOST BUILDING

Outpost building is a system for hand building a small structure or number of structures. It is designed for survival based gameplay, such as building shelter on a fringe world or building a small station on a place where the players will stay at for a long term. It involves managing resource, handcrafting, and hiring NPCs to help maintain the base.

To be clear, outpost building is not 'base building' as you would see from the StarCraft video game. It involves creating a homestead or singular structure, not building a town or sprawling military base. It is more similar to what you would see in a survival game than an a real-time strategy, which fits the zoomed-in perspective of the StarCraft RPG, focusing on the plight of a small number of people.

BASICS: TOOLS AND CONSTRUCTION SUPPLIES

Building structures requires tools to harvest materials, break down resources, and assemble building tiles. This takes the form of the heavy tool and light tool, presented as weapons in the StarCraft Core Rulebook. In addition to being able to be used as makeshift weapons, light and heavy tools are even better at being used for harvesting and constructing. Particularly, light tools are best at building, while heavy tools are best at harvesting. However, having both types of tools makes you the best at the job, so you can use either or for any particular need.

Light Tools gain +4 to construction checks and +2 to harvesting checks. Heavy tools give +2 to construction checks and +4 to harvesting checks. A tool will gain an additional +1 to harvesting and construction checks for tier 2, or +2 for tier 3. If you are carrying both a heavy and light tool and can use them for your work, you gain a bonus +1 to all construction and harvesting checks. Meanwhile, having a plasma torch or laser cutter gives +1 to harvesting or construction checks, stacking with the tools, or +2 when used with metal harvesting or metal construction. More on construction and harvesting checks later.

The repair kit gear item is another essential supply for building. Repair kits, while usually used for fixing vehicles, also have the parts used for building construction. They supply a currency known as Construction Supplies. Repair kits have an amount of construction supplies in them equal to their bonus to Science checks to restore hit points to a terrain or vehicle. However, every time you use construction supplies from a repair kit, you permenetly reduce the bonus to science checks that repair kit gives. If it is reduced to +0 bonus, the repair kit is used up and expended.

Construction supplies include nails, screws, hinges, bolts, and other mechanical bits needed for advanced construction. Construction supplies are important for making stations in your base, as well as doors and windows. Construction supplies are vitally important if you need to make a sealed structure that is protected from the elements.

CORE BUILDING MATIREALS

There are numerous resources you can build structures out of: junk, wood, stone, metal, textiles, lumber, concrete, electrical cables, and glass. Each unit of these build supplies represents 5 pounds worth and takes up 2 inventory slots. Building structure tiles will require a large amount of core building materials, and will often require alternating between harvesting and building, or simply having some players harvest while other players build.

Harvesting resources is made with a harvesting check. Harvesting is a survival skill check that gains a bonus equal to your bonus from harvesting checks from tools. This check takes 1 hour, assuming you can gather materials from your immediate location. If you must travel, such as walking to a location and back, that will add to your collection time.On a successful check, you collect units of that resource equal to ½ your intelligence on a successful check, +1 per every 2 points you surpass the DC.

Harvesting resources with physical tools is very exhausting. Every hour a character spends harvesting, they must make a DC 15 endurance check or gain 1 exhaustion, +1 exhaustion for every 5 points they fail by. Every hour they spend harvesting since the last time they performed a long rest increases the DC by 2.

Wood

A common material in verdant areas, wood is good for casual homes that don't need to survive a sustained attack. Wood is a Light durability material. Collecting wood is a DC 20 check, that requires there to be a source of wood in the area. If it is an area of sparse wood, such as an open field or a badland, the DC increases to 30. If it is a verdant area, such as a forest or jungle, the DC is only 10. `

STONE

Stone is commonplace and is good for structures that need to last and be insulated. Stone is a Dense durability material. Collecting stone is a DC 30 check. The DC decreases to 25 in an area with plenty of stone, such as a mountain, cave, or canyon.

The advantage of stone is that it is easy to make a sealed stone structure, and stone does not require an enhancement to be environmentally sealed as long as the entire exterior structure is stone and not of cheap construction. Units of stone are heavy, unfortunately, and weight 10 pounds for 1 unit instead of 5. Moreover, as stone ceilings must be built carefully or with a lot of supports, stone ceilings cost twice as much stone and have +5 construction DC.

METAL

Metal, typically in the form of iron and steel, is hard to gather and takes a lot of work, but it makes strong structures that can endure attack. Metal is a Hard durability material. Collecting unprocessed metal is a DC 35 check that takes 2 hours instead of 1. The GM may rule that the area is rather plentiful in metal, such as being near a mineral patch in StarCraft, and the DC is reduced to 30. Harvested metal is a great deal of work, as it involves finding the metal, and forcefully extracting it from the rest of the stone and dirt. Endurance checks made when harvesting metal gain +5 DC.

While metal is strong and can forged into different shapes, it needs to be tempered, refined, and forged before it can be of use. This requires a forge and a smelter operated by a character with at least 2 ranks of science or 4 ranks of survival. Such a character can make a DC 20 construction check to transform ½ intelligence unprocessed metal into refined metal, +1 additional transformed metal per 2 points they surpass the DC. They cannot create more refined metal than they have unprocessed metal.

JUNK

Junk materials means you have a collection of spare pieces of different resources, metal, cloth, concrete, wood, rubber and so on, without any dominate ingredient or clean pieces. You hobble together walls, floors, and ceilings in the most coherent form you can manage, but it isn't winning any rewards for aesthetics. Junk is a Light durability material. Rather than being found in nature, junk is scavenged from civilized areas, especially ruined buildings. This makes it useful for building structures in ruined cities that have been the victim of an invasion. Collecting junk is a DC 10 check, that requires there to be substantial deserted buildings nearby. If it is a rural area rather than an urban area, the DC increases to 15.

Especially in a city, junk is easy to find and easy to hobble together structures with. The construction DC for junk buildings is reduced by 5. However, junk buildings always require construction supplies to make, even for cheap constructions, and requires significantly more resources supplies to make enhancements.

In addition, you can use framing crafting components (Supplement 2: Advanced Terran Training Manual) as junk for building junk structures. A single framing component can be broken into 3 junk.

TEXTILES, FIBER, AND LEATHER

Fiber is used to create textiles, which is used for the creation of clothing and other various other soft, flexible, comfortable materials. Fiber can be gained from harvesting actions, just like wood and stone. Collecting fiber is a DC 20 check that requires significantly plant life in the area. If it is an area of sparse vegetable matter, such as an open field or a badland, the DC increases to 30. If it is a verdant area, such as a forest or jungle, the DC is only 10.

Fiber needs to be transformed into textiles once harvested. This requires a textile workstation operated by a character with at least 1 rank of science or 2 ranks of survival. Such a character can make a DC 20 construction check to transform ½ intelligence fiber into textiles, +1 additional textile per 2 points they surpass the DC. They cannot create more textile than they have fiber.

In addition, many animals can be harvested for leather, which can be turned into textiles. Harvesting a creature for its hide takes a DC 15 survival check and 1 hour, +1 hour each size category the creature is above medium. Success gives ½ intelligence leather, -1 for each size the creature is below medium, and +5 for each size the creature is above medium. After being harvested leather can be turned into textiles or maintained as leather.

Zerg and psionic entities cannot be harvested for leather.

LUMBER AND CONCRETE

Lumber and concrete are not different components and are essentially replacements for wood and stone respectively. However, they are wood and stone that is more effective for construction purposes. Lumber count as 3 wood for matching building requirements, just as concrete counts as 3 stone for building purposes. Moreover, if you replace all of the wood requirements of a construction project with lumber, the crafting DC is reduced by 5. The same rule applies to replacing all stone with concrete. Lumber is created at a wood working station, while concrete is created at a cement mixer.

ELECTRICAL CABLES AND GLASS

Electrical cables are created from conductive metals, such as copper or gold, that is frequently found while mining. Glass is similarly created from the smelting process for various metals. For simplicities sake, it is assumed you find some amount of conductive metals or glass silicones any time that you mine metals, and that metals you find can be broken down for wiring or glass. Electrical cables are necessary for most structures to have electricity, while glass is necessary for many machines, lights, and displays. Electrical cables are created at a metal working station, while glass is created at a smelter and forge. You can also convert 1 electronic crafting component (Supplement 2: Advanced Terran Training Manual) into 3 electrical cable. The reverse is not true.

