

LEOVAUNT'S
STARCRAFT RPG
EXPANSION 2:
RECLAMATION OF
AIUR

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



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PART 1: PROTOSS TRIBAL BACKGROUNDS

The protoss come from a wide variety of tribal backgrounds, even beyond the major subraces. As protoss society was very focused on caste and hierarchy, these tribes had a great deal of individual culture, philosophies, preferred professions, and methods of waging war. With this new system of protoss character design, you can make your protoss stand out by choosing a tribal background for them.

This is an optional rule system that can be used in any campaign where protoss characters are allowed. At character creation, you choose one of the tribal backgrounds. Each tribal background is restricted to one or more of the protoss subraces, between Aiur, Nerazim, Purifier, or Tal'darim. Every tribal background provides a powerful ability that shapes how your character approaches war and conflict.

Beyond this ability, every tribal background has three protoss classes that it synergizes with. These are classes commonly taken by members of that tribe. When you complete one of the listed classes, you will gain a bonus that expands on your base tribal ability. You gain this bonus both when you complete the base class and complete the elite version of the class. This allows you to gain up to 6 bonuses for your character, by taking both the basic and elite version of each of your synergy classes. However, your tribe is not your destiny, and you do not need to take synergy classes. These tribal backgrounds also include the challenger class, first introduced later in this resource, as a synergy class.

There is no cost for possessing a tribal background; if this rule is used, all protoss player characters should have one.

Tribes	Protoss Subraces Options	Synergy Classes	Benefit
Akilae Tribe	Aiur, Purifier	Psychic Warrior, Psychic Master, Commander	Make a free telekinetic assault attack after a melee attack
Alyssar	Nerazim	Scholar, Artificer, Psychic Master	Bonus lore skill focus; gains recovery when focusing and not attacking
Ara Tribe	Aiur	Fateweaver, Commander, Psychic Warrior	Allies under the same leadership gain protection for each nearby ally
Auriga Tribe	Aiur, Purifier	Pilot, Psychic Warrior, Challenger	Bonus maneuverability, shield recovery, and anti-swarm offense in starship combat
Chosen of Alarak	Tal'darim	Psychic Warrior, Challenger, Commander	Can use influence and trickery to counter attack those who attack them
Daelaam	Any	All	Gains unity-based starting talents, extra morale, and skill focuses when finishing classes
Deathfleet	Tal'darim	Pilot, Artificer, Commander	In starship combat, prevent adjacent enemies from moving
Furinax Tribe	Aiur	Artificer, Fateweaver, Pilot	Bonus science skill focus; nearby allies gain improved shield recovery and accuracy with implements
Lenessa Tribe	Nerazim	Psychic Warrior, Psychic Master, Fateweaver	Gains concealment when no enemies are near, melee attacks cleave while hidden
Ravagers of Slayn	Tal'darim	Psychic Warrior, Challenger, Pilot	Enter a bloodlust stance, improving attack accuracy at cost of defense, heal upon killing foes
Shadow Guard	Nerazim	Psychic Warrior, Psychic Master, Commander	Perform reactive and quick short-range teleportation maneuvers under certain circumstances
Sargas Tribe	Aiur, Nerazim, Purifier	Psychic Warrior, Challenger, Psychic Master	Extra rending and bleed with melee attacks, improved values with heavy strikes, heal while using bob and weave
Shelak Tribe	Aiur	Fateweaver, Scholar, Artificer	Can use additional augmentation crystal, can perform better first aid and chance not to use target's healing thresholds
Terrazine Guardians	Tal'darim	Psychic Warrior, Fateweaver, Psychic Master	Bonus maximum hit points and healing thresholds, reduced disfigurements
Velari Tribe	Aiur	Scholar, Fateweaver, Psychic Master	Bonus skill point from characteristic points, increased effectiveness when dual-wielding melee weapon with implement
Venatir Tribe	Tal'darim, Purifier	Psychic Warrior, Challenger, Pilot	Shift after being hit or attacking, full strikes on opportunity attacks
Wanderer	Any	None	Gains different benefits based on party composition
Zer'atal Tribe	Nerazim	Psychic Warrior, Commander, Challenger	While wearing carapace armor, regain life when damaging enemies

PROTOSS TRIBE DESCRIPTIONS

Akilae Tribe: Telekinetic Assault

Aiur, Purifier

The Akilae tribe were the elite warriors of Aiur, and the native tribe to the legendary Hierarch Artanis. They were renowned for their ability to mix offensive psionics with their bladework.

Telekinetic Assault: After the character makes a melee attack with a psychic melee weapon, they can make a telekinetic assault attack. This is a psychic attack against the same target, using psionic accuracy +2 against defense and toughness. If it hits defense, it deals 10 +5x PL damage. If it hits defense and toughness, the target is knocked prone. This can only be used once per round.

Psychic Warrior Synergy: For every psychic warrior class the character completes, telekinetic assault gains +2 accuracy.

Psychic Master Synergy: For every psychic master class the character completes, telekinetic assault gains +10 damage.

Commander Synergy: If the character completes the basic commander class, after hitting an enemy with telekinetic assault, they give a morale to an ally within 6 squares. If the character completes the elite commander class, they give a morale to 2 allies after hitting.

Alyssar: Meditative Focus

Nerazim

The Alyssar were acclaimed scholars of the Nerazim, set to record history within memory crystals. They are generally non-violent, and highly disciplined.

Meditative Focus: The character gains Skill Focus (Lore) as a bonus skill focus at character creation. They also gain the *Meditative Focus* ability: in any turn in which they do not make an offensive action towards an enemy and perform a focus combat behavior, they gain 1 morale, 10 protection, and recover 3 energy fatigue at the end of their turn. When they perform a focus combat behavior, they also gain the benefit of the Thought Blocking combat behavior.

Scholar Synergy: For every scholar class the character completes, they gain a universal +1 bonus to all skill checks, except for prowess skill checks.

Artificer Synergy: For every artificer class the character completes, they heal an additional 20 hit points when successfully using first aid, and gain an additional 5 protection when using Meditative Focus.

Psychic Master Synergy: For every psychic master class the character completes, they gain a bonus +1 morale, gain +10 protection, and recover 3 additional energy fatigue when using Meditative Focus.

Ara Tribe: Strength of Unity

Aiur

The Ara tribe led historic protoss society, as they were the leaders of the Conclave of Aiur and one of two tribes that made up the law-making judicator caste. Their authority was unquestioning, before their power was shattered at the fall of Aiur.

Strength of Unity: When either providing or under a leadership combat augmentation, all allies also under the leadership combat augmentation gain 3 protection at the start of their turn for each ally within 3 squares.

Fateweaver Synergy: For every fateweaver class the character completes, increase the protection per ally by 1.

Commander Synergy: For every commander class the character completes, increase the range a character needs to be with another ally by 1.

Psychic Warrior Synergy: For every psychic warrior class the character completes, the protection they themselves gain from Strength of Unity is increased by 2.

Purifier Tribes

Purifiers protoss have no real tribes of their own, as they are digital clones of protoss warriors. However, because they are drawn from the recordings of the heroes of Aiur, purifiers can belong to any of the Templar tribes, as they still remember their cultural teachings and trainings as a member of that tribe.

Auriga Tribe: Void Strategist

Aiur, Purifier

The Auriga tribe were the masters of Aiur's great fleet, and now command the lead ships of the Golden Armada. Every member of the Auriga tribe was expected to master a superiority fighter and take on far greater numbers on their own.

Void Strategist: The character is skilled at using protoss vehicles in large battles. They gain the following perks when using aerial vehicles in starship or mass combat.

- At the end of their turn in starship combat, the protoss vehicle can shift 1 square in any direction
- When the protoss character defeats an enemy in starship combat, their vehicle regains 50 shield points. This can only occur once per round
- When the character is fighting a swarm or squadron without being part of a swarm or squadron, they gain the following bonuses: +3 accuracy, +3 defense, and +2 power ratings of damage. This only applies when flying a scout, corsair, phoenix, or mirage.

Pilot Synergy: For every pilot class the character completes, their end of turn shift can go 1 square further.

Psychic Warrior Synergy: For every psychic warrior class the character completes, they regain 20 more shield points when defeating a target.

Challenger Synergy: For every challenger class the character completes, their bonus against swarms and squadrons increases as thus: +2 accuracy, +2 defense, and +1 power rating of damage.

Chosen of Alarak: Deceptive Dueling

Tal'darim

As a force of strength and will, Alarak has a large cult of Tal'darim followers who followed him against Amon. This warriors, while they act sycophantic towards Alarak, all seek to master his teachings for the purpose of one day overthrowing him.

Deceptive Dueling: The protoss excels at dueling a single foe with trickery. When adjacent to only a single foe who attacks the character with a melee weapon, the protoss can spend a reaction in the check phase to make an influence check against the target's resolve. If they succeed, the character can make an instant standard action attack against their foe, resolved at the same time as the attacker's attack against them.

Psychic Warrior Synergy: For every psychic warrior class that the character has finished, they gain +3 to influence checks to use Deceptive Dueling and gain +3 accuracy on their deceptive attacks against their foe.

Challenger Synergy: If the character has finished the Challenger class, they gain a free Duelist's Mark when succeeding the influence check to use Deceptive Dueling. If the character has finished the Elite Challenger class, then when they succeed the influence test to use Deceptive Dueling, they can say the character must reroll the attack.

Commander Synergy: If the character has completed the commander class, they can use Deceptive Dueling when they have two enemies adjacent. If the character has completed the elite commander class, they can use Deceptive Dueling when they have up to three enemies adjacent.

Daelaam: Spirit of Union

Aiur, Nerazi, Tal'darim, Purifier

Many have put aside their past tribal commitments and dedicated themselves simply to the united Daelaam. These protoss are more sympathetic towards different backgrounds, more willing to treat terrans as equals, and willing to work together for a better future.

Spirit of Union: The character is a believer and adherent to the newly unified protoss society. They gain the Daelaam Unification and Racial Familiarity talents. They also start encounters with 1 bonus morale.

Synergy: Daelaam do not gain the typical class synergies. Instead, whenever they complete a basic class, they gain a second, different, bonus skill focus from that classes' list. Whenever they complete an elite class, they gain +2 maximum healing thresholds and reduce disfigurement results by 5 per class.

Daelaam and Protoss of a New Age

The Daelaam tribal background is a new way of representing the Protoss of a New Age special trait first described in Supplement 5: End War, and it gives many of the same benefits. With these rules, it is recommended to have the Daelaam tribal background replace the Protoss of a New Age starting rule.

Deathfleet: Invasive Flying

Tal'darim

Tal'darim of the deathfleet have spent their long lives serving upon the massive vessels of the deathfleet, one of the largest fleets in the sector. The warriors and servants that are part of the deathfleet rarely venture planet-side.

Invasive Flying: The protoss can threaten other nearby ships, preventing them from escaping your clutches. When you are controlling a gargantuan-sized or smaller ship in starship combat, if an enemy ship or squadron begins their turn adjacent to you, if they try to move, they must make an opposed pilot check with you. If they fail, they cannot move their vehicle. If they succeed, they can move as normal. Enemy ships gain +5 to this check every size they are above colossal.

Pilot Synergy: For every pilot class that the character has finished, they gain +5 on their checks to use Invasive Flying. Furthermore, if they have finished basic pilot, they can instantly make a target lock against enemy foe whom they surpassed their pilot check by 5 or more.

Artificer Synergy: For every artificer class that the character has finished, their vehicle weapons gain Rending (10) against vehicles that are colossal or larger in size.

Commander Synergy: If the character has completed the commander class, they can use invasive flying while in a ship larger than gargantuan-sized. If the character has completed the elite commander class, while in a ship of massive size or larger, enemy ships do not gain a bonus to their opposed pilot check for invasive flying based on vehicle size.

Furinax Tribe: Technical Guidance

Aiur

The Furniux tribe was the largest tribe of Aiur, made up of all the members of the Khalai caste, thus serving as the bulk of the civilian body. While not military figures, members of the Furinax tribe controlled the innovation, construction, and development of protoss society.

Technical Guidance: The character gains Skill Focus (Science) as a bonus skill focus at character creation. When an ally within 3 squares gains shield points for their personal or vehicle energy shields, they gain 5 more shield points. Furthermore, when an ally within 3 squares attacks with an implement or vehicle weapon, they gain +2 accuracy. These bonuses do not stack with multiple Furinax tribe characters nearby. The character themselves also benefit from this trait.

Artificer Synergy: For every artificer class the character has finished, the character's technical guidance ability recovers 5 more shield points and gives +1 accuracy with the relevant weapons.

Fateweaver Synergy: For every fateweaver class the character has finished, increase the range of the Technical Guidance ability by 3 squares.

Pilot Synergy: For every pilot class the character completes, their vehicle gains +1 power rating with vehicle weapons and +5 shield armor.

Lenessa Tribe: Sweeping Shadows

Nerazim

The Lenassa tribe contains many dark templar warriors, who follow the fighting style and rituals of the dark templar with strict adherence. They are masters of stealth and ambushes, practiced in the twilight dunes of Shakuras.

Sweeping Shadows: The protoss hides their presence in psionic shadows. When the protoss has no enemies within 6 squares of them, they have concealment, giving enemies a penalty to attacks and letting them perform hide actions. When the character has the hidden condition, or the hidden and cloaked condition, their melee attack with psionic blades gains Cleaving (2). They must be hidden for this ability, simply being cloaked will not suffice.

Psychic Warrior Synergy: For every psychic warrior class that the character has finished, their cleaving attack while hidden gains Cleaving (+1) area.

Psychic Master Synergy: While the character is hidden, they gain +5 shield armor and +20 shield recovery per psychic master class they have finished.

Fateweaver Synergy: If the character has completed at least one fateweaver class, when they perform a cleaving attack while hidden, all targets of the attack lose 1 morale per fateweaver class the character has finished. The attack does not need to hit.