MEAT, CROPS, AND FLOUR

Meat is edible tissue extracted from fauna, fit for consumption by terrans after being cooked. Crops are edible fruits and vegetables grown of various worlds. They are widely used as sustainable food for those living on the fringe. Flour is a grain used to make a wide variety of breads and food, and comes from wheat-like products being ground at a mill. While not used for construction, they are valuable resources for feeding a population. A single unit of meat, crops, or flour can feed someone for a day.

PURCHASING SUPPLIES

If you know you are going to be building your own outpost, you can purchase supplies ahead of time. Bulk materials are not very expensive, so buying supplies in a settlement will help your kickstart your construction project.

Supply	Credit Cost
Construction Supply	3
Junk	5
Wood	10
Stone	10
Refined Metal	40
Fiber	3
Textiles	10
Leather	5
Lumber	25
Concrete	25
Electrical Cable	75
Glass	75
Meat	10
Crop	3
Flour	10

CREATING CONSTRUCTION SUPPLIES FROM CRAFTING RESOURCES

Construction supplies are vital for building, and you may require a ready source of making them. Fortunately, you can use crafting components (Supplement 2: Advanced Terrain Training Manual) as replacements for construction supplies. Each crafting component is worth a certain number of construction supply. For example, a generic component is worth 1 construction supply, and a robotic component is worth 5. Use the following guidelines:

1 generic component = 1 construction supply
1 framing component = 5 construction supplies
2 weapon components = 1 construction supply
5 electronic components = 1 construction supply
1 robotic component = 5 construction supplies

CHARACTER CRAFT MODIFIERS

Access to different specializations, equipment, vehicles, and robots can also help with the process.

TERRAN SPECIALIZATIONS

Many terran specializations give bonuses when using these rules.

-**Engineer** Basic Specialization gives +2 to constructing furnishings
-**Scavenger** Basic Specializations allows you to generate +10% construction supplies from all sources, even repair kits
-**Battlefield Engineer** Advanced Specialization gives +3 to checks to construct building tiles
-**Prodigy** Master Specialization makes all construction actions take half as long, as per the Technological Savant trait.
-**Icon of Mankind** Master Specialization inspires and guides their hirelings, giving them a -2 on the encounter chance and encounter damage tables

STARCRAFT SCV

The Space Construction Vehicle is designed to build structures very quickly, almost invalidating the difficult of construction. An SCV can build any building section, with any or all added functionality, in 1/10 the normal time without requiring a science check. Only two possible limitations must be accounted for. First, all resources must be readied and provided for the SCV. Second, the SCV must be able to reach the location in question, meaning the square must be within the SCVs 3 square reach. This makes it difficult for them to modify the interior of buildings after already building the outer sections, because they often cannot fit back inside. Therefore, it is important for SCV pilots to plan their construction methods.

HERC ARMOR AND FLASH WELDER

The HERC Armor, and the associated flash welder weapon, are designed as rapid construction and repair tools. When constructing building segments while using a flash welder, you can spend 1 magazine per minute for every minute to count as 3 minutes of work. Tier 2 Flash Welders instead count as 6 minutes per magazine and minute of work, and Tier 3 counts as 10 minutes per magazine and minute of work. This allows building tiles to be constructed much more quickly.

PROTOSS ARTIFICER AND MASTER PHASE SMITH CLASSES

Possessing a protoss artificer class drastically improves you effectiveness at all forms of crafting using this system. For every artificer class level you possess, you gain +1 to your crafting checks for building tiles, work stations, furnishings, and converting resources. For every elite artificer class level you possess, you gain +1 to crafting checks, count your skill ranks as 1 higher for meeting skill requirements, and reduce resource requirements for all constructed items by 5%. Finally, if you have the master phase smith class, you gain +2 to crafting checks per master phase smith level you possess, and reduce the crafting time and resource requirement for all constructed items by 5% per level. Finally, any level of master phase smith allows you to count as having 12 skill ranks for meeting the requirements of building an object.

CONSTRUCTING BUILDING TILES

When constructing a building, you build one tile at a time, working one hour at a time. Buildings are made of foundations, walls, and ceilings. Walls sections can be replaced with window or door sections, which are wall sections with cutouts for a door or window shutter. Wall sections can also be made as fences, meaning they are only half a square tall instead of a full square, and cost half as much as walls when done so. Meanwhile, ceilings can also support foundations on top of them to support an additional floor of the building.

When building a structure, it is good to use a tactical map, just like an encounter, to mark what is built in each square, where the walls are, and what material different surfaces are made from. Map design software is good for this purpose, as is drawing on a whiteboard with different colored markers to represent changes of structure or material types. In software like Roll20, you can use the art assets on the store to build the structure as you go.

TILE TYPES

Foundations take up 1 square horizontally on the ground. Foundations are needed for the structure to be of sound construction and keep wildlife out. If a building does not have a foundation, its walls and ceilings are more likely to crack, and the building might get bug or wildlife infestations. Any structure, other than a fence or a wall section that is only 1 high, has its hit points per tile reduced by half when it does not have a foundation. Foundations can be built on top of ceiling tiles, for tiles on upper floors to not suffer this penalty. Also, if a foundation is not placed upon a ceiling, significant weight moved onto the next floor could cause the ceiling to buckle under pressure.

Stairs cost the same as foundations but allow vertical movement up a structure. Each square of stairs goes 1 square upwards. Squares of stairs can be built on top of each other to represent steep or spiral staircases or can be extended horizontally. If extending horizontally, the area beneath a raised stair must receive some support in the form of a wall. It is common to add in walls and a doorway underneath a stairs section for storage space.

Walls take up a 1 square on a vertical area, taking up the 'edge' of 1 square on a tactical map. Walls are needed to support ceilings and enclose a structure. As mentioned, wall sections can be replaced with door or window sections to allow access or sight respectively. Otherwise, wall sections are solid with no 'major' gaps.

Ceiling sections are horizontal sections that form a ceiling or roof. In general, ceiling sections must be supported by at least 2 adjacent ceiling or wall sections, except for the first ceiling section. In addition, ceilings cannot extend too far from a vertical support without collapsing, making it common to build ceiling sections in large rooms from both sides and meeting in the middle.

CONSTRUCTION RULES

Crafting any horizontal or vertical tile takes a DC 22 construction check and 1 hour of work. Construction checks are a science skill check. The tools provided earlier in the supplement provide a bonus to the construction check. If you get a 28 on you check result, you complete the project after 45 minutes instead of 1 hour. If you gain a 32, you finish after 30 minutes. If you get a 37, you finish after 15 minutes. If you do not meet the DC, you do not finish the project. However, if you failed by 10 or less, you reduce the DC of further attempts that day by 10- the amount you failed by. The cost for building a tile is listed in the table below.

Construction Tile	Base Constuction	Cheap Construction	Enhancement Cost Increase
Junk Foundation or Stairs	60 junk, +5 CS	40 junk, +5 CS	+40 junk, +15 CS
Junk Wall	30 junk, +3 CS	20 junk, +3 CS	+20 junk, +10 CS
Junk Window	30 junk, +8 CS	20 junk, +8 CS	+20 junk, +10 CS
Junk Door	30 junk, +8 CS	40 junk, +8 CS	+40 junk, +10 CS
Junk Ceiling	30 junk, +3 CS	20 junk, +3 CS	+20 junk, +10 CS
Wood Foundation or Stairs	40 wood, +5 CS	40 wood	+20 wood, +5 CS
Wood Wall	20 wood, +3 CS	20 wood	+5 wood, +3 CS
Wood Window	20 wood, +8 CS	20 wood	+5 wood, +3 CS
Wood Door	25 wood, +8 CS	25 wood	+8 wood, +4 CS
Wood Ceiling	20 wood, +3 CS	20 wood	+5 wood, +3 CS
Stone Foundation or Stairs	40 stone	30 stone	+20 stone
Stone Wall	20 stone	15 stone	+10 stone
Stone Window	15 stone, +15 junk, wood, or metal	10 stone, +15 junk, wood, or metal	+5 stone, +3 junk, wood, or metal
Stone Door	10 stone, +20 junk/ wood, or metal	5 stone, +15 junk/ wood, or metal	+3 stone, +3 junk/ wood, or metal
Stone Ceiling	20 stone	15 stone	+10 stone
Metal Foundation or Stairs	40 refined metal, +5 CS	40 refined metal	+20 metal, +5 CS
Metal Wall	20 refined metal, +3 CS	20 refined metal	+5 metal, +3 CS
Metal Window	30 metal, +8 CS	30 metal	+5 metal, +3 CS
Metal Door	30 metal, +8 CS	30 metal	+8 metal, +4 CS
Metal Ceiling	20 refined metal, +3 CS	20 refined metal	+5 metal, +3 CS

*CS= Construction Supplies

There are many ways to modify a structure tile you are building. These are called enhancements. Enhancements are ways you can increase the cost of a tile to give it additional features. You can add any number of enhancements to a structure, each time increase the cost of the tile by the enhancement cost. The four options for enhancements are extra reinforcement, easy build and enviromentally sealed.