Ravagers of Slayn: Bloodlust Stance

Tal'darim

The ravagers of Slayn refer to the countless Tal'darim warriors warring and dueling against each other in a never-ending competition. Their battle only ends when an ascendant conscript them for war, and sets them to fight the ascendant's enemies, instead of each other. The ravagers also include many of Amon's loyalists.

Bloodlust Stance: The protoss focuses on sustaining themselves through an aggressive fighting style. They can activate Bloodlust stance at the start of their turn as a free action. They can choose to do this at the start of any turn. While in Bloodlust stance, they gain advantage on attacks, but suffer -4 defense. In addition, every time they damage a target with a bane psionic melee weapon, they heal 5 hit points.

Psychic Warrior Synergy: For every psychic warrior class that the character has finished, they increase the healing from Bloodlust stance by 3.

Challenger Synergy: For every challenger class that the character has finished, they reduce the defense penalty of Bloodlust stance by 1 and gain +1 power rating with melee attacks while in Bloodlust stance.

Pilot Synergy: If the character has completed the pilot class, they can use bloodlust stance while in a vehicle of gargantuan-size or smaller. They gain -4 defense and advantage on vehicle weapon attacks. Instead of the healing effecting, every time they damage another target, they gain protection equal to the hit points they would normally gain.

Shadow Guard: Teleport Strike

Nerazim

The shadow guard are the guards of Shakuras and the Nerazim leadership. They are largely made up of the centurions, elite warriors who do not hide in the shadows, so they can draw the enemy's weapons away from those they protect. But while they do not hide from their foes, they do not fight foolishly, and rely on advanced teleportation to outmaneuver their adversaries.

Teleport Strike: The character is trained in specialized teleportation strikes, gaining access to the following traits:

- **Redeployment Teleport:** At the start of an encounter, after initiatives are rolled but before anyone has acted, the character can teleport to another unoccupied square within line of sight and within PL +2 squares.
- **Flanking Teleport:** When the character ends their movement adjacent to an enemy, they can spend 3 energy fatigue and a minor action to teleport to any other unoccupied square adjacent to that enemy. If they attack afterwards, the target is flat-footed and the attack gains 3x PL bonus penetration.
- **Displacement Teleport:** Once per hour outside of an encounter, the nerazim can teleport up to PL +2 squares. They must see the square they are going to, and cannot teleport outside of line of sight, but can cross through obstacles, hazards, and potential threats.

Psychic Master Synergy: For every psychic master class the character completes, they can teleport 2 additional squares with Redeployment or Displacement Teleport.

Psychic Warrior Synergy: For every psychic warrior class the character completes, Flanking teleport costs 1 less energy fatigue, and increases the penetration gain by 2 per PL per class.

Commander Synergy: For every commander class the character completes, before using Redeployment Teleport, choose one ally with 3 squares of you. That ally can also use Redeployment Teleport at the same effective level.

Sargas Tribe: Battlefield Hunters

Aiur, Nerazim, Purifier

The Sargas templar tribe were known for aggressive and fierce warriors, that were also considered dishonorable and rebellious by the Conclave. Most of the nerazim that split from Aiur were originally part of the Sargas tribe.

Battlefield Hunters: The character gains +2 rending and deals the Bleeding (3) condition with psychic melee weapons. The rending and bleed increases by 2 when using a heavy strike action. In addition, any bob and weave action can double as an action to hide, as long as it is an environment they could normally hide within.

Psychic Warrior Synergy: For every psychic warrior class the character completes, they gain +1 rending and bleed with psychic melee weapons.

Challenger Synergy: For every challenger class the character completes, when they use a Duelist's Mark to boost a psychic melee attack, they increase the bleed the attack deals by 2.

Psychic Master Synergy: For every psychic master class the character completes, they gain +2 miscellaneous bonus to all stealth checks.

Shelak Tribe: Devotion and Duty

Aiur

The Shelak tribes is one of the two tribes that make up the Judicator caste of old Aiur, and is the native tribe to Khas, the protoss hero who ended the Aeon of Strife. Where the Ara tribe performed most of the judicator's governing, the Shelak focused on mystical studies, religion, and scholarly pursuits.

Devotion and Duty: The protoss character can attune to one additional augmentation crystal. When applying first aid, they heal 10 additional hit points. If they get a natural role of 18-20 on a medicine check, they do not use a healing threshold.

Fateweaver Synergy: For every fateweaver class the character completes, they can attune to another augmentation crystal beyond the normal limit

Scholar Synergy: For every scholar class the character completes, they can heal 20 additional hit points when using first aid.

Artificer Synergy: If the character completes the basic artificer class, they do not use a healing threshold on a 16-20 with a medicine check; if they have completed elite artificer, they do not use a healing threshold of a 14-20.

Terrazine Guardians: Eternal Wardens

Tal'darim

The tal'darim kept scattered outposts at temples throughout the Koprulu Sector, guarding Xel'naga relics and springs of terrazine. These tal'darim lived devout and frugal lives on the fringe, fighting to protect their shrine worlds from zerg, terran pirates, and rival protoss factions.

Eternal Wardens: Terrazine guardians are tasked with the stewardship of ancient holy sites, tasked with protecting them for all eternity. They are forced to be steadfast and resilient. They gain +20 maximum hit points, +2 healing thresholds, and reduce the results of disfigurements by 5.

Psychic Warrior Synergy: For every psychic warrior class that the character has finished, they gain an additional +20 maximum hit points.

Fateweaver Synergy: For every fateweaver class that the character has finished, they gain 1 additional healing threshold and reduce the effects of disfigurements by an additional 5.

Psychic Master Synergy: By completing the psychic master class, the tal'darim can resist some level of suffering through psionic focus. When they would suffer a crippling wound point, they can roll a natural d20; on a 16+, they ignore the crippling wound point. If they have completed elite psychic master, they ignore wounds on a 13+.

Velari Tribe: Wized Warriors

Aiur, Purifier

The Velari were the warrior-scholars of the templar, acting as a military branch under control by the protoss preservers. These warriors lived by the scripture and teachings past to them by the preservers, and believed knowledge was a weapon to use against their enemies.

Wized Warriors: They also gain +1 skill point whenever they spend characteristic points to buy skill. Finally, if the character is dual-wielding a psionic melee weapon and a one-handed implement, they gain +2 accuracy and +4 penetration with both weapons as long as both are used against the same target.

Scholar Synergy: For every scholar class the character completes, they gain a bonus skill focus in any adventuring skill of their choosing that they do not have a skill focus in.

Fateweaver Synergy: For every fateweaver class the character completes, they gain +1 power rating with an implement weapons.

Psychic Master Synergy: For every psychic master class the character completes, they gain a bonus +2 accuracy and +4 penetration when using a psionic melee weapon and an implement together against a single target.

Venatir Tribe: Raiding Tactics

Aiur, Purifier

The venatir tribes was a protoss templar tribe dedicated to vanguard duties, such as scouting, raiding, and blitz strike operations. The venatir were trained to react quick and hit fast, and often disappear just as quickly so more heavy protoss forces could take their place.

Raiding Tactics: When the character is hit by an enemy attack when it is not their turn, after the attack they can shift 1 square as an instant action. When they hit an enemy with an attack, they can shift 1 square as an instant action. They can also make their full number of strikes with psionic melee weapons on an opportunity attack.

Psychic Warrior Synergy: For every psychic warrior class the character completes, they can shift 1 more square after being hit by an attack.

Challenger Synergy: For every challenger class the character completes, they can shift 1 more square after hitting an enemy with an attack.

Pilot Synergy: If the character has completed the basic pilot class, their ability to shift 1 square after being hit also applies to when piloting a vehicle of gargantuan sized or less in starship combat. If the character has completed elite pilot class, then they can also perform the 1 square shift after hitting an enemy in starship combat. Modifiers to those movements from other class synergies also applies to these pilot movements.

Wanderer: Party Dynamics

Aiur, Nerazi, Tal'darim, Purifier

Wanderers define themselves as not being part of any tribe. They may suffer from exile, schism with protoss leaders, or highly developed sense of independence. They define themselves by their actions and company, not their history.

Party Dynamics: Wanderers roam the stars in isolation or exile, taking strength from themselves or different forms of companionship. They gain a benefit based on who they surround themselves with. This is a bonus based on the campaign's composition of player characters, not counting NPCs unless the GM states otherwise. Thus, this bonus usually does not change.

- *Protoss Party (Power from Unity):* The wanderer is in a campaign where all the other player characters are a type of protoss. At the start of the wanderer's turn, they gain 5 protection and regain 1 energy fatigue for each protoss within 6 squares.
- *Terran Party (Stewardship):* The wanderer is in a campaign where all the other player characters are terrans or psionic terrans. They focus on using their power to protect their allies. An ally terran who ends their turn next to the protoss gains protection equal to the protoss' level as long as the protoss has 1 point of energy shields. Once per round, when the protoss defeats an enemy, a single terran within 6 squares gains a morale.
- *Mixed Party (Wary Eye):* The wanderer is in a campaign where the party is a mix of different races, between any combination of terran, protoss, or zerg. They gain a morale when hitting an enemy they are flanking, while they lose a morale when they are effected by an ally's area of effect attack. Once per round, when an ally within 6 squares moves or shifts, they can perform a shift movement as an instant action.
- *Solo (Burden of Exile):* When the wanderer is in a campaign with no other player characters, they must rely on their own strengths. They gain +1 to defense, toughness, resolve, and all skill checks. They gain +3 healing thresholds and recover 2 energy fatigue every round. They gain advantage on attack rolls. However, they count as Cynic for the purposes of morale.

Synergy: There are no class synergies for wanderer characters.

Zer'atai Tribe: Life Siphon

Nerazim

The Zer'atai tribe are a caste of warrior hunters that fought beasts and Zerg across the surface of Aiur. They make armor out of the hides of the beast they kill, including zerg, and tap into the ferocious psychic impressions those creatures leave on their armor.

Life Siphon: The character starts with a skill focus in the melee skill. The protoss channels void energy into Zerg carapace armor, allowing them to gain a taste of the Zerg's regenerative powers. Whenever the character hits an enemy with an attack in an encounter, they regain 4 lost hit points. This stacks with multiple attacks per turn, including when dual-wielding. They must be equipped with Zerg Carapace protoss armor to gain this benefit. They do not spend a healing threshold to gain this healing.

Psychic Warrior Synergy: For every psychic warrior class that the character has finished, they increase the healing from this trait by 4.

Commander Synergy: If the character has completed the commander class, they also trigger hit point gain when they gain a morale. If they completed the elite commander class, they also trigger hit point gain if their shields recharged at the start of their turn.

Challenger Synergy: For every challenger class that the character has finished, they gain +2 accuracy and +1 power rating of damage when using a double weapon.

PART 2: PROTOSS CLASS OPTIONS

NEW CORE CLASS: PROTOSS CHALLENGER

Level	Challenger Bonus	Challenger of Aiur	Challenger of Shakuras	Challenger of Slayn	Challenger of Cybros
1	<i>Challenger's Mark</i>	---	---	---	---
2	---	<i>Spearhead I</i>	<i>Natural Evasion I</i>	<i>Mark of Challenge I</i>	<i>Installed Firepower I</i>
3	<i>Duelist's Mark</i>	---	---	---	---
4	---	<i>Spearhead II</i>	<i>Natural Evasion II</i>	<i>Mark of Challenge II</i>	<i>Installed Firepower II</i>
5	<i>Perfected Stance</i>	---	---	---	---
6	---	<i>Heightened Concentration</i>	<i>Void Empowerment</i>	<i>Baleful Strike</i>	<i>Restoration Cycle</i>
7	<i>Higher Stance</i>	---	---	---	---

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

Completion Skill Focus Options: Acrobatics, Melee, Defensive Training, Tactics

CHALLENGER DESCRIPTION

The challenger is an advanced form protoss fighting style; it is a dueling form utilized by already experienced warriors to perfect their mastery of the firstborn fighting forms. Challengers have advanced beyond basic dueling technics and moved into a disciplined combat dance of reacting to an enemy's motion. They favor an active fighting style that involves balance offense and defense; using their hits to prepare for the next enemy attacks, while manipulating enemy attacks into leaving foes vulnerable for their next attack.

Challenger's Mark

Description: The challenger can gain stacks of a token condition known as Challenger's Marks in battle. Challenger's Marks only function in an encounter and go away when an encounter is over. A character can have up to 2 challenger's marks at once. When a character hits with a melee weapon, they gain a Challenger's Mark. Challenger's marks can spent when the character is hit by an attack; in the check phase, they can spend a Challenger's mark to increase their defense by 2 against the attack, potentially causing it to miss. They can only spend 1 mark per attack.

Duelist's Mark

Description: The challenger can gain stacks of a token condition known as Duelist's Marks in battle. Duelist's Marks only function in an encounter and go away when an encounter is over. A character can have up to 2 duelist's marks at once. When an attack against the character misses their defense, they gain a duelist mark token. Duelist's marks can spent when the character makes a weapon or psychic attack; in the check phase, they can spend a duelist's mark to gain +2 accuracy on the attack. This stacks with spending a morale. They can only spend 1 mark per attack.

Challenger and Duelist marks can help feed gaining the other type of token. Spending a duelist mark to increase accuracy can let the character gain a challenger mark, while spending a challenger mark to increase defense can help gain duelist marks.

Higher Stance

Description: The defense bonus of a challenger mark increases to +3. The accuracy bonus of a duelist's mark increases to +3.

Perfected Stance

Description: The character can now have up to 4 challenger and duelist marks at once.

CHALLENGER OF AIUR (AIUR CHALLENGER) DESCRIPTION

Challengers of Aiur enter a meditative focus when they are in battle, fearlessly engaging foes while channeling calm.

Heightened Concentration

Description: Whenever a challenger spends a challenger's mark token, they gain 10 protection. Whenever a challenger spends a duelist's mark token, they reduce their energy fatigue by 2.

Spearhead I-II

Description: The challenger can spend a challenger token as a minor action to taunt all enemies within 6 squares. Those enemies suffer a -5 accuracy penalty to attack any enemy other than the challenger. Afterwards, at the start of their next turn, the challenger gains 5 protection for every taunted enemy that attacked the challenger.

This ability has a second rank. The second allows the challenger to taunt all enemies within 9 squares. If a taunted enemy attacks a target other than the challenger, then the challenger gains a challenger mark token.

CHALLENGER OF SHAKURAS (NERAZIM CHALLENGER) DESCRIPTION

Challengers of Shakuras are evasive fighters who work hard to dodge their foes, while staying close enough to prepare a sudden strike. They generate psychic energies as they channel their combat dance, generated from their intense concentration and rapid movements, until they can unleash the void upon their foes.

Void Empowerment

Description: Whenever a challenger spends a challenger or duelist mark, they gain a point of void empowerment. They can have a number of void empowerment points equal to the psi level. As a free action on their turn, they can spend all of their void empowerment points to blast a single enemy. That enemy must be within short range and not have cover or concealment. The enemy takes an automatic hit that deals 8 +4 x void empowerment points piercing damage.

Natural Evasion I-II

Description: When the challenger is hit by a melee attack, they can announce they are using natural evasion in the check phase. They roll a natural d20; if the result is 4 or less, the attack misses defense and they cannot use this ability until the start of their next turn. If they roll a 5 or higher, the attack hits as normal, but the character can use this ability again. Attacks that miss because of this trait generate a duelist mark as normal. The second rank of this ability increases to evasion to a 6 or less.

CHALLENGER OF SLAYN (TAL'DARIM CHALLENGER) DESCRIPTION

Tal'darim are no strangers to dueling, because of the nature of Rak'Shir, and prefer to engage a single foe at a time. Meanwhile, they passionately restrain their passions, until they can launch an ultimate killing blow upon a foe.

Baleful Strike

Description: Whenever a challenger spends a challenger or duelist mark, they gain a point of baleful strike. They can have a number of baleful strike points equal to the psi level. When they perform a heavy strike combat behavior, they can choose to spend all of their baleful strike points on their next attack. If they are dual-wielding, it only effects a single weapon. That attack gains +1 accuracy and +5 damage per baleful strike point spent.

Mark of the Duel I-II

Description: The challenger can mark an enemy within short range of them as their Duel Target. This is a free action. Until either the challenger or their Duel Target are defeated or the encounter ends, the challenger and their mark suffer a -5 penalty to accuracy on any attack that doesn't include the other as a target, unless they are unable to attack each other. Meanwhile, the protoss challenger gains +1 to the bonus to the accuracy and defense gained from Challenger and Duelist marks against their Duel Target. If the Duel Target is defeated, they can declare a new Duel Target.

This ability has a second rank. The second rank increases the bonus of the Challenger and Duelist marks to +2 against their Duel Target.

CHALLENGER OF CYBROS (PURIFIER CHALLENGER) DESCRIPTION

The challengers of Cybros fight in much the same way as the templar they are cloned from but utilize the modularity of their technological frames. They upgrade themselves with mounted ranged weaponry, modifying traditional forms to include blasts of lightning.

Restoration

Description: Whenever a challenger spends a challenger or duelist mark token, they gain a point of restoration. When the character reaches 5 restoration points, they lose all restoration points, and regain 50 lost hit points and up to 50 shield points. Restoration points are only active in an encounter.

Installed Firepower I-II

Description: The purifier challenger has secondary weapon installed to their frame that they can use in battle. The purifier gains an electro rod weapon built into one of their arms. This weapon does not need to be held to use and does not use ammunition, but cannot be fired normally. Instead, the purifier can spend a challenge mark token as a move action to fire the electro rod. As this is a move action attack, it can be used multiple times in a round or in a turn where they also attack. Despite being a ranged weapon, it does not provoke opportunity attacks.

This ability has a second rank. The second rank gives the purifier a plasma rod in their other arm. They can also fire this weapon as a move action, but it requires spending a duelist mark token in order to fire.

ELITE PROTOSS CHALLENGER

Level	Elite Class Bonus	Warmaster of Aiur	Warmaster of Shakuras	Warmaster of Slayn	Warmaster of Cybros
1	<i>Psi Blade Mastery I</i>	<i>Righteous Blade I</i>	<i>Harrowing Descent I</i>	<i>Rak'shir Survivor I</i>	<i>Emergency Teleport I</i>
2	<i>Stance Mastery I</i>	---	---	---	---
3	<i>Psi Blade Mastery II</i>	<i>Enhanced Spearhead</i>	<i>Enhanced Natural Evasion</i>	<i>Enhanced Mark of Challenge</i>	<i>Enhanced Installed Firepower</i>
4	<i>Stance Mastery II</i>	---	---	---	---
5	<i>Psi Blade Mastery III</i>	<i>Righteous Blade II</i>	<i>Harrowing Descent II</i>	<i>Rak'shir Survivor II</i>	<i>Emergency Teleport II</i>

Completion Skill Focus Options: Melee, Defensive Training, Tactics

ELITE CHALLENGER DESCRIPTION

Elite challengers further perfect their forms of combat, leading them into quick killing blows and an untouchable defense that seems to predict enemy moves.

Psi Blade Mastery I-III

Description: The challenger has improved their skills with psionic melee weapons. For every rank of this ability, they gain +1 power rating with psionic protoss melee weapons.

Stance Mastery I-II

Description: The challenger further perfects their stance and ability to manage their challenger and duelist marks. They gain +1 maximum challenger and duelist mark per rank of this ability. In addition, the defense bonus of a challenger mark improves by +1 per rank. Meanwhile, the accuracy bonus of a duelist's mark increases by +1 per rank.

WARMASTER OF AIUR (AIUR ELITE CHALLENGER) DESCRIPTION

Enhanced Spearhead

Description: When the challenger uses a challenger mark to taunt enemies using the Spearhead ability on their turn, they can perform counter attacks. If any enemy attacks them from within their reach over the next turn, the challenger can spend a reaction to make a melee opportunity attack against them.

Weaponized Fury I-II

Description: The challenger's psionic fury is channeled into their blades. Their psionic melee weapons gain +3 penetration per rank of this ability.

WARMASTER OF SHAKURAS (NERAZIM ELITE CHALLENGER) DESCRIPTION

Enhanced Natural Evasion

Description: The challenger's Natural Evasion rules from Challenger of Shakuras can successfully be used twice per round, instead of only once.

Harrowing Descent I-II

Description: By spending 5 energy fatigue as a move action, the nereazim can make a large leap powered by psionic shadows. The character moves a number of squares equal to their strength score + psi level, ignoring all opportunity attacks. They can perform both horizontal and vertical movement but fall if they do not end their movement on the ground. During the same turn after the leap, their first psionic melee attack gains bonus damage equal to 3x their psi level. The second rank of harrowing descent gives +3 leap distance and increases the bonus damage to 4x psi level.

WARMASTER OF SLAYN (TAL'DARIM ELITE CHALLENGER) DESCRIPTION

Enhanced Mark of the Duel

Description: The challenger is a master of fighting and focusing on their duel target. They gain an additional +1 defense from their challenger mark and accuracy from their duelist's mark from the target of the Mark of the Duel ability.

Rak'Shir Survivor I-II

Description: Surviving Rak'Shir requires strong survival instincts. This ability gives the user +1 defense and +1 toughness per rank of the ability.

WARMASTER OF CYBROS (PURIFIER ELITE CHALLENGER) DESCRIPTION

Enhanced Installed Firepower

Description: The implement attacks that the cybro challenger gained from Challenger of Cybros are now tier 2 weapons.

Emergency Teleport I-II

Description: The purifier has subsystems to perform emergency teleportation out of bad situations. They can spend 5 energy fatigue as a reaction to perform emergency teleportation if one of the following circumstances arise:

- They are hit by an area of effect attack
- An enemy ends their movement adjacent to them

Upon using emergency teleport, they instantly teleport a number of squares equal to $\frac{1}{2}$ psi level +1. They must arrive at an unoccupied square within line of sight. If this puts them outside of a targeting area of effect, then they attack misses them as if they performed a successful evade action. If they are still within the area, they take reduced damage as if they performed an evasion action. The second rank of this talent increases the teleportation distance by 2.

NEW RENOWN CLASS: XENOS HANDLER

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: must have access to the Augmentation psionic discipline; Instinct 5, Influence 4, Survival 4

Level	Class Bonus
1	<i>Psychic Enhancement I, Domesticated Xenos</i>
2	<i>Xenos Training I, Psionic Fury, Xeno Empathy</i>
3	<i>Xenos Training II, Psionic Xenos Mend</i>
4	<i>Psychic Enhancement II, Xenos Empathic Shield, Breathless</i>
5	<i>Xenos Training III, Ranged Xenos Mend, Mind Link</i>

Completion Skill Focus Options: Melee, Survival, Perception, Medicine

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 if 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, and the renown class. 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.

XENOS HANDLER DESCRIPTION

Many protoss have a fascination with alien life forms and dedicate themselves to studying their nature and evolution. While protoss generally view themselves as above most other life forms, the xenos handler builds a kinship with those lifeforms, celebrating their purity of life and purpose. They train the xenos in much the same way that a terran trains a dog or cat and form a psionic bond with the animal. Over time, the connection grows so tight the protoss' psionic nature rubs off on the animal, giving them otherworldly powers.

Breathless

Description: Empowered by your psionic augmentations, your pet has evolved to gain some protoss physiology. They no longer need to breathe air and can function in a vacuum or underwater.

Domesticated Xenos

Description: You have domesticated an animalistic xenos fauna to serve as your companion. It follows all the rules above for animal companions and has a training level of 1/3 your level.

Mind Link

Description: If your animal companion is within 6 squares and line of sight, you can telepathically give them their orders for free, at no action cost to you.

Psionic Fury

Description: Your animal companion has latent psychic abilities and builds up psionic energy as it attacks. Whenever it hits an enemy with a melee attack, it gains a point of Psionic Fury. It can have a number of points of Psionic Fury equal to your Psi Level. As a free action action, it can spend all of its psionic fury to release an explosion of psionic power. All enemies adjacent to the animal companion take an automatic hit of energy damage equal to 20 +5x psionic fury points.

Psionic Xenos Mend

Description: As a move action, you can heal your animal companion with psionic rejuvenation while they are adjacent to you. This involves spending 2 or more energy fatigue as part of the action. Your pet spends a healing threshold to recover hit points equal to 30 + 10x energy fatigue spend beyond 2.

Psychic Enhancement I-II

Description: Your bond with your animal companion allows you to enhance your companion with your psionic presence. Your companion's natural weapons gain bonus penetration equal to your psi level. At the second rank, they gain double your psi level to penetration.

Ranged Xenos Mend

Description: You can now use Psionic Xenos Mend while your animal companion is within 6 squares and line of sight of you.

Xenos Empathic Shield

Description: Your animal companion starts encounters with an amount of protection equal to ½ your maximum energy shield pool.

Xenos Empathy

Description: When you affect yourself with an augmentation psionic power you manifest, your animal companion is also affected by that power for as long as it lasts on you. Your animal companion must be within 6 squares of you when you manifest the power for it to be shared with them, however.

Xenos Training I-III

Description: The first rank of this talent gives your companion +1 training level. The second rank gives +1 training level to you companion, while the third rank gives +2 training levels.

PART 3: ITEMS

NEW CURRENCY: KHAYDARIN SHARDS

Protoss use a system of honor for their currency, representing what people are trusted with and allowed to requisition. However, honor can be supplemented with a new system of currency, where protoss keep track of a physical resource they can use to buy and purchase items. This currency is Khaydarin Shards, tiny cut pieces of khaydarin crystal in different sizes of diamonds. Khaydarin shards supplement the honor system, rather than replace it. The shards can be used to increase your honor total, or purchase gear items, commodities, or crafting resources. Khaydarin shards may be given as quest rewards or payment for services, but they are also often found exploring protoss or Xel'naga ruins.

SHARDS FOR HONOR

When at a protoss settlement where you can requisition gear, you can exchange your shards to increase your total honor. However, the cost of such a transaction depends on your total maximum honor level; the amount you would have if you didn't spend any honor on gear. To increase your honor by 1, you must pay a number of crystal shards equal to 25x your current honor amount. Thus, if you have an honor rating of 40, it would cost 1,000 shards to increase your honor to 41. As your honor would not be 41, it would cost 1,025 to increase your honor to 42.

The costs are based on your current honor level, not the last level you spend money at. Thus, if you used shards to increase honor to 41, then gained 5 honor for a quest, you would have to spend shards as if your honor level was 46 rather than 41. For the rare instances of saving shards for honor gain and unintentional honor gain related to leveling up or completing quests, you can ignore any honor gained within the past 24 hours of game time for the cost to increase your honor, except for shard honor purchases. Meanwhile, the Game Master has the right to waive this allowance.

SHARDS FOR COMMODITIES

Should you need to for any reason, you can exchange shards for commodities such as minerals, gas, or various crystals. These might be valuable for construction, crafting, and story purposes. If you use this system, you should change the commodities rules in Supplement 3: The Protoss, for commodities to be worth shards instead of honor when turned into a settlement.

Commodity	Quantity	Purchase Price in Shards	Sell Price in Shards
Crystal, Bloodstone	10 pounds	5,000	1,250
Crystal, Khaydarin	10 pounds	2,500	750
Gas, Terrazine	1 barrel	2,500	750
Gas, Vespene	1 barrel	500	150
Mineral	1 ton	500	150
Mineral, Jorium	1 ton	2,500	750
Mineral, Valuable	1 ton	1,000	500
Solarite	10 pounds	5,000	1,250

SHARDS FOR CONSUMABLE GEAR

You can spend shards to buy expendable gear items so you do not need to spend honor on them. This also allows you to purchase higher tiered gear items. The cost of buying a gear item is shards equal to 10x the honor cost, including the multiplied item cost after the tier modifier. Thus, a Tier 1 Protoss Medipack that costs 2 honor would cost 20 shards, while a tier 2 would cost 80 shards.