Extra Reinforcement makes your building tile tougher and more resistant to attack by adding more fortification. This is very common for defensive outposts and perimeter walls. Extra reinforcement increases the cost of the structure by the enhancement cost and adds +2 to the construction DC. However, it doubles the hit points of the tile and gives it +5 damage resistance. This can be applied up to twice per tile, each time stacking the costs, raised, DC, and stability bonuses.

Easy Build means you have used an excess of resource to make your structure easier and faster. You can increase the cost of the cost of the structure by the enhancement cost to reduce the creation DC by 5. You can do this up to 3 times, each time paying the enhancement cost another time to reduce the construction DC by 5, 10, or 15.

Environmentally Sealed means your structure is fully enclosed and does not have any gaps in the walls, ceilings, or floors. It is crucial for making a structure a complete haven from the outside elements. An environmentally sealed structure does not let in any air, wind, wildlife, or much temperature from the outside. In order for a structure to be environmentally sealed, it must have foundations at every floor section, and for every wall or ceiling touching the outside to be upgraded to be environmentally sealed. Remember, that stone tiles are always environmentally sealed as long as they are not cheap construction.

In addition to being environmentally sealed, you can also make a structure airtight by purchasing two enhancements, or one enhancement on a stone tile. If a structure is completely upgraded to be airtight, then air cannot get in or out. This is good for making a clean room, or a home in a place with a toxic atmosphere. However, if it is airtight, then there is also no oxygen within unless you have a feature that generates it, so the occupants will likely suffocate.

Added Functionality means your structure has additional utilities built into the foundation, such as electrical wiring, air ducting, and plumbing. This gives your base modern amenities that works well with stations, furniture, and quality of life improvements. See the next section for how added functionality works.

Finally, there is **cheap construction**. Cheap construction involves building basic structures with less fittings and supplies, mostly good for when you have very little tools or construction supplies on hand. When using cheap construction techniques, use its column on the table. Buildings created with cheap construction have +2 construction DC and take the same amount of time but cannot receive enhancement modifiers and are never environmentally sealed (even if made of stone).

ADDING FUNCTIONALITY: ELECTRICAL WIRING, AIR DUCTING, AND PLUMBING

When you are building walls, floors, and ceiling tiles, you can also add additional features to those tiles, by adding electrical wiring, plumbing, and ventilation ducts. These features increase the cost and the DC of those tiles. You can add additional features into a single tile, such as giving a wall both ventilation and electrical wiring, but the resource cost and construction DC modifiers do stack.

Keep in mind, all these features require being interconnected with another tile that has those features, all of which must ultimately link back to station that supplies them. For example, if you have a wall section that has electrical wiring, that wiring has no benefit if not connected to other tiles that have electrical wiring, that ultimately connect to a section that has a generator producing power through those wires.

Added Function	Base Constuction	Construction Supplies	Construction DC
Electrical Wiring	1 electrical cable (see below) OR 5 junk	+1 CS	+2
Plumbing Pipes	5 metal OR 5 stone OR 10 junk	+2 CS	+2
Air Ventalation Duct	10 metal OR 10 stone OR 20 junk	+2 CS	+2

For example, if you add plumbing pipes to a wood foundation, you would need to pay the normal cost of 40 wood and 5 construction supplies. However, because you are adding plumbing pipes, you would need to pay that cost as well, in additional 5 metal and an additional 2 construction supplies. Thus, making it with metal would make that floor tile cost 40 wood, 5 metal, and 7 construction supplies. It would also have a construction DC of 24 instead of 22, which might make it harder or slower to build. Note, that you can make tiles with both added functionality and enhancements, such as extra reinforcement. All of it stacks for increasing the cost and construction DC.

Note, that you cannot add these functions to a tile after it is constructed, as these features are built into the substructure. You would need to destroy the tile first, which can be done with weapon attacks or by making a construction check to dismantle a tile. The DC and time of dismantling a tile is the same as crafting the tile. If you succeed the check, you gain half the resources you needed to create the tile. Succeeding by more makes dismantling faster. Failure still destroys the tile, but only gives 1/5 the resources needed to create it. Once the tile is destroyed, you can rebuild it with added functionality.

FUNCTION TYPES

All three types of functions do require being adjacent to additional tiles to perform their function, while also being connected to a support structure. When you add a function to a tile, you do not need to determine then what directions pipes, wires, and ducts are going to for future tiles; your character knows what they are doing if they successfully installed them and can adjust accordingly for future function tiles.

Electrical Wiring is meant to move electricity across your structure through wires. Electrical wiring's support structure is a generator, which feeds power through the lines. Wiring is light and thin, made of precious conductive metals and surrounded by casings which prevent the running electricity from causing damage. You will need to run electrical wires if you wish to have lights, computers, or other automated systems that run on power.

Plumbing Pipes moves water around your structure, providing a clear quality of living. Without plumbing, you will need to get water from a stream or pond nearby and go outside to use the restroom. Pipes connect to a water tank as their storage structure and will frequently also connect to a sceptic tank and water purifier. Within your home, you will connect these stations to sinks, baths, and toilets.

Finally, as an elite quality of life, you can install **air ventilation ducts** throughout your home. These allow the movement of air throughout your home, which allows you to heat or cool your residence. The support structure for a ventilation duct is an air conditioning unit, but they are also commonly attached to heaters as well. In addition to temperature control and air flow, you can also use these ducts to provide oxygen throughout an environmentally controlled structure. If your structure is somewhere that has no oxygen, such as a planet with toxic atmosphere, you might build your structure to be environmentally sealed, so you do not die within your structure. Afterwards, you might add a Life Support System to your structure to cycle oxygen in your environment. For this, you would want ventilation ducts to move this oxygen.

STRUCTURES, ADDITIONS, AND FURNISHINGS

After you have a physical structure built, you will want to populate with quality-of-life improvements, so the space is livable. Some of these structures have statistical benefits, while others are simply meant to improve living. Meanwhile, some structures will require the added tile functionality, such as electrical wiring, mentioned at the beginning of this supplement.

These structures are organized by their type and purpose, and many values regarding their usage:

Crafting DC is how hard they are to make, and what skill creates them. If you succeed the check, you've built the structure in its location. If you fail the check, the resources are used, but you fail to make the structure.

Crafting Time: The crafting time is how long it takes to make check to create the structure.

Resources: This is how many resources are required to make the addition. These will often have options between different materials. They will also frequently require CS or Construction Supplies.

Cost: This is how many credits it costs to simply buy the item in a shop

Space: Some structure additions are quite larger, with a space of 1 square or more. Some also have irregular spaces, such as 1 by 2. Others are made of a variety of different stations that are linked together, such as four square 1 area, listed as 1 square x4. This is common for structures that have a selection of different tables or tools used for a single purpose. If an addition is made of multiple separate squares linked together, they must be within 10 squares of each other to function.

Requirements: Requirements are the number and type of skill ranks required to build a structure, addition, or furnishing. It also lists if any other furnishings are required to build it.

CRAFTING STATIONS

Theses stations are used to allow and supplement creations of other objects to use with these rules.