The items this effect includes:

- Crystal Charging Cell (Sup3)
- Protoss Repair Kit (Sup3)
- Gravity Lift (Sup5)
- Regenerator Field (Sup5)
- Protoss Medipack (Sup3)
- Beacon (Sup5)
- Particle Turret (Sup5)
- All expendables listed in this supplement

Unlike purchasing expendables with honor, the item is not replaced after being used. When gaining a consumable through requisition, you are essentially buying a supply of an item; buying an item through shards is purchasing a single item for a single use. Meanwhile, expendables purchased with shards cannot be exchanged for honor or sold for shards.

SHARDS FOR CRAFTING COMPONENTS

You can also use shards to purchase xel'naga relics used for the artifact crafting system found in Supplement 5: The End War. This can be an important use for high level characters, as it gives the character more agency in acquiring the exact artifacts they need for the item they are creating. Xel'Naga artifacts are precious, however, and have a very high cost in shards. Meanwhile you can also sell artifacts for a much smaller amount of shards.

Xel'naga Relic	Purchase Price in Shards	Sell Price in Shards
Binding Fragment	2,500	500
Crescent Fragment	2,500	500
Elongated Fragment	5,000	750
Fractured Fragment	1,000	250
Focusing Crystal Array	7,500	1,500
Gem Infused Headpiece	20,000	2,500
Memory Stone	10,000	1,500
Power Emitter	7,500	1,250
Psychoactive Plate	7,500	1,250
Pyramid Fragment	7,500	1,250
Quantum Amplifier	20,000	2,500
Stability Mount	5,000	1,000
Stabilizer Fragment	5,000	1,000
Temporal Distortion Stone	50,000	7,500
Thought Weave	2,500	500

While terran materials are largely considered junk to the protoss, they inevitably do end up with a supply of terran parts by scraping or demolishing old terran or infested terran colonies. They will usually try to pawn off the terran scrap for small amounts of shards. This is a way for the protoss to use their shards to help terran characters in the party meet their crafting needs.

Terran Crafting Component	Purchase Price in Shards
Generic Component	5
Weapon Component	10
Framing Component	8
Electronic Component	15
Robotic Component	30

Finally, protoss artificers have access to item creation via the Crafting Pattern talents (Resource 3: Heroes Guide). You can exchange 1 shard for 1 craft resource using this system.

NEW EXPENDABLE ITEMS

To go with the introduction of crystal shards, this section also adds a selection of expendable, one-time use items for purchase. While these items can be requisitioned with honor like any gear item, they can be purchased individually with crystal shards, giving a new options to spend your crystal shard collection on.

Anti-Gravity Cube

Expendable Gear

Honor Cost: 20

Shard Cost: 200

Weight: 1lbs

Tier 1: These cubes can be deployed to create a massive surge of anti-gravity, that allows everyone with the field to be thrown forward a long distance. The cube can be used as a standard action within short range. When it is, it effects all allies within a Burst (2); all within the area, friend or foe, can move up to 20 squares in a single line as an instant action, as long as they are not immobilized. The cube only functions for a single use.

Tier 2: As tier 1, except it is a Burst (3) area, allows moving up to 40 squares, and the movement ignores difficult terrain.

Tier 3: As tier 2, except it is a Burst (4) area, allows moving up to 60 squares, and the effect breaks targets out of Grabs, and removes the Crushed, Slowed, or Immobilized conditions as long as they move.

Description: These devices were created during the fall of Aiur, as an invention of the Furinax tribe to allow protoss warriors to quickly redeploy in battle to react to new Zerg attacks. They were lost and all but forgotten about, until the End War where they regain prominence after their designs were rediscovered on the first strike on Aiur.

Implement Cores

Expendable Gear

Honor Cost: 10

Shard Cost: 100

Weight: 1lbs

Tier 1: These short rods can be attached to the end of a protoss implement to overcharge them. They can be activated as a full-round action, and last for a single encounter. If used outside an encounter they last for 1 hour or until the character completes an encounter within that hour. The core gives the implement +2 power ratings of damage, but use up twice as much ammunition per strike and suffer -2 accuracy from the uncontrollable energies.

Tier 2: As tier 1, except gives +4 power ratings and it suffers -4 accuracy.

Tier 3: As tier 1, except gives +6 power ratings and it suffers -6 accuracy.

Description: These rods can be inserted into a modular slot in most implements, giving them a brief extra charge of energy. This causes implements to burst with unrefined power, expending large amounts of energy, which is slightly hard to direct. It is believed this reckless devices can cause long term damage to a normally long lasting implement, but this has not been tested enough to be proven true.

Protoss Plasma Grenade

Thrown Protoss Ranged Weapon

Honor Cost: 5

Shard Cost: 50

Damage: 50

Accuracy: +0

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5lbs

Special Traits: Burst (2), High Explosive, Energy Damage, Grenade

Description: The protoss plasma grenade is fundamentally similar to a terran grenade, except it releases a concentrated shockwave of energy within its radius. While rarely used in the past, as they were considered dishonorable weapons, they are more popular now with the Daelaam.

Note: Protoss plasma grenades follow all the rules for expendable gear items for requisition.

Psi-Blade Cores

Expendable Gear

Honor Cost: 10

Shard Cost: 100

Weight: 1lbs

Tier 1: These spherical cores can be attached to a psionic protoss melee weapon to overcharge them. They can be activated as a full-round action, and last for a single encounter. If used outside an encounter they last for 1 hour or until the character completes an encounter within that hour. The core gives the weapon +5 penetration but causes every attack to lose 5 points from their shield pool.

Tier 2: As tier 1, except gives +10 penetration and every attack causes the user to lose 10 shield points.

Tier 3: As tier 1, except gives +20 penetration and every attack causes the user to lose 20 shield points

Description: Invented by the purifiers, these large spherical cores are essentially overcharged batteries that enhance the length and intensity of a psi-blade for a short time. The blades are so intense that using them will also damage and expend the user's own personal plasma shield.

Shield Pulse Pylon

Expendable Gear

Honor Cost: 25

Shard Cost: 250

Weight: 8lbs

Tier 1: This pylon can be set up as a full-round action. Once activated, it projects a field of improved shield regeneration in a Burst (6) area. Any protoss energy shield, personal or vehicle, that recovers shield points recovers 5 additional shield points. This pylon lasts for 5 minutes or one encounter, then collapses. It does not effect shields gain from the psychic entity creature type, psionic powers, or terran or zerg technology; only energy shields from protoss technology.

Tier 2: As tier 1, except it is a Burst (15) area and recovers 10 additional shield points.

Tier 3: As tier 2, except it is a Burst (30) area and recovers 20 additional shield points.

Description: The shield pulse pylons are a requested creation by the Auriga tribe in order to protect their artillery battalions of dragoons on the battle field from returned enemy fire. With the proper set up, a large contingent of dragoons can hold their own against superior numbers as long as they were given a chance to reactivate their shields between salvos.

Stasis Grenade

Expendable Gear

Honor Cost: 30

Shard Cost: 300

Weight: 1lbs

Tier 1: These dodecahedron-shaped grenades unfurl and trap a target within a stasis prison for a short time. This item can be used against a target that is large-sized or smaller within 6 squares as a standard action. The target must make a DC 22 endurance check or be held in stasis for 2 rounds. Targets encased in a stasis field are trapped, having no idea what is going on around them, and can perform no actions. If the target was flying or in the air, they continue to be flying. In addition, targets imprisoned in a stasis field are unable to be harmed, healed, touched or interacted with. They suffer no ongoing penalties from conditions inflicted, and do not age or suffer any other penalties related to the passage of time. This item can be used at targets within medium range instead of short range, but the target gains +5 on their endurance check if they do.

Tier 2: As tier 1, except the DC is increased to 25 and the stasis lasts for 3 rounds.

Tier 3: As tier 1, except the DC is increased to 30 and the stasis lasts for 4 rounds.

Description: An ancient weapon of control invented by the judicator, the stasis grenade as a powerful imprisoning device used to immobilize and trap a foe while they prepare them for capture or execution.

Temporal Field Trap

Expendable Gear

Honor Cost: 15

Shard Cost: 150

Weight: 1lbs

Tier 1: These small traps create a temporal field of slow-time that hinders everyone caught within. They are placed on the ground with a standard action and are treated as explosives with the Hidden and Destructible trait. They are triggered when someone enters their square, at which point they produce a Burst (3) area of slow time that lasts 3 rounds. The area is considered difficult terrain, and everyone within the area suffers the Swiftiness Drain (2) condition.

Tier 2: As tier 1, except it is a Burst (4) area, lasts 5 rounds, and deals Swiftiness Drain (4) condition.

Tier 3: As tier 1, except it is a Burst (8) area, lasts 5 rounds, and deals Swiftiness Drain (6) condition.

Description: These temporal snares, while commonplace amongst the protoss, are technology beyond the imagination for terrans. They are used to prepare ambushes, trapping their enemies in a net of slow-time so they cannot react to being attacked. They are also used to slow incoming Zerg raids.

Zerg Unraveller Pylon

Expendable Gear

Honor Cost: 30

Shard Cost: 300

Weight: 8lbs

Tier 1: This pylon can be set up as a full-round action. Once activated, it projects a field of anti-matter in a Burst (6), appearing as a slight vermillion haze, that specifically targets zerg cells. Any zerg that starts their turn or enters the area suffers 20 piercing damage. This piercing damage gains Hailfire against swarms, with the hailfire equal to their swarm tier. This field effects all Zerg, including primal zerg, infested terrans, broodmothers, and hybrids. This pylon lasts for 5 rounds, then collapses.

Tier 2: As tier 1, except it is a Burst (15) area, deals 30 piercing damage, and lasts 8 rounds.

Tier 3: As tier 2, except it is a Burst (30) area, deals 40 piercing damage, and lasts 10 rounds.

Description: These vicious fields were created by Daalaem scientists before the End War, combining the scientific techniques of both nerazim and khalai scientists. Designed to create aerial denial fields for the reclamation of Aiur, these pylons specifically target Zerg DNA cells and cause them to rapidly deteriorate and burst, in a quite painful fashion.

AQURING CRYSTAL SHARDS

Crystal shards can be acquired as payment for completing objectives or looted from defeated protoss enemies. The following table lists an average amount of shards that can be gained from defeating enemies or completing objectives. It lists objectives in three general tiers: chores, missions, and quests.

Chores are small objectives that generally do not require combat but are difficult enough to require the help of a skilled individual. They might involve technical work, negotiation, finding a lost object, or navigating a difficult location.

Missions are objectives that generally involve 1 or 2 encounters of the character's level, with those encounters usually designed for some larger purpose.

Quests are larger objectives involving multiple missions tied together, part of some larger plot or story. The completion of all or most of the missions will result in quest completion.

These shard rewards can be instead of the honor rewards for completing quests but are best used as an additional reward beyond honor (if you are using the crystal shard system at least).

Level	Shard Reward Encounter	Shard Reward Chore	Shard Reward Mission	Shard Reward Quest
1-2	5 per enemy	20	50	100
3-4	8 per enemy	25	60	125
5-6	10 per enemy	30	70	150
7-8	12 per enemy	40	80	200
9-10	15 per enemy	50	100	250
11-12	25 per enemy	75	150	300
13-14	30 per enemy	100	200	375
15-16	40 per enemy	125	250	450
17-18	50 per enemy	150	300	600
19-20	60 per enemy	175	350	750
21-22	75 per enemy	225	500	1,000
23-24	100 per enemy	300	750	1,500
25-26	125 per enemy	400	1,000	2,500
27-28	150 per enemy	500	2,000	5,000
29-30	200 per enemy	750	4,000	10,000

PART 4: RECLAMATION OF AIUR CAMPAIGN RULES

After the End War, Amon had been vanquished and the protoss had finally reclaimed their home world of Aiur. However, there was still much left to do. Aiur remained in ruins, with countless feral zerg hives, and even some wayward hybrid remaining in the ruins. The protoss needed to reclaim their lost lands and cities and begin the long process of rebuilding their lost empire. For this, they will need protoss heroes to help reclaim the planet.

Reclamation of Aiur is not an adventure or campaign module, but a set of optional campaign rules that a Game Master can use for a protoss party to reward characters for doing objectives on behalf of the protoss people. It is a reward system and campaign structure system for characters that serve their people and act to reclaim Aiur. As the players undertake different actions, they improve their standing in one of four different ways to rebuild their homeland. As their points reach certain thresholds, they gain rewards from the protoss hierarchy.

The most noticeable benefit to this campaign system is that it rewards unique weapons and other items that are not normally accessible in the game. However, your campaign does not need to use the *Reclamation of Aiur* campaign rules to include these items. You might give them out as a reward for any standard gameplay. Players might find them in a ruin, stash, or get them as a mission reward. However, they are presented in this supplement as rewards for reclaiming the protoss empire.

UNDERSTAND REPUTATION AND RENOWN

There are four different reputations you can work on for your campaign. Each one corresponds to a different aspect of helping rebuild the process empire. You build your reputation separately in each of these four categories. Known as Fields of Renown:

Reclaiming: Clearing, rebuilding, and regaining control of ruined protoss settlements

Expansion: Helping find resources, build and secure new protoss settlements

Purging: Slaying feral zerg and hybrid occupying protoss territory

Securing: Protecting protoss territory from outwards threats, such as terran pirates and colonists, Tal'darim, and non-feral zerg.