Cement Mixer
Crafting DC: 15 science or survival | **Crafting Time:** 8 hours
Resources: 30 metal OR 60 junk, 10 CS | **Cost:** 1,500 credits
Space: 1 square | **Requirements:** Science 2 OR Survival 4, Workbench
The cement mixier station is used to create mortar, cement, and concrete to help with stone construction. This can be used in one of two ways but can only be used by a single person at a time.
-The first way to use these stations is to use it to help build a structure or construction tile that is made exclusively of stone and construction supplies. The station gives +5 to construction checks when used.
-The second way is to use the station to improve the load of functional stone gathered. If you have standard harvested stone, you can spend two hours at a cement mixer improving your yield by turning it into concrete. This requires 5 gallons of water per 2 hours, and a DC 15 science or survival check. For every point you gain above the DC, you turn 1 stone into 1 concrete, +1 more stone turned into concrete per point you surpassed the DC.

Metalworking Station
Crafting DC: 15 science or survival | **Crafting Time:** 8 hours
Resources: 20 metal OR 40 junk, 20 CS | `**Cost:** 1,000 credits
Space: 1 square x4 | **Requirements:** Science 4, Workbench
The metalworking station is made of a collection of different tables used for the construction of metal structures.
This can be used in one of two ways but can only be used by a single person at a time.
-The first way to use the station is it to help build a structure or construction tile that is made exclusively of metal and/or junk and construction supplies. The station gives +5 to construction checks when used.
-The second way is to use the station is to create electrical cables from bits of metal or junk. If you have processed metal, you can spend two hours at a metalworking station improving your yield to create electrical wires. This requires a DC 20 science check. For every point you gain above the DC, you turn one unit of processed metal, or 5 units of junk, into 5 units of electrical cables.

Robotic Fabricator

Crafting DC: 35 science and DC 35 computers
Crafting Time: 2 weeks
Resources: 80 metal, 200 electrical cables, 20 glass, 1,000 CS
Cost: 100,000 credits
Space: 2 by 2 square
Requirements: Science 12, Computers 12, Metalworking Station

The robotic fabricator is a station that can loaded with supplies and automatically perform crafting actions to create building tiles and structures. The robotic fabricator can build any object in this supplement that is smaller than 2 by 2 in size, does not need to make skill checks, and can function in half the normal time. Once created in the fabricator, characters will still need to remove the piece from the fabricator and install it manually. This takes 5 minutes for building tiles. The robotic fabricator requires 100 power to use.

Smelter and Forge

Crafting DC: 12 science or survival
Crafting Time: 8 hours
Resources: 80 stone, 10 CS
Cost: 1,600 credits
Space: 2 by 2 square
Requirements: Science 2 OR Survival 4, Workbench

The smelter and forged is required to turn unprocessed metal into refined metal. This can be used in one of two ways but can only be used by a single person at a time.
-The first way to use these stations is to turn unprocessed metal into processed metal. This requires either 2 ranks of science or 4 ranks of survival and 2 hours of work. You can make a DC 20 construction check to transform ½ intelligence unprocessed metal into refined metal, +1 additional transformed metal per 2 points they surpass the DC. They cannot create more refined metal than they have unprocessed metal.
-The second way to use these stations is to turn processed metal into glass. This requires either 4 ranks of science or 6 ranks of survival and 2 hours of work. This requires a DC 22 science or survival check. For every point you gain above the DC, you turn 3 units of processed metal into 2 units of glass.

Textile Workstation

Crafting DC: 12 science or survival
Crafting Time: 8 hours
Resources: 20 wood OR 40 junk, 20 CS
Cost: 500 credits
Space: 1 by 2 square
Requirements: Science 2 OR Survival 2, Workbench

The textile workstation is required to transform fiber and leather into textiles. This can be used by a character with at least 1 rank of science or 2 ranks of survival. Such a character can make a DC 20 construction check to transform ½ intelligence fiber into textiles, +1 additional textile per 2 points they surpass the DC. They cannot create more textile than they have fiber.

Workbench

Crafting DC: 10 science
Crafting Time: 4 hours
Resources: 20 wood OR 20 metal OR 40 junk, 30 CS
Cost: 300 credits
Space: 1 square
Requirements: Science 2 OR Survival 3

The workbench is a core structure, a station that possesses the space, layout, and tools to create other structures. Most other structures require a workbench as a space to work.

Woodworking Station

Crafting DC: 12 science or survival
Crafting Time: 8 hours
Resources: 20 wood OR 20 metal OR 40 junk, 20 CS
Cost: 600 credits
Space: 1 square x4
Requirements: Science 2 OR Survival 3, Workbench

The woodworking station is made of a collection of different tables used for the construction of wood structures. This can be used in one of two ways but can only be used by a single person at a time.
-The first way to use these stations is to use it to help build a structure or construction tile that is made exclusively of wood and construction supplies. The station gives +5 to construction checks when used.
-The second way is to use the station to improve the load of functional wood gathered. If you have standard harvested wood, you can spend two hours at a woodworking station improving your yield by turning it into lumber. This requires a DC 15 science or survival check. For every point you gain above the DC, you turn 1 unit of wood into 1 unit of lumber, +1 more wood turned into lumber per point you surpassed the DC.

GENERATORS

Generators provide power for your structure and furnishings. Most electrical furnishings require power, which they receive through electrical wiring functionality, but that power must come from somewhere. Modern space age generators work mostly off fusion power. Vespene gas remains used for larger industrial and manufacturing equipment. Different levels of generators provide different degrees of power. More powerful generators require more science expertise, more resources, and more space to occupy. However, these futuristic generators run indefinitely (or until the GM decides they require some kind of upkeep!).

Object	Parts	Science Requirement	Power Generation	Craft Time	Science DC	Credit Cost
Small Generator (1 square)	40 metal, 50 electrical cable, 10 glass, 100 CS	5	30	4 hours	20	1,000
Large Generator (2 by 2 squares)	200 metal, 300 electrical cable, 50 glass, 500 CS	7	100	3 days	25	7,500
Industrial Generator (3 by 3 squares)	1,000 metal, 1,500 electrical cable, 200 glass, 1,000 CS	10	300	10 days	35	30,000
Reactor (5 by 5 squares)	3,000 metal, 3,000 electrical cable, 800 glass, 5,000 CS	12	2,000	30 days	40	100,000

LIGHTING

Lighting provides artificial light through the use of electricity. Lighting is important to make your space livable and inviting.

Light

Crafting DC: 8 science
Resources: 1 electrical cable, 1 glass, 1 metal
Space: 0 squares
Crafting Time: 10 minutes
Cost: 30 credits
Requirements: Science 1, Workbench

The light is a single mounted light bulb set up anywhere the creator desires, but usually attached or mounted to a wall or ceiling. That wall or ceiling section must have an active electrical wiring and power source to fuel power to the light. The standard light illuminates bright light in a 3 square area, and dim light at twice that distances. A light uses 1 power to function.

Ceiling Light with Fan

Crafting DC: 8 science
Resources: 1 electrical cable, 1 glass, 1 metal, 3 wood, 2 CS
Space: 0 squares
Crafting Time: 1 hour
Cost: 100 credits
Requirements: Science 2, Workbench

This light is meant to be placed in the middle of the ceiling, where it attached to a rotating fan that helps air flow and cooling. The ceiling section must have an active electrical wiring and power source to fuel power to the light. The light illuminates bright light in a 3 square area, and dim light at twice that distances. The fan also provides a small measure of cooling for the room. A ceiling light with fan uses 2 power to function.

Spotlights

Crafting DC: 10 science
Resources: 1 electrical cable, 2 glass, 1 metal
Space: 0 squares
Crafting Time: 1 hour
Cost: 200 credits
Requirements: Science 3, Workbench

The spotlight is frequently wall mounted on an exterior section of a structure, and projects a very bright cone of light. It is usually used for perimeter protection, to watch the outskirts of a base at night. The light provides bight light in a Cone (12) area. A spotlight requires 1 power to function.

BASIC FURNITURE

You will probably need some basic furniture so you will have places to sit, rest, and lay out your equipment. All basic furniture has a crafting DC of 8, using the survival or science skills, require a workbench, and have no skill requirements. The table below lists materials needed for a variety of common furniture. They can be made of either metal or wood.