Reputation Level	Reputation Points Required
1	50
2	150
3	300
4	500
5	750
6	1,000
7	1,500
8	2,000
9	2,500
10	3,000

As you take different actions on behalf of the protoss empire, you gain increased reputation as an agent of these fields of renown. Usually, the party will share one overall reputation tracker in the distinct types of renown. Once the party's reputation level reaches a certain point, all characters gain the bonus for reach that reputation level for that renown types.

Odd levels of reputation gained give a large amount of honor and khaydarin shards. Even levels of renown give each character a choice of four items. These items can be all sorts of things, from new weapons, armor, augmentation crystals, vehicles, consumable items, or even structures and territories. Upon reaching an even renown level, each

character gets to choose their own rewards from the four options presented. Multiple characters can pick the same options; if they do, they each gain their own instance of the options.

GAME MASTER TIP: MAKE THE SYSTEM WORK FOR YOU

You might like the reputation system as a reward structure for your tabletop RPG, but it might not fit the campaign you want to run with your characters. Feel free to rework the renown types to better fit your campaign. For instance, you might reframe each of the renowns to your esteem amongst different factions or individuals important to your campaign, or your opposition to different factions. For example, your 'Reclamation' renown might build by doing tasks for a certain executor, while 'Expansion' renown changes to your opposition to a terran mercenary group. Use it how you want, and change it however needed. Use what is here as a blueprint!

The individual sections for the fields of renown will give an in-depth description on how you gain reputation with different renown types. However, completing missions for the protoss will give a regular amounts of reputation score based on the importance of the missions. Minor missions and tasks give 10 reputation, important missions give 25 reputation, and critical missions give 50 reputation. Meanwhile, renown have repeatable options to gain reputation with the field of renown.

Mission Severity	Reputation Gained
Routine Mission or Errand	10
Important Mission	25
Vital or Critical Mission	50
Repeatable	3

FIELDS OF RENOWN

The four fields of renown give different themed rewards by focusing on different tasks in defense of the protoss empire. While all four fields of renowned are ultimately linked together for a common goal, very few missions should give reputation to more than one renown. There are exceptions, however. Particularly complex or layered tasks might involve hitting the goals of many different renown types, while extremely important objectives that make you esteemed and respected across the entire empire might even be considered a bonus to all renown, as you have gained fame from your collective people.

RECLAIMING

The reclaiming renown involves regaining control of old parts of the protoss empire. Much of the old empire remains, just in a state of ruin. Reclaiming involves removing zerg growths, securing sites, and recovering lost items and artifacts that belonged to the old empire. Reclaiming often goes alongside purging, as they frequently involve dealing with feral zerg hives on Aiur.

Mission Severity	Example
Routine Mission or Errand	Transporting supplies to a reclaimed settlement; protecting a reclaimed settlement from an attack; helping provide repairs to a reclaimed settlement.
Important Mission	Find and secure a small protoss settlement or large structure, such as a temple
Vital or Critical Mission	Uncover and reclaim a ruined protoss nexus; find an object of cultural significance
Repeatable	Turn in any of the following: Xel’Naga Artifact (any), Tier 2 or greater protoss weapons, implements, or armor found in a ruin.

Reclaiming an area involves many steps for completion:

- Finding the ruined settlement and determining it is qualified for repair
- Remove all threats or infestation in the area
- Return to nearest protoss settlement and find a reclamation probe, and protect it while is being transported to the settlement
- Let the probe warp in a pylon, continuing to defend and secure the area while the warp in finishes.
- Afterwards, wait for the reclamation t to warp in and see if there are any further requests

The reputation rewards for reclaiming renown relates to the old protoss empire, the Conclave, and the history of Aiur. Many of these items are amongst the relics reclaimed and restored by protoss adventurers.

Reputation Level	Reward
Reclaiming 1	+50 honor and 1,000 khaydarin shards
Reclaiming 2	One of the following rewards: <i>Ancient Psi Blade (Weapon)</i> , <i>Power Suit of the Immovable Guard (Armor)</i> , <i>Perfect Khaydarin Crystal (Augmentation Crystal)</i> , <i>Shard of Memory (Consumable)</i>
Reclaiming 3	+50 honor and 2,000 khaydarin shards
Reclaiming 4	One of the following rewards: <i>Iron Will of the Conclave (Implement)</i> , <i>Khaydarin Warden’s Helm (Garment)</i> , <i>Ilhan Library (Territory)</i> , <i>Conclave Scout (Vehicle)</i>
Reclaiming 5	+75 honor and 3,000 khaydarin shards
Reclaiming 6	One of the following rewards: <i>Preservers Empathic Scepter (Implement)</i> , <i>Civilian Phase Suit (Armor)</i> , <i>Scroll of Temporal Discipline (Consumable)</i> , <i>Robotics’ Bay (Territory)</i>
Reclaiming 7	+75 honor and 5,000 khaydarin shards
Reclaiming 8	One of the following rewards: <i>Akhundelar Spear (Weapon)</i> , <i>Robe of the Crimson Judicator (Garment)</i> , <i>Legacy Fragment (Augmentation Crystal)</i> , <i>Adun’s Vigilance Scout (Vehicle)</i>
Reclaiming 9	+100 honor and 10,000 khaydarin shards
Reclaiming 10	One of the following rewards: <i>Vision of Khas (Implement)</i> , <i>Stormlord’s Mantle (Armor)</i> , <i>Carrier (Vehicle)</i> , <i>Spire of Adun (Territory)</i>

EXPANSION

Expansion is helping build new protoss base and settlements, and making sure they are self-sufficient. This differs from reclaiming, in that reclaiming focuses on rebuilding old parts of the ruined protoss empire, while expansion involves building new settlements in protoss held worlds. Expansion usually involves a great deal of diplomacy, investigation, and exploration, as the players must identify people's problems, looking at the issue from multiple angles, and search to identify ways to solve the problem. It frequently involves prospecting to find new sources of resources to feed a colony's growth. However, expansion reputation can be gained by protecting convoys, workers, and settlers from attacks by enemies; this often goes alongside security renown.

Mission Severity	Example
Routine Mission or Errand	Protect workers from attacks while gathering; solve problems citizens have in the settlement; protect trade convoys; dealing with cultural disagreements
Important Mission	Help settlement leaders resolve resource problems, deal with nearby hostiles, settlement crisis, or other major problems hindering their growth. Finding a new source of supplies for a settlement.
Vital or Critical Mission	Discover a still viable mineral field or vespine gas geyser; remove a major threat against the people of a settlement
Repeatable	Turn in any of the following: 1 ton of minerals, 3 barrels of vespine gas

Expansion reputation can also be gained by regularly feeding a settlement more minerals and vespine gas; extra resources never hurt their growth. While protoss do not eat or drink in conventional ways, they may still value sources of different flora and plants for the purpose of medicine and scientific improvements and to beautify their settlement. Meanwhile sources of crystals are often important, as psionic crystals are useful in a wide variety of protoss technology.

The reputation rewards for expansion renown relates to inventions of the new unified protoss empire, including Daelaam-specific items, items designed to honor protoss heroes, and technology celebrating the unification of the purifiers with the new empire.

Reputation Level	Reward
Expansion 1	+50 honor and 1,000 khaydarin shards
Expansion 2	One of the following rewards: <i>Khaydarin Portal Scepter (Implement)</i> , <i>Warding Bracer (Garment)</i> , <i>Miniature Prismatic Array (Augmentation Crystal)</i> , <i>Composite Ilhan Crystal (Consumable)</i>
Expansion 3	+50 honor and 2,000 khaydarin shards
Expansion 4	One of the following rewards: <i>Honor of Artanis (Weapon)</i> , <i>Escort of the Wanderer (Armor)</i> , <i>Protoss Habitation Sector (Territory)</i> , <i>Inferno Mirage (Vehicle)</i>
Expansion 5	+75 honor and 3,000 khaydarin shards
Expansion 6	One of the following rewards: <i>Daelaam Unification Blade (Weapon)</i> , <i>Ring of Clarity (Garment)</i> , <i>Scroll of Telekinesis Discipline (Consumable)</i> , <i>Warp Gate (Territory)</i>
Expansion 7	+75 honor and 5,000 khaydarin shards
Expansion 8	One of the following rewards: <i>Gantrithor's Vengeance Cannon (Implement)</i> , <i>Cybro's Second Skin (Armor)</i> , <i>Shard of the Gantrithor (Augmentation Crystal)</i> , <i>Vigilance Undenied Immortal (Vehicle)</i>
Expansion 9	+100 honor and 10,000 khaydarin shards
Expansion 10	One of the following rewards: <i>Eye of Fenix (Weapon)</i> , <i>Mantle of the Hero (Garment)</i> , <i>Tempest (Vehicle)</i> , <i>Frontier Base (Territory)</i>

PURGING

Even after the End War and the defeat of Amon, billions of feral zerg still lurk across the entire Koprulu Sector. And, while many of them were destroyed, there are still countless remaining on Aiur, and they continue to multiply by the command of overlords and queens who are maintaining their hives waiting for future instructions. Worse, some hybrids are believed to still survive, lurking in the dark places of the sector, marshalling their forces and preparing their own dark agendas.

The purging renown is focused on finding and eliminating the threats of feral zerg and the hybrids that might enslave. Both are dangerous and a threat to all life in the sector; destroying them is the only hope to rebuilding on Aiur and beyond.

Mission Severity	Example
Routine Mission or Errand	Clear out a feral zerg or infested terran infestation; destroy a breeding nest or defensive colony outpost
Important Mission	Destroy a rogue command strain Zerg and their minions; stop feral zerg raids on a settlement, clear out a large feral zerg population in a region.
Vital or Critical Mission	Destroy a major feral zerg colony; defeat a hybrid or Yggdrasil overlord
Repeatable	Win an average or higher threat encounter against feral zerg and/or hybrid

Purging reputation almost exclusive involves combat, as it goes with the constant fight against the zerg and hybrid. It should note that purging is cleaning out those neutral threats; it does not involve primal zerg or the overall Zerg swarm led by Kerrigan or Zagara.

The reputation rewards for purging renown frequently involves Zerg-themed objects, including carapace armor made from Zerg, the double scythes famed as Zerg killing instruments, and relics from the lost world of Shakuras.

Reputation Level	Reward
Purging 1	+50 honor and 1,000 khaydarin shards
Purging 2	One of the following rewards: <i>Poison Psi Blade (Weapon)</i> , <i>Aspect of the Roach (Armor)</i> , <i>Crystallized Hybrid Essence (Augmentation Crystal)</i> , <i>Cybernetic Augments (Consumable)</i>
Purging 3	+50 honor and 2,000 khaydarin shards
Purging 4	One of the following rewards: <i>Purge of Jormundgar (Weapon)</i> , <i>Zerg Bone Claw (Garment)</i> , <i>Defensive Outpost (Territory)</i> , <i>Pheonix of Kaldir (Vehicle)</i>
Purging 5	+75 honor and 3,000 khaydarin shards
Purging 6	One of the following rewards: <i>Anti-Zerg Disruptor Rod (Implement)</i> , <i>Aspect of the Lurker (Armor)</i> , <i>Scroll of Psychokinetic Discipline (Consumable)</i> , <i>Cybernetics Core (Territory)</i>
Purging 7	+75 honor and 5,000 khaydarin shards
Purging 8	One of the following rewards: <i>Neural Double Blade (Weapon)</i> , <i>Heart of the Swarm (Garment)</i> , <i>Crystallized Overmind Essence (Augmentation Crystal)</i> , <i>Amon's Bane Pheonix (Vehicle)</i>
Purging 9	+100 honor and 10,000 khaydarin shards
Purging 10	One of the following rewards: <i>Last Defiance Shakuras (Weapon)</i> , <i>Aspect of Brutalist (Armor)</i> , <i>Void Ray (Vehicle)</i> , <i>Ritual of Empowerment (Consumable)</i>

SECURING

It is not enough to reclaim Aiur from the ashes of defeat, but also defend her from intrusion. While galactic peace may largely exist, that does not mean there are no threats. Terran pirates, Tal'darim raiders, greedy miners and prospectors, primal zerg pack leaders and rogue brood mothers, all pose a threat to Aiur in a dangerous state. Securing is fighting back attempts to harm the protoss empire or steal the Firstborn's resources or territories.

Securing differs from purging in that it deals with active, intelligent threats; namely opposing factions. Protoss heroes will be asked to raid and sabotage enemies, to support their faction in battles to remove threats. Lacking the power of a full military, the players will rely on acts of sabotage, assassination, and hit and run attacks to defeat their opposition.

Mission Severity	Example
Routine Mission or Errand	Successfully raid an enemy outpost; defend an outpost from a major enemy attack; defeat a blockade, take prisoners;
Important Mission	Assassinate an enemy leader, destroy or gain the surrender of an enemy base, destroy an enemy capital ship
Vital or Critical Mission	Put an end to the threat of another faction, either combatively or diplomatically
Repeatable	Win an average or higher threat encounter against an invading force

It should be noticed that securing is not necessarily just eliminating an enemy through war and violence; if a threat can ultimately be defused with diplomacy, all the better not to waste protoss lives. However, while diplomacy will often be the first resort in effort, it might be last resort in finality. Enemies are unlikely to surrender a claim or attack until they realize they are facing substantial opposition that threatens their own efforts.

The reputation rewards for securing renown frequently involves items themed with the fighting styles of the Nerazim, Tal'darim, and Purifiers, as well as vehicular combat and aerial craft.