Object	Wood or Metal	Additional Supplies	Craft Time	Credit Cost
Small Table (1 square)	15	3 CS	30 minutes	100
Large Table (2 by 2 squares)	60	8 CS	1 hour	250
Simple Chair	10	1 CS	30 minutes	40
Luxury Chair	20	5 textiles or leather, 5 CS	3 hours	300
Bench (1 square)	25	1 CS	30 minutes	50
Couch (1 by 2 squares)	50	10 textiles or leather, 10 CS	4 hours	600
Bed (1 square)	20	20 textiles, 5 CS	4 hours	500
Large Bed (1 by 2 squares)	80	80 textiles, 20 CS	8 hours	3,000
Bunk Bed (1 square)	60	40 textiles, 30 CS	6 hours	4,000
Desk (1 by 2 squares)	30	5 CS	1 hour	150
Dresser/ Armoire/ Cabinet (1 square)	30	5 CS	2 hours	200

AIR, COOLING AND HEALING

These structures allow you to control the temperature and air flow within your home. This can be very important in locations with serious heat or cold issues, where you need a stable temperature to be comfortable or survive. Air and temperature works with Air Ventilation Ducts added functionality, which can be installed in your building tiles, to make sure the flow is moved throughout your home.

Air Conditioning and Heater

Crafting DC: 25 science
Resources: 50 metal, 40 electrical cables, 250 CS
Space: 2 by 2 squares

Crafting Time: 8 hours
Cost: 2,000 credits
Requirements: Science 6, Workbench

Air conditioning can be used to increase or decrease the temperature of a building by upwards of 20 degrees Fahrenheit, varying on the size of the residence. Larger residences, usually those making up more than 6 rooms, may need additional air conditioning units to affect the temperature. More air conditioning can be added anyway to further modify the temperature. Air conditioning is noisy and provides condensation, so it is usually set up in a basement or closet. There must be air ventilation going from an adjacent square to the air conditioning unit to all rooms it is meant to cool or heat. Air ventilation must also be connected to the outside to vent hot air when cooling. If there is not ventilation set up between the air conditioning and a chamber, it will not affect the temperature of the room. An air conditioning requires 20 power to function.

Fan

Crafting DC: 8 science
Resources: 1 electrical cable, 2 metal, 2 wood, 2 CS
Space: 0 squares

Crafting Time: 10 minutes
Cost: 50 credits
Requirements: Science 1, Workbench

A fan moves air around it, providing a cool breeze and the circulation of air. Fans can take a variety of different forms, from wall, ceiling, desk, or stand. Fans provide a small measure of cooling and comfort for the room. A fan uses 1 power to function.

Fireplace

Crafting DC: 10 science or survival
Resources: 40 stone, +3 stone for distance between fireplace and roof, 10 CS
Space: 1 square, several squares high

Crafting Time: 4 hours
Cost: 300 credits
Requirements: Science 1

A stone fireplace allows you to burn wood to create a warming fire, with the smoke from the wood pushed upward through a chimney, being released above the roof so it does not fill your home. Fireplaces are simple constructions that provide comfort and quality of living for your home without advanced technology or technical expertise. Each unit of wood put into the fireplace lights in for 1 hour. A fireplace can also be set up with a pot, spit, or skewer to cook food (additional 5 metal and 2 construction supplies).

Portable Air Conditioning

Crafting DC: 25 science

Resources: 25 metal, 30 electrical cables, 125 CS

Space: 0 squares

Crafting Time: 4 hours

Cost: 500 credits

Requirements: Science 6, Workbench

Portable air conditioning can be set up in a window or door to decrease the temperature of a single room by upwards of 15 degrees Fahrenheit, varying on the size of the room. Portable air conditioning can be set up or taken down in 5 minutes, but must be set up with access to both the outdoors and the room it is cooling to take effect. Portable air conditioning does not require air ventilation, though it can be set up next to air ventilation to remove the requirement of using a window. Portable air conditioning requires 8 power.

Life Support System

Crafting DC: 35 science

Resources: 80 metal, 200 electrical cables, 2,000 CS

Space: 2 by 2 squares

Crafting Time: 5 days

Cost: 60,000 credits

Requirements: Science 12, Computers 10, Workbench

Life support systems are crucial for building a home in a toxic environment, or a location where there is no atmosphere, such as space. Life support systems can provide usable oxygen to an environmentally sealed structure. To provide oxygen, the life support system must be connected to an environmentally sealed room via air ventilation ducts. A single life support system can provide oxygen to 200 squares of livable space. In addition to providing oxygen, the life support system can increase or decrease the temperature by up to 40 degrees to make it livable. Remember, a life support system will not provide full functionality if there are any air leaks in the structure. With any leaks, either toxic gases will slowly enter, or oxygen will not be provided for the entire domicile. Life support systems are particularly important, and usually kept within their own, well protected, chamber. A life support system requires 200 power.

Life Support System Enhancement: Gravity Generator

If your base is in a zero-gravity environment, you will probably want your life support system to also provide gravity as well. This increases the cost and requirements of a life support system as follows:

Crafting DC: 38 science

Resources: 240 metal, 400 electrical cables, 5,000 CS

Space: 3 by 3 squares

Crafting Time: 10 days

Cost: 300,000 credits

Requirements: Science 12, Computers 12, Workbench

By making these changes to the life support system, you will also be able create sustainable, Earth-like gravity to up to 200 squares of livable space. The power requirements increases by 5 for each square of the structure effected. The machine can only provide gravity to powered rooms of the same, enclosed and environmentally sealed, structure.

WATER AND PLUMBING

These structures allow you to move water throughout your home, a critical part of a clean and quality living. Water is heavily reliant on plumbing pipes being set up throughout your home, and with external structures in the form of water and sceptic tanks.

Water Tank and Pump

Crafting DC: 18 science or survival

Resources: 50 metal, 20 stone or wood, 100 CS

Space: 2 by 2 squares

Crafting Time: 1 day

Cost: 1,200 credits

Requirements: Science 4 or Survival 4, Workbench

A water tank holds water that can be sent throughout your home through plumbing pipes. Water tanks are usually set up outside or in a storage space. Water tanks contain hundreds of gallons of water and can last several weeks without needing to be refilled. They are usually set up outside, or within designated utility rooms. If they are damaged, they will leak, creating quite a mess. Plumbing needs to be added as an additional functionality to any stations that need access to water, such as toilets and sinks, to function. In addition, plumbing can be drawn to a nearby water source for the water tank to automatically draw water from the outside in order to help refill the tank, as long as the water source remains constant.

Sceptic Tank

Crafting DC: 20 science or survival
Resources: 300 metal, 60 stone, 200 CS
Space: 4 by 4 squares

Crafting Time: 3 days
Cost: 2,000 credits
Requirements: Science 4 or Survival 4, Workbench

Sceptic tanks are buried tanks used to collect and dispose of contaminated wastewater. They use natural solutions to separate waste compounds and reintroduce them into the groundwater. Sceptic tanks must be built underground and adjacent to the premise with plumbing connecting them to the objects, namely toilets, that are producing waste. Sceptic tanks need to be cleaned and pumped every few annual cycles.

Water Purifier

Crafting DC: 35 science
Resources: 80 metal, 100 glass, 150 electrical cables, 1,000 CS
Space: 2 by 2 squares

Crafting Time: 3 days
Cost: 30,000 credits
Requirements: Science 10, Workbench

A water purifier machine is space age technology that can recycle, purify, and remove impurities from water before cycling the water back into use. A water purifier reduces the need of a sceptic tank and allows a single water tank to be used for year without needing replacement. A water purifier needs to be connected to the water pump via plumbing, usually in a utility area where it can avoid damage. The water pump makes all water in the purifier, including rain and groundwater, safe for drinking and cleaning and removes toxins from waste. Connected to a sceptic tank, the water purifier makes the sceptic tank last almost indefinitely without needing to be cleaned or flushed.