Reputation Level	Reward
Securing 1	+50 honor and 1,000 khaydarin shards
Securing 2	One of the following rewards: <i>Barrier Blade (Weapon)</i> , <i>Wraith Cloak (Garment)</i> , <i>Purifier Micro Personality (Augmentation Crystal)</i> , <i>Essence of Agility (Consumable)</i>
Securing 3	+50 honor and 2,000 khaydarin shards
Securing 4	One of the following rewards: <i>Gravity Blade (Weapon)</i> , <i>Shroud Power Suit (Armor)</i> , <i>Orbital Cannon (Territory)</i> , <i>Riftwalker Corsair (Vehicle)</i>
Securing 5	+75 honor and 3,000 khaydarin shards
Securing 6	One of the following rewards: <i>Solarite Purification Cannon (Implement)</i> , <i>Ring of Fire (Garment)</i> , <i>Scroll of Pyromancy Discipline (Consumable)</i> , <i>Stargate (Territory)</i>
Securing 7	+75 honor and 5,000 khaydarin shards
Securing 8	One of the following rewards: <i>Void Rift Shield (Armor)</i> , <i>Conquerer's Domain (Armor)</i> , <i>Imprisoned Void Entity (Augmentation Crystal)</i> , <i>Void Hound Corsair (Vehicle)</i>
Securing 9	+100 honor and 10,000 khaydarin shards
Securing 10	One of the following rewards: <i>Alarak's Mercy (Implement)</i> , <i>Eye of the Xel'Naga (Garment)</i> , <i>Arbiter (Vehicle)</i> , <i>Fleet Beacon (Territory)</i>

RENOWN AND REPUTATION REWARDS

This section details all the rewards listed for the renowns above. Remember, you do not need to use the Reclamation of Aiur system to include these items in your game; you can still have them as rewards or treasure to find. However, the items in this section do not have costs, as they are not designed or common enough to purchase.

Remember that every type of party hits a reputation level, each player gets to pick one reward for that level, and multiple players can pick the same rewards. The reward a character chooses does not need to be used by that character, though it is encouraged.

WEAPONS

The weapon reputation rewards are all modified versions of common weapons found in the various StarCraft supplements. They will usually be tier 2 or tier 3 and have a bonus trait beyond that of the weapon. The tier bonus are included in their statistics presented. You can transform these weapons into artifacts using the Xel’Naga artifact creation system listed in the End War supplement, treating them as items of the normal weapon type and tier. Weapons with the Psionic Weapon Origin trait can be any origin, chosen when the weapon is taken as a reward.

Ancient Psi Blade

One-handed Melee Weapon (Tier 2 Psi Blade)

Reward: Reclamation 2

Damage: 18

Accuracy: +2

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 4lbs

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

Psionic Intensity: This weapon adds the user’s psi level to base weapon damage.

Description: These recovered psi blades were made as symbols of honor and power by the old templar clans, given to templar who completed numerous heroic deeds.

Akhundelar Spear

Two-handed Melee Weapon (Tier 3 Psi Spear)

Reward: Reclamation 8

Damage: 30

Accuracy: +4

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 16lbs

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

First Strike: Characters who are equipped with this weapon and not surprised at the start of encounters gain +5 initiative. The user also gains +20 shield armor and +2 move speed in the first 2 rounds of an encounter as long as they remain equipped with this weapon.

Sudden Strike: Enemies whose current encounter initiative is lower than the characters are flat-footed against attacks with this weapon.

Description: These spears were given to warriors that offered to risk their own lives for suicidal strikes on behalf of the larger war-host. To ensure they survived, or at least survived as long as they could, these spears strengthened their ability to bear the brunt of an enemy host’s attacks.

Barrier Blade

One-handed Melee Weapon (Tier 2 Psi Blade)

Reward: Securing 2

Damage: 18

Accuracy: +2

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 4lbs

Special Traits: Wrist Blade, Psionic

Shield Projector: This blade can become a shield of pure energy instead of a weapon. By making a Focus combat behavior, the blade becomes a barrier and gives the user cover against ranged attacks when not flat-footed. This lasts until the start of the user’s next turn. The user cannot attack with the weapon in the turn they activate this or until the start of their next turn.

Description: These new flexible blades can transition the blade beam of the weapon into a hard-light shield that absorbs shots. The user will use the shield to absorb enemy fire, then switch back to a blade when reaching melee range.

Daelaam Unification Blade

One-handed Melee Weapon (Tier 2 Psi Blade)

Reward: Expansion 6

Damage: 18

Accuracy: +2

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 4lbs

Special Traits: Defensive, Wrist Blade, Psionic, Psionic Weapon Origin (see Unified Blade)

Unified Blade: This weapon gains the benefit of all 4 psionic weapon origins at once (Bane, Focus, Purity, Warp).

Description: These weapons were created after the End War to celebrate the reunification of protoss society. They were given to leaders who aiding in creating union amongst the new protoss Daelaam.

Fenix Blade

One-handed Melee Weapon (Tier 3 Psi Blade)

Reward: Expansion 10

Damage: 30

Accuracy: +4

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +4

Weight: 4lbs

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

Masterpiece: This weapon has a vastly superior weapon profile over a typical psi blade.

Description: These powerful blades are purifier recreations of the legendary psi blades used by Praetor Fenix. Talendar, the modern purifier replica of Fenix, has vouched for their authenticity.

Gravity Blade

One-handed Melee Weapon (Tier 2 Psi Blade)

Reward: Securing 4

Damage: 18

Accuracy: +2

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 4lbs

Special Traits: Wrist Blade, Psionic

Gravity Snare: Once per round, as a move action, the character can gain 4 energy fatigue to create a gravity well that pulls a target towards them. They target an enemy within medium range and line of sight and make a psionic attack against them. This attack gains bonus accuracy equal to the user's intelligence. If the attack hits the target's toughness, they are moved into the nearest unoccupied, safe square adjacent to the user.

Description: Gravity blades are ancient devices recovered from the Spear of Adun's archives, and were originally created for the preservers. They allow creating a gravitational tether that pulls a target to the user, acting like a snare that pulls its victims in for the kill.

Honor of Artanis

Two-handed Melee Weapon (Tier 2 Psi Reaper)

Reward: Expansion 4

Damage: 34

Accuracy: +2

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +4

Weight: 24lbs

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

Honorable Challenge: When you hit an enemy with this weapon, they are considered Taunted by you as per the combat influence action. When you take hit point damage from a target you have taunted with this weapon's attacks, you gain 3 protection.

Description: These axes were created for reawakened elite zealots on the Spear of Adun prior to the second invasion of Aiur, to show the old troops respect for their young commander.

Last Defiance of Shakuras

Two-handed Melee Weapon (Tier 3 Psi Double Scythe)

Reward: Purging 10

Damage: 32

Accuracy: +3

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 18lbs

Special Traits: Cleaving (1), Double Weapon, Psionic Infusion

Last Stand: This weapon channels the user's desperation into its strikes. It gains +1 power rating for every healing threshold the character is below their maximum healing threshold value.

Description: These weapons were held in the hands of some of the final defenders on Shakuras; nerazim warriors who died fighting vast hordes of Zerg. The weapons are charged with the psionic imprints of their user's desperation and countless dead enemies. It is unknown how the Daelaam reclaimed these weapons.

Neural Double Blade

Two-handed Melee Weapon (Tier 3 Psi Double Blade)

Reward: Purging 8

Damage: 27

Accuracy: +3

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 14lbs

Special Traits: Double Weapon, Psionic, Psionic Weapon Origin

Mind Strain: This weapon deals a second hit of psionic damage when used equal to 20 +5x the user's Psi Level. Target's who take psionic damage from this weapon also gain 2 energy fatigue, if they can use psionic powers. This only functions if the target has 0 energy shield pool, or does not have energy shields.

Drain Shields: This weapon's attacks ignore shield armor.

Description: These advanced blades, made of rare materials found by the purifiers, allow the user to apply to transmit their psionic energy into a nerve shock upon contacting an enemy. Meanwhile, the user's telepathic impulses are also used to counteract the effect of energy shields, cancelling out each other's strength.

Poison Psi Blade

One-handed Melee Weapon (Tier 2 Psi Blade)

Reward: Purging 2

Damage: 18

Accuracy: +2

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 4lbs

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

Psionic Venom: When this weapon damages a living target, it deals a bonus hit of poison damage equal to 8 + the user's psi level.

Description: A nerazim creation after the Brood War, the dark templar created a rare blade that's innate psionic energies could alter the target's blood to spontaneously create a toxin that caused extreme pain and muscle damage.

Purge of Jormundgar

Two-handed Melee Weapon (Tier 2 Psi Double Scythe)

Reward: Purging 4

Damage: 28

Accuracy: +2

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 18lbs

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

Monster Slayer: When this weapon is used against a Zerg creature of huge-sized or larger, it gains advantage on the attack roll and +10 penetration.

Description: These weapons were created after a battle where the nerazim fought against the Jormundgar brood during the Brood War. The brood's ultralisks were torn apart to create these weapons as trophies.

IMPLEMENTS

The implement reputation rewards are all modified versions of common implements found in the various StarCraft supplements. They will usually be tier 2 or tier 3 and have a bonus trait beyond that of the weapon. The tier bonus are included in their statistics presented. You can transform these implement into artifacts using the Xel'Naga artifact creation system listed in the End War supplement, treating them as items of the normal weapon type and tier.

Alarak's Mercy

Two-handed Implement (Tier 3 Staff of Thunder)

Reward: Securing 10

Damage: 12 + 2x Psi Level

Accuracy: +2

RoF: Full-Auto

Range: Medium

Shots: 200 charges

Power Rating: +2

Weight: 14lbs

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

Heighten Pain: When this weapon deals hit point damage to a living target, they suffer the Bleeding (10) condition.

Cruel Mercy: When the weapon hits a target's defense and toughness, they must make a DC 32 endurance check or suffer the Tormented condition for 2 rounds.

Purge the Weak: This weapon gains +2 hailfire against swarms of living enemies, on top of other sources of hailfire.

Description: Alarak is not known for his mercy, but he did allow Tal'darim to defect from his empire to join the Daelaam. Several of these staves were passed down by ascendants who joined the Daelaam, who renamed the weapon's in both respect and mockery of the Tal'darim leader.

Gantrithor's Vengeance

Two-handed Implement (Tier 3 Photon Barrage Cannon)

Reward: Expansion 8

Damage: 21 +4x Psi Level

Accuracy: +3

RoF: Full-Auto

Range: Distant

Shots: 100 charges

Power Rating: +3

Weight: 50lbs

Special Traits: Implement (30), Penetration (10), Rending (2)

Antimatter Decimation: Any target that is hit by this weapon's attacks takes a second hit of piercing damage equal to 3x the user's Psi Level. This bonus damage does not gain any of the weapon's hailfire or traits. If a target is killed by this weapon, it explodes, dealing an automatic hit of 3x PL piercing damage to all targets adjacent to the target hit. This damage cannot cause targets to explode.

Description: These cannons were rebuilt from crashed interceptors belonging to the Gantrithor, found only a few kilometers from the sight of the Overmind's demise. They seem to still be channeling some of the combined energies Tassadar used to destroy the wretched zerg leader.

Iron Will of the Conclave

Two-handed Implement (Tier 2 Staff of Command)

Reward: Reclamation 4

Damage: 25 +5x Psi Level

Accuracy: +2

RoF: Slow

Range: Medium

Shots: 10 charges

Power Rating: +5

Weight: 12lbs

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

Rod of Rulership: While equipped with this weapon in an encounter, the character gains +3 to leadership checks. In addition, when they defeat an enemy with this implement, all allies under their leadership combat augmentations gain 5 protection and 1 morale point. This can only occur once per round.

Description: These staves were given to members of the conclave, to boost their authority and amplify their psionic presence to make them seem more compelling and authoritative to their followers.

Khaydarin Portal Scepter

One-handed Implement (Tier 2 Electro Rod)

Reward: Expansion 2

Damage: 11 + 2xPsi Level

Accuracy: +1

RoF: Full-Auto

Range: Medium

Shots: 100 charges

Power Rating: +3

Weight: 6lbs

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

Summon Portal: Once per encounter, you can use this scepter to create a portal an ally can travel through as a move action.

Choose an ally and a target destination that are both within long range and line of sight of you. The ally can spend a reaction to step through the portal you create and be relocated at the target designation. Alternatively, you can use the portal on yourself, in which you spend a move action to teleport yourself to a location within long range and line of sight.

Description: These new creations function as useful weapons that can also create brief, one-way portals in battle. They are given to adherents and adepts to help control the flow of the battlefield as well as save vulnerable lives.

Preserver's Empathic Scepter

One-handed Implement (Tier 2 Plasma Rod)

Reward: Reclamation 6

Damage: 15 +4x Psi Level

Accuracy: +0

RoF: Average

Range: Medium

Shots: 5 charges

Power Rating: +4

Weight: 6lbs

Special Traits: Implement (25)

Healing Implement: This implement does not deal damage; instead, targets hit by the weapon can spend a healing threshold to regain hit points equal to the damage value of the weapon. The weapon still needs to roll to hit an ally; however, because allies are not dodging the attack, they are flat-footed against the attacks to heal with this weapon. In addition, attacks against oneself or an adjacent ally automatically hit

Description: These look similar to heal rods, but actually create psionic healing effects that restore life to allies in a method similar to terran nanites. They were originally much rarer, restricted to the preserver caste, but the massive loss of life after the fall of Aiur brought them to the forefront again.

Solarite Purification Cannon

Two-handed Implement (Tier 2 Prism Cannon)

Reward: Securing 6

Damage: 25 +5x Psi Level

Accuracy: +3

RoF: Slow

Range: Remote

Shots: 1 charge

Power Rating: +5

Weight: 50lbs

Special Traits: Implement (35), Penetration (20), Focusing Beam, Energy Discharge (60)

Piercing Obliteration: This weapon gains the Focusing Beam trait and improves to Remote range. However, its piercing trait is replaced with Penetration (20), and its Energy Discharge trait deals 60 damage to the users instead of 30. It is harder to refill, with a higher Implement value.

Description: This powerful cannon uses a miniature version of the same solarite array used on the Cybros station. It is powerful, able to deal heavy damage to an aircraft from the ground but is also very dangerous to use. Its ability to absorb heat has not yet been optimized for the weapon's output.

Vision of Khas

One-handed Implement (Tier 3 Focusing Crystal)

Reward: Reclamation 10

Damage: 30 +5x Psi Level

Accuracy: +4

RoF: Slow

Range: Short

Shots: 1 charges

Power Rating: +5

Weight: 1bs

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

Reach of his Vision: If you hit an enemy with this attack, you can select a second target within short range of the first target, following all the normal rules and profiles for the weapon attack. If the hit a second target, you can make the attack again against a third target. All targets must be within your line of sight, but cover is determined as if the attack is coming from the previously attacked character.

Suffering Dissent: If a target's defense, toughness, and resolve is hit by this weapon's attacks, they suffer the Tormented condition for 1 round.

End of Strife: For every target that takes damage from this weapon attack, the character using the implement recovers from 4 energy fatigue.

Description: These focusing crystals are named after the meditative khaydarin crystals used by Khas, the scholar who ended the Age of Strife. However, these are weapons of war, able to release chains of linked, disintegrating beams that cause great pain to its victims. They are often still held by esteemed protoss scholars and fateweavers, who use them as instruments of self-defense.

Zerg Disruptor Rod

One-handed Implement (Tier 2 Disintegration Rod)

Reward: Purging 6

Damage: 15 + 3xPsi Level

Accuracy: +2

RoF: Slow

Range: Medium

Shots: 3 charges

Power Rating: +3

Weight: 6lbs

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

Zerg-Bane: This weapon gains Hailfire (1) and Rending (4) against Zerg.

Description: The zerg disruptor rod is a disintegration rod keyed to target zerg essence specifically. While already a gruesome weapon, these weapons dissolve zerg struck into a cloud of psychic motes.

ARMOR

The armor reputation rewards are all modified versions of common armors found in the various StarCraft supplements. They will usually be tier 2 or tier 3 and have a powerful bonus traits to those wearing them. The tier bonus are included in their statistics presented. Armor still provides sockets for augmentation crystal that can be attuned to them. You can transform these armors into artifacts using the Xel'Naga artifact creation system listed in the End War supplement, treating them as items of the normal armor type and tier.

Armor of the Immovable Guard

Super Heavy Armor (Tier 2 Protoss Heavy Power Suit)

Reward: Reclaiming 2

Damage Resistance: 14

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

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

Ability Score Bonuses: Strength +3, Agility +1

Weight: 100lbs

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

Immovable Form: If you do not move on your turn and did not perform a bob and weave combat behavior, you increase your toughness by 4 until the start of your next round and gain 10 protection.

Description: These armors were created during the Fall of Aiur, given by the conclave to the zealots who stood their ground as the Zerg overwhelmed their cities. The Conclave did not take the Zerg threat seriously, and believed the creation of these armors was enough to make their soldiers invincible against the threat. They were wrong, but that should not discount the quality of these armors.

Aspect of the Brutalisk

Super Heavy Armor (Tier 3 Protoss Ultralisk Carapace Suit)

Reward: Purging 10

Damage Resistance: 23

Defense Penalty: -4

Resistance Rating: +4

Mounted Gear: Equipment Belt

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

Ability Score Bonuses: Strength +3

Weight: 150lbs

Special Traits: Extremely Cumbersome, Elemental Protection, Radiation Shielding

Impervious: This armor's plating holds well against numerous small blows. While wearing this armor, you gain +20 damage resistance against the attacks of swarms.

Titanic Toughness: While wearing this armor, you gain +5 toughness and +20 damage threshold.

Description: It is hard enough to kill a brutalisk, harder to still kill one gently enough that there is still anything to take off its corpse. This carapace armor, forged from a brutalisk's shell, channels the beast's nature to make the user near invincible to barrages of light attacks.

Aspect of the Lurker

Heavy Armor (Tier 2 Protoss Heavy Carapace Suit)

Reward: Purging 6

Damage Resistance: 9

Defense Penalty: 0

Resistance Rating: +3

Mounted Gear: Equipment Belt

Sockets: 1 Dominance Socket, 2 Vengeance Sockets

Ability Score Bonuses: NA

Weight: 40lbs

Special Traits: Cumbersome

Body of Thorns: When you take hit point damage from a melee attack while wearing this armor, your attacker suffers automatic 10 piercing damage.

Hidden Hunter: You gain +3 to stealth checks while wearing this armor. While you have the cloaked condition, when you attack a swarm with a psionic melee weapon, you can gain 5 energy fatigue to release a wave of psionic zerg spikes against your foe with your attack. If you do, your attack gains Hailfire (2).

Description: This armor comes from the hide of a zerg lurker, whose prickly disposition is reflected in the essence of the armor. Protoss attuned to this armor can release psionic spikes when utilizing this armor, replicating the nature of this nefarious nemesis.

Aspect of the Roach

Heavy Armor (Tier 2 Protoss Heavy Carapace Suit)

Reward: Purging 2

Damage Resistance: 9

Defense Penalty: 0

Resistance Rating: +3

Mounted Gear: Equipment Belt

Sockets: 1 Dominance Socket, 2 Vengeance Sockets

Ability Score Bonuses: NA

Weight: 40lbs

Special Traits: Cumbersome

Roach Regeneration: This armor channels the regenerative essence of the zerg roach the armor was formed from. At the end of an encounter in which a character wears this armor, they regain 1 spent healing threshold. In addition, the wearer regains a bonus 10 hit points whenever they spend a healing threshold to regain hit points.

Description: Zerg roaches are common candidates for Zerg carapace, as they are common foes who have very thick armor. This armor is more than fashioned from the shell of a roach, but it is linked to capture a roaches' essence as well. Protoss who channel their psionic energy into this armor can channel the roach's regenerative powers for themselves.

Civilian Phase Suit

Light Armor (Tier 2 Protoss Armor Suit)

Reward: Reclaiming 6

Damage Resistance: 6

Defense Penalty: 0

Resistance Rating: +2

Mounted Gear: Equipment Belt

Sockets: 2 Normal Sockets

Ability Score Bonuses: NA

Weight: 20lbs

Special Traits: NA

Phase Shift: This armor has dimensional fade technology that protects the user from attacks. When the wearer would be hit by a weapon attack, roll a natural d20. On a 1-5, the attack misses.

Teleportation: At the start of the user's turn, after upkeep but before any actions are made, the user can teleport up to 6 squares to a location they can see.

Description: These suits were given to VIP personnel amongst the protoss civilians, such as important warp smiths, administrators, and governors. While poor armor, they contain enough displacement technology to help the user escape battle. They are simple enough that civilians who are not trained to wear armor can utilize them.

Conqueror's Domian

Super Heavy Armor (Tier 3 Protoss Imperial Power Suit)

Reward: Securing 8

Damage Resistance: 22

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

Sockets: 2 Immortality Sockets, 1 Normal Socket

Ability Score Bonuses: Strength +4

Weight: 120lbs

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

Essence of Violence: This armor builds up power as the user fights and kills, drawing power from released essence and kinetic energy. When the user damages an enemy with a melee attack, it generates 1 kinetic energy point, or 2 if they damaged a swarm. If they defeat an enemy with a melee attack, it gains 3 kinetic energy points. It can have up to 10 kinetic energy points at once, at these point reset every encounter. As a minor action once per round, the user can spend all kinetic energy points on one of the following options:

- Regain shield points equal to 10x kinetic energy points
- Deal an automatic hit of energy damage to enemies within 2 squares equal to 10x kinetic energy points. This function gains Hailfire (2) against swarms.
- Try to push back all enemies within 2 squares of the user. Make an attack against toughness against all enemies within 2 squares, with an accuracy bonus of 5x kinetic energy points. On a hit, targets are pushed 3 squares directly away from the character.

Description: This armor was designed as a collaboration of Tal'darim ascendants and Daelaam Warp Smiths. The two combined their knowledge to create an armor for front-line commanders, who could gain power by spilling blood around them. The project was over ambitious, and only a few of these suits were made, due to the impracticality of making armor of such power.

Cybro's Second Skin

Super Heavy Armor (Tier 3 Protoss Vindicator Power Suit)

Reward: Expansion 8

Damage Resistance: 19 **Defense Penalty:** -2 **Resistance Rating:** +4

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

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

Ability Score Bonuses: Strength +2, Agility +2, Instinct +2

Weight: 150lbs

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

Improved Reconstruction Protocols: Non-purifier protoss wearing this armor heal an additional 20 hit points from all medicine checks. Purifier protoss wearing this armor gain +5 regeneration from their Reconstructing Nanobots traits.

Motion Augments: Non-purifier protoss wearing this armor gain +2 to acrobatics and athletics checks; purifier protoss gain +4 to those skill checks instead.

Description: This powered armor seems thin and lightweight compared to others, but it possesses advanced automation systems that boost and protect the user beyond the armor. It was designed mainly as a removable suit of outer armor for purifiers, but other protoss can use it as well, and still benefit heavily from it.

Escort of the Wanderer

Super Heavy Armor (Tier 2 Protoss Light Power Suit)

Reward: Expansion 4

Damage Resistance: 12 **Defense Penalty:** -1 **Resistance Rating:** +4

Mounted Gear: Gravity Boots, Equipment Belt

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

Ability Score Bonuses: Strength +2, Agility +2

Weight: 70lbs

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

Temporary Cloaking: For the first round of an encounter, as well as the surprise round if you get one, you gain the benefit of the Cloaking condition. This lasts until the start of your second turn. This armor does not otherwise grant the cloaking condition.

Levitation: When you are performing either the jumping or focusing combat behaviors, you can benefit from the *Levitation* psionic power as if manifested at PL 5. This lasts until the start of your next turn.

Description: These armors were popular amongst nerazim explorers and exiles. They are designed to aid with navigation, evading combat, and survival. They have been repurposed for use with protoss scouts who are searching for resource veins and scouting old ruins.

Shroud Power Suit

Super Heavy Armor (Tier 2 Protoss Light Power Suit)

Reward: Securing 4

Damage Resistance: 12 **Defense Penalty:** -1 **Resistance Rating:** +4

Mounted Gear: Gravity Boots, Equipment Belt

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

Ability Score Bonuses: Strength +2, Agility +2

Weight: 70lbs

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

Terrazine Emitters: Once per encounter, this armor can release a cloud of terrazine in a Close Burst (2) centered on the user. You and all targets within the area can choose to resist or embrace the terrazine. If you embrace the terrazine, you gain +1 Psi Level while within the area, and a -4 penalty to attacks, defenses, and skill checks, except psionic attacks and psionic skill checks. If you resist the terrazine, you can make a DC 22 endurance checks to not be effected by the gas. If you fail, you are effected as if you embrace the gas. The bonuses and penalties last until the end of the encounter. In addition, those within the area of the cloud gain Improved Concealment until the start of your next turn.

Description: An armor many would find heretical, some of these were recovered from the Tal'darim loyalists to Amon, and still circulate today. These armors have stored terrazine gas that they can release in a cloud. This gas can be used defensively and boosts psionic potency but invites madness and whispers of the void.

Stormlord's Mantle

Super Heavy Armor (Tier 3 Protoss Light Power Suit)

Reward: Reclaiming 10

Damage Resistance: 17

Defense Penalty: -0

Resistance Rating: +4

Mounted Gear: Gravity Boots, Equipment Belt

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

Ability Score Bonuses: Strength +3

Weight: 70lbs

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

Psionic Lightning: When the wearer of the armor successfully manifests a psionic power that costs energy fatigue, all enemies within 3 squares suffer an automatic hit of 20 +3x PL energy damage.

Channeled Psionic Storm: Once per encounter, you can unleash a Channeled Psionic Storm as a full-round action that costs 10 energy fatigue. This ability affects a Triple Line (10) area. All within the area suffer an automatic hit of 40 + 4x PL energy damage.

Description: This powerful armor is a new invention, requiring the combined technologies of the many protoss factions that make up the Daelaam. This armor channels the user's vast psionic might into active conduits of psionic energy that lash out at nearby foes. Very few of these suits have been made, and they are only gifted to the most loyal heroes of Aiur.

Void Rift Shield

Shield (Tier 3 Guardian Shield)

Reward: Securing 8

Damage Resistance: 0

Defense Penalty: +4

Resistance Rating: +0

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 25 lbs.

Special Traits: Shield, Augmented Shield, Very Cumbersome

Energy Absorption: When the user has this shield equipped, as long as they have at least 25 points in their personal protoss shield pool, they gain +100 shield armor against energy damage.

Description: These shields use void crystals to focus and enhance the user's protection against energy damage. When the shield is aligned correctly, it can boost a personal energy shield to almost entirely deflect energy damage.

Note: Because a shield takes up one hand, a character cannot use any weapon or item in that hand. Therefore, a character cannot dual-wield or use a two-handed weapon.

GARMENT

While garments usually have no effect beyond being a tool to hold augmentation crystals, these garments provide a special bonus to the character as long as all of their crystal slots are attuned. Garments are still variations of ordinary types of garments, which only matters so that you cannot have multiple of the same types of garments. For example, you cannot have a unique cloak and a normal cloak. Meanwhile, garments can be made into Xel'Naga artifacts using the artifact creation system, using the base garment type listed.

Eye of the Xel'Naga

Protoss Garment (Hood)

Reward: Securing 10

Sockets: 1 Wisdom Socket, 1 Immortality Socket

Warden: If you have a gem attuned to both sockets in this garment, all psionic powers you manifest cost 2 less energy fatigue (not effecting sustain cost) and are boosted by 2 PL.

Description: These ancient helmets are said to predate even the Age of Strife, built as ceremonial masks to honor the Xel'Naga benefactors. They have been recovered and rebuilt countless times over the millennia, each time upgraded with new materials to further augment the user's psionic potential.