Water Heater

Crafting DC: 25 science
Resources: 50 metal, 20 electrical cables, 250 CS
Space: 2 by 2 squares

Crafting Time: 8 hours
Cost: 2,000 credits
Requirements: Science 5, Workbench

A single water heater, connected to a water tank or water purifier, allows for 20 gallons of hot water every hour. It assists the use of laundry machines, dish washers, and allows hot baths and showers.

WATER FIXTURES

The following fixtures use water and greatly improve the quality of living in your home. They require plumbing and connection to a water tank and sceptic tank.

Object	Parts	Science Requirement	Craft Time	Credit Cost
Toilet (1 square)	20 wood or metal, 5 CS	2	1 hour	120
Sink (0 squares)	20 wood or stone or metal, 3 CS	2	2 hours	120
Bath (1 square)	40 wood or stone or metal, 10 CS	2	2 hours	200
Shower (1 square)	60 stone or metal, 15 CS	3	8 hours	500
*Laundry Machines (1 by 2 squares)	50 metal, 20 electrical cables, 100 CS	4	10 hours	2,000
*Dish Washer (1 square)	25 metal, 30 electrical cables, 125 CS	4	4 hours	800

*These devices require 10 power

FOOD STORAGE AND COOKING

These structures allow for the refrigeration, storage, and preparation of food. They are ideal for creating a modern kitchen and living experience and allow to make the best usage out of any food collected.

Object	Parts	Science Requirement	Power Requirements	Craft Time	Credit Cost
Refrigerator (1 square)	40 metal, 10 electrical cable, 10 glass, 40 CS	5	10	10 hours	800
Freezer (1 square)	50 metal, 20 electrical cable, 15 glass, 40 CS	6	15	10 hours	250
Oven (1 sqaure)	40 metal, 10 electrical cable, 15 CS	4	10	8 hours	400
Stove (1 square)	40 metal or stone, 10 electrical cable, 10 CS	3	5	8 hours	500
Grill (1 square)	20 metal, 10 electrical cables, 10 CS	2	5	8 hours	250
Microwave (0 squares)	10 metal, 8 electrical cables, 5 glass, 30 CS	3	3	4 hours	200

FARMING AND HARVESTING

An essential part of survival in an alien environment is the ability to produce your own food. While hunting plays its part, growing edible crops is a sustainable way to produce food for sustenance. To grow your own crops, you must have farmland, seeds, water, work, and time. Below is listed a general guideline for farming. The GM should feel free to modify these rules based on circumstances, such as alien environments or access to resources.

FARMLAND

Farming works in squares, each square of land able to produce a yield of crops. Farmland must be made of healthy, nutritious soil for most crops. Alien crops might have different requirements. Preparing a square of dirt for soil requires 2 hours of work, fertilizer, and water. Fertilizer can be extracted from waste droppings, including those of the players or simply animals. A single hour of searching the wilderness with a DC 15 survival check can forage a unit of droppings. Fertilizer can also be purchased for 20 credits per square. Once a square has been fertilized, seeds can be placed within.

SEEDS

You need seeds to plant in a square of farmland. Seeds are easy to purchase, as they are often mass replicated for distribution. You can usually buy the common-quality seeds of any mass produced crop for a low price of 5 credits per square. If you cannot buy seeds, you might need to forage for some. First, you will need to find an edible plant in your area, and then try to harvest the seeds for it. This is a DC 22 survival check that takes 2 hours. Modify the DC for the following circumstances:

-You are in an overgrown environment: -5 DC
-You are in an urban environment with limited plant life: +5 DC
-You are in an alien environment you are not familiar with, and do not know what might be edible or not: +10 DC

You receive enough seeds for 1 square of farmland on a success, +1 square for every 5 points you surpass the DC. Meanwhile, when harvesting a plant for food, you can make a DC 10 survival check. You gain 1 unit of seeds on a success, +1 for every 5 points you surpass the DC.

Once you place seeds in a fertilized square of ground, it will grow after 60 days. Until then, it must be watered and tended to.

WATER

Your crops need to be watered regularly. This can be with rain, irrigation ditches, or taking water from a river, lake, or water pump. They need to be watered at least once per 3 days, but they will have better yield if watered every day. As long as you have a regular source of water, as mentioned above, you can spend 2 minutes to water a square of farmland.

WORK

Crops may grow on their own, but if you spend 10 minutes a day cutting weeds, trimming plants, and otherwise tending to the plants you will maximize their potential for growth and making a bountiful yield.

TIME AND RESULTS

Once 90 days have passed since the crops were planted, you roll to see how they came out. This is a d20 roll, modified by the following details

-If you watered the plants every day, you gain +4 to the roll.

-If you tended the plants every day, you gain +4 to the roll.

-If you tended and watered every day, you gain advantage on the roll

-If you watered the plants only half the time, you suffer -6 to the roll

-If you watered the plants 10 or fewer times, you suffer -12 to the roll

-if you only tended the plants half the time, you suffer -3 to the roll

-If you only tended the plants 10 or fewer times, you suffer -6 to the roll.

-If you both watered and tended the plants 10 or fewer times, you suffer disadvantage on the roll.

Based on the result of the check, each square of plants produces a yield of consumable food every day for the next 30 days.

If the result is 5 or less, the crop has no yield and the plants die.

If the result is 6-15, the crop has a standard yield, producing enough food per day to feed two people

If the result is 16-22, the crop has a plentiful yield, producing enough food per day to feed four people

If the result is 23+, the crop has a bountiful yield, producing enough food per day to feed eight people.

At the end of the period, the crops can also be harvested for seeds (see seeds above) and need an additional 60 days of work before they can produce food again.

FARMING AND HARVESTING STRUCTURES

As part of food and harvesting, some structures go a long way to helping with production.

Mill

Crafting DC: 12 science or survival   **Crafting Time:** 4 hours

Resources: 40 stone, 20 wood, 30 CS   **Cost:** 300 credits

Space: 2 by 2 squares   **Requirements:** Science 1 or Survival 2

A mill can be used to grind wheat or similar plants into flour. A single hour of working the mill can turn 10 units of the correct crops into 20 pounds of flour, which can be used for making bread or other delicacies.

Greenhouse

Crafting DC: 15 science   **Crafting Time:** 3 days

Resources: 300 glass, 200 metal, 100 CS   **Cost:** 3,000 credits

Space: 3 by 3 squares   **Requirements:** Science 4, Workbench

A green house amplifies a star's light to give extra sunlight for plants, letting them grow stronger and healthier. The greenhouse can support 9 squares of farmable land. Plants that grow within the greenhouse grow in 30 days, instead of 60, and gain +5 to the yield check. However, they are cut off from the sky, and will not gain water from rain. Thus, more effort will be required to water those plants.

Automated Bio Dome

Crafting DC: 35 science

Crafting Time: 3 days

Resources: 40 metal, 40 glass, 80 electrical cables, 500 CS

Cost: 20,000 credits

Space: 1 square

Requirements: Science 12, Computers 10, Workbench

These automated mini bio domes use state of the art technology to hydrate, maintain, and grow crops. A single unit of crops can be planted with the bio sanctuary. As long as the bio sanctuary is provided water and power, it will automatically grow those crops with bountiful yield after 30 days, with no extra manual labor required. These devices are good for automatically maintaining vast crops of goods while not requiring hands on effort. The bio sanctuary requires 30 power.

NPC EMPLOYEES

Depending on the circumstances of your building a settlement, you might come across, or seek out, NPCs to live in your settlement. If you are building a camp on a fringe world, you might band with other colonists for mutual benefit. You might also hire survivors to come from the core worlds and tend to your base.

Most civilians you hire or come across have a set of jobs that they can perform. Even NPCs with no real trained skills can usually function as gatherers, workers, or cleaners. Players might recruit NPCs any number of ways, and it usually depends on the type of campaign the Game Master is running as well as the RP styles of the players. Once you have an NPC living and working in your camp, a number of details must be seen to. Most specifically, those NPCs must have basic living accommodations, such as food, hydration, and a place to sleep. Only the most desperate NPCs will stay with you if those needs are not met. These rules assume your players are not initiating in slavery or some form of oppression, which is not encouraged for healthy gameplay.

There is also the possibility that your NPC henchmen will want to be paid. This is particularly true for your NPCs that do not have to be working for you but are there by choice. It may not be the case when NPCs follow you just to survive in a hostile environment, or you live in a place where credits have no meaning. Most of the time, however, if you do not pay, they can simply work somewhere else. If they are hired workers from elsewhere who relocated to work for you, they must be paid.

Every profession of employee has a pay value in credits, that must be paid to appease them. These NPCs do not ask for much in the grand scheme of things, especially since you are providing food, lodging, and protection for their services. Some highly trained employees can perform the jobs of lesser employees when they are not performing their trained labor. For example, a skilled engineer can function as a builder. However, they will still want to be paid the same rate as they always have, as a skilled engineer rather than a builder. This is because they are essentially on retainer as their highest profession.

DEPLOYED NPC AND ENCOUNTERS

Many worlds in StarCraft are dangerous places, covered with alien fauna, natural hazards, or feral Zerg. Meanwhile, many of your NPCs will need to leave the safety of camp to gather resources, risking attacks by monsters in the meantime. Thus, you must roll for the chance of an encounter whenever your NPCs go out on a mission.

To determine if the NPCs find themselves in trouble, roll a d20 every day they go out on a mission. The DC for this check is based on the hazard danger level. This mechanic is mentioned in StarCraft Resource 3: The Explorer's Guide. The simple version is, that the hazard danger level is a number between 0 and 20 that determines how dangerous the region is. On the scale, 0 means it is a very peaceful place with little to no dangers or threats, 10 is a dangerous location with large of predator enemies, and 20 is an apocalyptic hellscape where conflict is guaranteed just by leaving your home. For example, 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.

When your NPCs go on a mission, roll a d20 and add the hazard danger score. This is the threat check. You make this roll for each team you send out on a mission together. If they roll equal or greater than 20, they have a dangerous encounter while they are out on their mission. Determine how far your roll surpasses the DC 20 result on the threat check. This will determine the damage from an encounter. For example, if the result is 24, you will gain +4 on the encounter damage.

After this roll, you roll on the encounter damage table below. This check is a d20 + the determine encounter damage – the number of NPCs present beyond the first. Roll for each individual on the team. NPCs such as guards can reduce the encounter damage bonus. For example, if you have 2 NPCs on a mission, and you roll an encounter with +4 encounter danger, you roll a d20+4 for each of them, to see their respective states.

D20 Roll + Danger Modifier	Result	Effect
2 or less	Alive and Prosperous	The individual encountered danger but ended up better for it. They not only escaped without injury, but generated +50% their normal haul of resources.
3-8	Alive and Safe	The individual encountered danger but was not sufficiently harmed. They came back with no lasting injuries and brought their full haul back with them.
9-12	Injured	The individual was injured on the journey but returned alive. After returning, they need 3 days of bed rest before they can work again. In addition, roll a d20. On an 11+, they brought back their haul. On a 10 or less, they did not bring back their resources.
13-16	Seriously Injured	The individual was seriously injured on the journey. They will require 10 days of bed rest before they can work again. In addition, they did not bring back any supplies.
17-20	Mortally Wounded	The individual was mortally wounded in battle. If they were deployed alone, they do not return, and their fate is unknown. If they were deployed with allies that were not mortally wounded, those allies can give up their haul to bring their wounded ally back. A doctor* might be able to save them from injuries. They did not bring back any supplies.
21+	Slain and Lost	The encounter was rough, and the NPC was killed. Even if you had other members on the expedition, they were not able to bring the remains, or any harvested supplies, back with them.

*Instead of a doctor, a player at base with 6 ranks of medicine and access to a trauma kit and medipack can serve as a doctor.

This chart determines who comes back alive, who will need time to recover, and who managed to bring back supplies on their journey. Because of the threat of death, guards are very important NPCs to have, so they can protect gatherers on their missions. Every guard you have on an expedition gives an additional -2 modifier on the damage table, in addition to -1 on the encounter table to begin with, which can do wonders to save the lives of workers who venture forth. Meanwhile, having a doctor back at your camp can let you save injured NPCs.

NPC EMPLOYEE JOBS

These are the most common employee jobs that you might recruit an NPC for in your survivor settlement. It is up the Game Master and style of campaign on how players find NPCs of different jobs. They might randomly find people with different skill sets in the location they are settling, or hire adventurous individuals from places they congregate in civilization, such as guild houses, bars, space stations, or mercenary enclaves.

Builder
Pay: 30 credits per day
A builder will work on installing floor, wall, and ceiling sections. They will require the resources for the building tiles to be provided for them before they begin work. Builders work for 9 hours a day, and will 1 ceiling, wall, or floor tile per 3 hours without requiring a check. They can create a section with added functionality, but every feature of added functionality increases the time required for that section by 1 hour. Builders build slowly, but reliably. When not building, builders can serve as salvagers or workers.

Cleaners
Pay: 20 credits per day
Cleaners regularly clean and upkeep your structure. They remove trash, sweep up garbage, clean walls and windows, wash bedlinen, and more. While this does not provide an exact statistical function, cleaners improve the hygiene of your resident which reduces chance of disease, vermin or mold infestations, and general quality of life. Generally, for every 50 squares of livable space, you will need 1 cleaner to keep it sanitary.

Cook

Pay: 25 credits per day

Cooks take what food they have access to and make something better out of it. They artfully create dishes from cooking and combining ingredients to make them more than their individual parts. Cooks need heat and water to cook, and crops and meat to make food from. As long as they have some access to unprepared food, water, and heat, they can make somewhat prepared meals that can keep the people of the camp fed. However, if they have a wide range of supplies, they can make all food resources go much further by creating special meals called 'dishes'. To create a dish, a cook needs the following:

-1 stove, grill, or oven per 2 cooks
-A sink or other source of clean water
-1 unit of crop or flour per dish
-1 unit of meat per dish

With those ingredients, a cook can transform a single unit of crops and meat into a 'dish' that can feed up to five people. Each cook can create a dish that will feed 5 people. Thus, if you have 9 people in your camp, you would need 2 cooks to prepare food for them all.

Doctor

Pay: 250 credits per day

Doctors are important, as they have the medical treatment to save lives. When you need wounds looked after, a doctor can perform first aid checks, cure crippling wounds, and perform surgeries to stabilize dying characters and NPCs. A doctor can heal 40 hit points with a first aid check, plus any bonus from medical supplies they have access to. Their actions cost healing thresholds, as normal. Doctors have a chance of saving the lives of wounded NPCs at your camp when the party is away. When an NPC returns to base from a mission with either the Injured, Seriously Injured, or Mortally Injured results, roll a d20 for each wounded NPC for each doctor in the camp. Based on the NPCs injury and the highest doctor roll per NPC, they may reduce the extend of the injury.

-Rolling an 8+ on an Injured NPC, their injury is cured and they are ready to work immediately.
-Rolling an 10+ on a Seriously Injured NPC, their state is reduced from Injured to Seriously Injured. On a 14+, their state is reduced from Seriously Injured to being ready for work immediately.
-Rolling a 12+ on a Mortally Wounded NPC, their state is reduced from Mortally Wounded to Seriously Injured but will need a cybernetic replacement for a random limb. On a 16+, their state is reduced from Mortally Wounded to Seriously Injured, without needing a cybernetic limb. On a 20, their state is reduced from Mortally Wounded to Injured, without needing a cybernetic limb.

Engineers

Pay: 250 credits per day

Engineers have a great deal of technological expertise, that can be used to build stations, furnishing, and other objects within the encampment. Engineers can build any structure, addition, or furnishing as long as the science, survival, and computers requirement is within their limit. They can also build items using the terran crafting systems. Engineers take thrice as long to build things as player counterparts, but do not require a skill check. There are different tiers of engineers, with different capabilities, and different pay requirements.

Engineers	Science, Survival, Computers Skill Ranks	Crafting DC Checks	Pay
Trained Engineer	4	20 or less	250
Skilled Engineer	8	30 or less	1,000
Master Engineer	12	40 or less	5,000

To be able to craft a base furnishing or object, the engineer must have both enough skill ranks to meet the requirement, and for the DC to be equal to their available DC or less. Meanwhile, when using RPG crafting rules, they can craft anything that's DC is equal or less than what is available for their tier. Meanwhile, skilled engineers demand drastically superior pay, for they are usually the most skill individuals in a camp. When not functioning as engineers, engineers can function as builders or workers.

Farmer

Pay: 25 credits per day

A farmer will work on crops to ensure their growth. Farming is time intensive, and busy adventurers might not have all the time they like to grow crops. Farmers are useful for making sure crops are well taken care of in the player's absence. If they are given the necessary materials, a farmer will plant, water, and tend the plants, and automatically harvest the plants when they are done. A single farmer can cover 10 plots of land. They will still roll for yield once they are ready to be harvested.

Gatherer
Pay: 20 credits per day
A gatherer will go out into the world and attempt to gather whatever resources is needed. Every day, you send a gatherer out to gather a resource, such as wood, stone, metal, junk, fiber, crops, seeds, or water. Gatherers make standard harvesting checks, with a base +5 bonus and an intelligence of 3, but gain bonuses from whatever harvesting tools they have or can gain access to. Roll a d20 for each gatherer that goes out in a day, and multiple the result by 4. That is how much raw material that they generate when they come at the end of the day.

You can send groups of gatherers out on the same mission together, giving them safety in numbers, but a less efficient haul. For every additional gatherer you send in a group, they gain +2 to the harvesting check and bring back another +2 multipliers of resources. Keep in mind, gathering is a dangerous job, and gatherers are at a risk of danger when they go out. Guards can be assigned to protect harvesters, although they will not increase yield if they are.

Guard
Pay: 50 credits per day
Guards are trained fighters that will circle your camp and protect it from intrusion. If your camp is ever attacked, the guards will rush into to help defend the camp. The statistic for a guard varies, but some the best to use is Police Officer (Supplement 2), Bounty Hunter (CRB), Enforcer (CRB), and Hardskin Mercenary (CRB). In addition to guarding your settlement, you can also send guards to escort your hunters, gatherers, and salvagers when they leave home. For every guard protecting a group of harvesters, you apply a -2 penalty to the hazard level of the check to see if there is an encounter and you reduce the encounter damage by 2 for each guard. This on top of the -1 to encounter damage for every member of the group beyond the first.

Hunter
Pay: 30 credits per day
If you are in a wilderness area with game, a hunter can be sent out to bring back food from wildlife. Every day, you can send a hunter out to gather dead animals to bring back for consumption. However, many locals have dangerous inhabitants, and this puts your hunters at risk. Roll a d20+5 when you send a hunter out. If their result is 10 or higher, they bring back 1 unit of meat, +1 for every point they surpassed 10. However, hunters do not roll to determine if there is an encounter; they always suffer an encounter. Instead, always roll for encounter damage. Because hunters engage on their own terms and are ready for danger, apply a -2 modifier to the encounter danger for every hunter in the group.

You can send groups of hunter out on the same mission together, giving them safety in numbers, but a less efficient haul. For every additional gatherer you send in a group, they gain +5 to the hunting check. Keep in mind, Guards can be assigned to protect harvesters, very important as hunters are always in danger, although they will not increase hunting yield if they are. If a hunter is not functioning as a hunter, they can function as a guard. They cannot do both at once.

Merchant
Pay: 40 credits per day
If you have nearby communities to trade with, a merchant will sell or trade your excess resources. When you have a merchant, you can give them money or instructions to dispose of excess resources of the type in exchange an equivalent amount of credits or worth of goods of another type. For example, you might want to trade your overabundance of wood for more food or glass.. If you are in a society that still uses money, they might also buy or sell goods for credits instead. Every day, merchant will likely pawn off 1d20x5 credits worth of materials in exchange for credits or other goods. However, this varies hugely based on the circumstances.

Establishing trade relies heavily on the circumstance of the trading partner, as well as agreements the players set up. The GM will probably need to determine what goods the other settlement must give away or need. The players will need to set up a positive and trustworthy relationship with the other settlement, and determine if merchants will travel from their camp to the allied camp, or vice versa. If the players merchant is traveling to other settlement, they might be at risk of attacks while traveling.

Salvagers
Pay: 30 credits per day
If you are in or near a urbanized area, such as a city ruin, a salvager can be sent out to bring back junk and construction parts. Every day, you can send a salvager out into the ruin to bring back both construction parts and junk. Salvagers make a standard harvesting action to collect junk resource with a base +5 bonus and an intelligence of 3, but gain bonuses from whatever harvesting tools they have or can gain access to. Roll a d20 for each gatherer that goes out in a day, and multiple the result by 2. They bring back that much junk and construction supplies at the end of the day.

You can send groups of salvagers out on the same mission together, giving them safety in numbers, but a less efficient haul. For every additional salvagers you send in a group, they gain +2 to the harvesting check and bring back another +1 multipliers of junk and construction supplies. Keep in mind, gathering can be a dangerous job, especially in settlements razed by the Zerg, who often leave behind infested terrans or feral Zerg. In such situations, gatherers are at a risk of danger when they go out. Guards can be assigned to protect harvesters, although they will not increase yield if they are.

Worker
Pay: 20 credits per day
Workers are the general laborers at your base, filling a wide variety of labor functions as needed. Workers can perform a variety of needed functions, including:
-Using a textile workstation to turn fiber into textiles, at a rate of 1 per hour
-Using a woodworking station to turn wood into lumber, at a rate of 1 lumber per hour
-Using a cement mixer to create concrete, at a rate of 1 concrete created per hour
-Using a smelter and forge to create glass, at a rate of 1 glass per hour
-Carry goods, including materials, food, supplies, or water, from place to place.
-Assist a builder, cleaner, farmer, cook, gatherer, or salvager with their efforts, essentially counting as 1 extra member of that profession. However, you must have 1 of that expert assigned to that task for every 2 workers assigned to assist; workers cannot perform that task alone. When assigned as a gatherer or salvagers, they must be assigned in a group with their expert. Workers can perform multiple tasks in a day, but only work 10 hours a day. If they are filling the roll of another follower, performing a job that takes an entire day, then that is the only job they can fill that day.

TERRAN ROBOTS: REPLACING MAN WITH MACHINES

Terran utility robots can serve a wide variety of functions, performing many of the jobs of NPCs. They do not require pay but do require power charging. Your base must have enough power so the robots can routinely charge themselves as needed. Most urban terran settlements sell these robots.

Advertising Artificial Intelligence: Can act as a Merchant NPC, costs 7,500 credits, requires 3 power (*Advanced Terran Training Manual)*

Advanced Repair Bot: Can act as a Builder NPC that works 50% faster, costs 8,000 credits, requires 2 power (*Service Bot, Core Rulebook*)

Cleaner Bot: Can act as a Cleaner NPC, costs 750 credits, requires 1 power (*Labor Bot, Core Rulebook*)

Medical Bot: Can act as a Doctor NPC, costs 4,000 credits, requires 2 power (*Service Bot, Core Rulebook*)

Lab Bot: Follows a character, giving them +4 to all science and medicine checks, costs 6,000 credits, requires 2 power (*Service Bot, Core Rulebook*)

MULE: Can act as a Builder, Gatherer, or Worker NPC that works 200% faster and gains +10 to all checks, costs 25,000 credits, requires 10 power (*Service Bot, Core Rulebook*)

Repair Bot: Can act as a Builder NPC, costs 2,000 credits, requires 1 power (*Labor Bot, Core Rulebook*)

Scavenger Bot: Can act as a Salvager NPC, costs 2,000 credits, requires 1 power (*Labor Bot, Core Rulebook*).

Synthetic: Can take act as an NPC type, costs 40,000 credits,, requires 2 power (*Advanced Terran Training Manual*)

PROTOSS PROBE

Protoss probes are the diligent workhorses of the protoss infrastructure. However, they are designed for warping in structures, not building them from the ground up. Regardless, a probe has many benefits. While it cannot build on its own, its cutting tools and gravity generator helps immensely with building construction tiles. Having a probe help you while doing construction tiles gives you an automatic assist with a +10 bonus. Only one probe can assist at a time. Moreover, probes excel at harvesting and retrieving resources. When sent to generate resources, they automatically secure a DC 50 result on the harvest check. Meanwhile, probes can also fill the role of cleaner or farmer.