Khaydarin Warden's Helmet

Protoss Garment (Hood)

Reward: Reclaiming 4

Sockets: 1 Immortality Socket

Warden: If you have a gem attuned to this garment, your worn armor improves its damage resistance by 1 resistance rating. If the attuned gem is a Khaydarin Crystal, your armor gains a +1 strength augment. If the attuned gem is Plasma Shielding, your personal energy shield gains +2 shield armor.

Description: These ornate helmets are crafted for the judicator's elite guard. It is designed to supplement a suit of armor by using an augmentation crystal to boost the armor's performance.

Heart of the Swarm

Protoss Garments (Amulet)

Reward: Purging 8

Sockets: 1 Dominance Socket

Mirror of the Swarm: When you have a gem attuned to this amulet, you register as a member of the swarm to nearby Zerg. You gain +2 defense, toughness, and resolve against the attacks, abilities, and powers of Zerg and always get to act in the surprise round in an encounter with Zerg.

Description: This amulet contains a petrified Zerg organ or an unknown nature, possibly belong to a cerebrate, brood mother, or the Overmind itself. Regardless, the amulet seems to confuse the Zerg hive mind and causes the Zerg to be disoriented when attacking the user.

Mantle of the Hero

Protoss Garments (Cloak)

Reward: Expansion 10

Sockets: 1 Wisdom Socket, 1 Immortality Socket, 1 Dominance Socket

Strength of Heroes Past: As you long as you have a gem attuned in all three gem sockets on the garment, you gain +1 to the following: weapon accuracy, psionic accuracy, defense, toughness, resolve, damage threshold, healing thresholds, and all skill checks.

Description: These cloaks are designed with thought-weave fibers to empower the user's spirit and confidence to empower their all of their abilities.

Ring of Clarity

Protoss Garments (Ring)

Reward: Expansion 6

Sockets: 1 Wisdom Socket

Recall Success: As long as you have a gem attuned to this garment, you can, once per encounter, reroll a result of a natural 1 you roll, then gain a +10 bonus on the reroll.

Description: These rings are empowered with a temporally charged jewel, that causes the user to see dire portents before they happen.

Ring of Fire

Protoss Garments (Ring)

Reward: Securing 6

Sockets: 1 Vengeance Socket

Recall Success: As long as you have a gem attuned to this garment, your energy powers that require an attack roll gain the Flames trait. Meanwhile, you gain +10 shield armor against attacks that have the Energy Damage and Flames trait.

Description: Relics of a bygone protoss colony or a volcano world, these rings are charged with the elemental fire of their lost home world.

Robe of the Crimson Judicator

Protoss Garments (Robe)

Reward: Reclaiming 8

Sockets: 1 Wisdom Socket, 1 Immortality Socket, 1 Vengeance Socket

Fireproof: If the immortality socket in the robe has a gem attuned to it, the robe makes the user immune to the Burning condition.

Burning Intensity: If the wisdom and/or vengeance socket of the robe have gems attuned to them, the wearer's offensive energy powers deal the burning condition on hitting a target's defense and toughness.

Description: These robes once belonged to a certain radical faction of Aiur protoss who did not believe in safeguarding the lesser races but making them vassal species to their larger empire. While the sect is long past, their robes have been found safeguarded in vaults throughout Aiur.

Warding Bracer

Protoss Garments (Bracer)

Reward: Expansion 2

Sockets: 1 Immortality Socket

Emergency Shielding: If the immortality socket of the bracer has a gem attuned to it, then the bracer gives you +2 defense.

Description: These bracers, when charged by an augmentation crystal, can deflect impacts coming near them with telekinetic energy, acting like an invisible buckler.

Wraith Cloak

Protoss Garments (Cloak)

Reward: Securing 2

Sockets: 1 Wisdom Socket, 1 Dominance Socket

Shadow Shift: As long as you have a gem attuned in both gem sockets in this garment, you gain access to the *Cloaking* psionic power if you did not already have it. If you already had *Cloaking*, you gain +3 move speed and +1 shift speed while cloaked.

Description: These shrouds were worn by hunters on the twilight dunes of Shakuras. Heavy cloaks that fully shrouded their individual, they allow veteran hunters phase across battlefields while remaining hidden.

Zerg Bone Claw

Protoss Garments (Bracer)

Reward: Purging 4

Sockets: 1 Vengeance Socket

Energy Claw: As long as you have a gem attuned to this garment, you gain the Tier 2 Zerg Scything Claw natural weapon.

Description: This bracer has a zerg claw mounted on it, seemingly from a Zergling. When powered by a gem, the claw is partially resuscitated and able to be used by the warrior wearing it.

AUGMENTATION CRYSTALS

A powerful reward available from renown is new augmentation crystals. These follow the normal rules for augmentation crystals, but are quite a bit more powerful than common ones. As a special rule, even if you somehow got access to multiple of a single type of these rare augmentation crystals, a single character can only attune to one of such crystals. For example, if you gained 2 *Crystallized Hybrid Essence*, a single character could only attune to 1 of those gems, and others would be best going to other characters.

Ancient's Legacy Fragment

Augmentation Crystal

Reward: Reclaiming 8

Normal Socket: The character counts their psi level as 4 higher for the purposes of weapons with the Psionic, Psionic Infusion, or Psionic Weapon Origin traits.

Wisdom Socket: The character gains a +10 bonus to their initiative.

Immortality Socket: The character can roll a d20 when spending a healing threshold. On a 12+, the healing threshold is not spent.

Vengeance Socket: The character gains advantage on attacks with protoss weapons, protoss claws, or protoss vehicle weapons.

Dominance Socket: The character gains advantage on pilot checks with protoss vehicles and vehicles they are piloting gain +4 defense.

Description: A shard from a legendary warrior's armor, this shard contains the imprint of that warrior's valor and heroism.

Crystallized Hybrid Essence

Augmentation Crystal

Reward: Purging 2

Normal Socket: When you manifest a psionic power, you lose 10 hit points, ignoring damage resistance and protection. However, your power is bolstered by 2 PL.

Wisdom Socket: You are immune to the *Command* and *Dominate* psionic powers and cannot be enslaved by hybrids.

Immortality Socket: Whenever you spend a healing threshold to heal hit points, you gain protection equal to ½ the healing you gained.

Vengeance Socket: The character's *Mind Blast*, *Mind Ripple*, and *Mind Overload* powers gain +3 psionic accuracy and deal +10 psionic damage.

Dominance Socket: Any augmentation psionic powers manifested have double the normal duration, including *Eternal Form*.

Description: These shards are created from collections of samples taken from Moebius labs, hardened into psionic crystal. Bonding to them is risking void corruption, but their power may be worth it.

Crystallized Overmind Essence

Augmentation Crystal

Reward: Purging 8

Normal Socket: You gain a +1 gear bonus to strength and agility.

Wisdom Socket: At the start of your turn, you automatically detect burrowed within 3 squares of you.

Immortality Socket: You are immune to *Pestilence* evolution powers.

Vengeance Socket: Zerg, friend or foe, cannot benefit from regeneration or recover spent biomass while within 3 squares of you.

Dominance Socket: Feral zerg do not attack you, seeing you as another feral zerg, unless you attack them first.

Description: These shards of the Overmind's essence were taken after the destruction of Amon's avatar, where the dark god sought to be born above the Overmind's corpse. These crystals give incredible power over the Zerg around you, as you emit the imprint of that venerable being.

Imprisoned Void Entity

Augmentation Crystal

Reward: Securing 8

Normal Socket: You gain +1 gear bonus to strength, agility, and instinct, but always have the Skilled Drain (5) condition.

Wisdom Socket: You gain +10 manifestation bonus, but you overload all psionic powers you manifest.

Immortality Socket: You gain +120 maximum hit points, but have -5 maximum healing thresholds

Vengeance Socket: Your psionic melee weapons and implements gains +3 power ratings of damage. However, every time you attack with those weapons you gain Bleeding (X) where X is equal to the weapon's power rating.

Dominance Socket: You gain +300 maximum shield pool but suffer Health Drain (1) every time your energy shields take damage in an encounter. This stacks up to Health Drain (20) and lasts for the remainder of the encounter.

Description: There are many forms all uncategorized and unknowable void beings; most of them are malevolent. This one was imprisoned a long time ago and remains contained; for now. Dare you risk awakening it?

Miniature Prismatic Array

Augmentation Crystal

Reward: Expansion 2

Normal Socket: The character recovers 2 energy fatigue at the start of every turn, but all psionic powers cost 2 additional energy fatigue to manifest and 1 additional energy fatigue to sustain.

Wisdom Socket: The *Phase Shift* temporal psionic power is manifested at +2 PL, gains +5 accuracy, and effects two targets as long as they are within 6 squares of each other.

Immortality Socket: The *Guardian Shield* energy psionic power is manifested at +2 PL, gains +3 shield armor, and gives those within cover against outside attacks.

Vengeance Socket: The *Annihilator Beam* energy psionic power costs half as much energy fatigue to manifest and sustain each round. In addition, its damage increases by 20 each round it is sustained, to a maximum of +100 (this also applies to *Obliteration* damaging the caster).

Dominance Socket: The *Acceleration* temporal psionic power can be manifested as a minor action once per round. The *Deceleration* temporal psionic power can be manifested as a move action once per round.

Description: This gem is a tiny version of the array installed into void rays, combining the energies of the khala and the void. Depending on how the gem is arrayed, it can modify different psionic powers in different ways.

Perfect Khaydarin Crystal

Augmentation Crystal

Reward: Reclaiming 2

Normal Socket: The character reduces the manifestation cost of all psionic powers by 1, to a minimum of 1.

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

Immortality Socket: The character gains +3 shield armor with their personal shield pool.

Vengeance Socket: The character's energy powers bypass the target's energy shields, attacking the target as if they possessed no energy shields. This has no effect on energy beings, such as archons.

Dominance Socket: When the character spends energy fatigue to manifest or sustain a telekinetic psionic power, they gain protection equal to PL.

Description: This is a perfect stone, cut perfectly from the body of a larger, pristine crystal. Its effects are similar, but more potent than an average khaydarin crystal.

Purifier Micro Personality

Augmentation Crystal

Reward: Securing 2

Normal Socket: Outside of an encounter, the character gains a +2 assist bonus to all skill checks.

Wisdom Socket: The character gains advantage on all lore checks.

Immortality Socket: Any action or upkeep that regenerates character's shields recovers 5 additional shield points.

Vengeance Socket: When the character is piloting a vehicle, they can gain a target lock as a move action.

Dominance Socket: The character gains +1 strike with average and fast weapons.

Description: This disk contains a synthetic purifier artificial intelligence that bonds and helps guide the user. While not a fully sentient replicated personality, the AI is still smart enough to provide significant guidance.

Shard of the Gantrithor

Augmentation Crystal

Reward: Expansion 8

Normal Socket: All protoss vehicle weapons of any vehicle the character controls gains +10 penetration.

Wisdom Socket: When commanding a capital ship, the vehicle gains +1 crew action each round.

Immortality Socket: When piloting a vehicle or commanding a capital ship, the vehicle gains +10 shield armor.

Vengeance Socket: When piloting a capital ship, all the ship's weapons gain +2 power ratings of damage.

Dominance Socket: When piloting a vehicle, the character gains advantage on all pilot checks.

Description: This shard is one of the few intact remains of the legendary ship, the Gantrithor. It is said to be empowered by the essence of all the previous commanders of that storied vessel and shares that knowledge with the user.

VEHICLES

A powerful reward is getting access to new vehicles. The vehicles available in the reputation system are tier 2 or 3 and boosted with unique traits that makes them more powerful and play differently. It is important to note that these vehicles are not replaced if they are destroyed, so players should be sure not to waste these valuable ships.

Some higher-level reputation rewards include capital ships as rewards. If a player chooses one, then they gain command of a capital ship that serves them. The capital ship comes with a full crew accompaniment and can act fully staffed with the player as a commander for this ship. These capital ships do not come with any modifications and are presented just as they are within the Fire and Fury supplement. If your capital ship is destroyed, it likewise does not get replaced. Capital ship rewards include carriers, tempests, void rays, and arbiters. Even though arbiters are not full capital ships, they are powerful enough to classify for this system.

Adun's Vigilance Scout

Reclaiming 8

Tier 3 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 805

Damage Threshold: 67

Toughness: 61

Strength/ Fortitude: 23

Structure Rating: 12

Damage Resistance: 48

Pilot Requirements: 5

Space: 4 by 6 squares

Reach: NA

Acceleration Rating: 60

Max Speed: 800

Defense: 4 +Defensive Training +Agility

Energy Shield: 400

Crew: Pilot

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

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue but restores a number of points to the shield pool equal to 10x Psi Level.

Unique Ability (Psionic Infused Arsenal): This vehicle is empowered by the user's Psi Level. It gains various bonuses based on the user's PL.

-*Photon Blaster:* Gains bonus penetration and rending equal to user's PL

-*Anti-Matter Missile Battery:* Gains bonus penetration equal to PL and bonus damage values equal to ½ PL

-*Defenses:* Gains bonus damage resistance equal to PL and bonus base energy shield equal to 5x PL

Unique Ability (Phase Recovery Technology): Once per 5 rounds in an encounter, the scout can teleport up a location within 6 starship square scales or 1,000 tactical squares. This is done as a standard action. The location must be somewhere unoccupied within a 90 degree front arc of where the scout is facing. The scout will still be facing the same direction after teleporting. After teleporting, the scout recovers 200 lost shield points.

These highly effective scout craft were found aboard the Spear of Adun for use in reconnaissance. Designed for skilled pilots, the scout's framework was lined with khaydarin crystals, allowing the ship to be empowered by the user's psionic presence. They

were designed for self-sufficient pilots to get into enemy space and get out again, possibly after doing some raiding on the enemy infrastructure.

Amon's Bane Phoenix

Purging 8

Tier 3 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 674

Damage Threshold: 64

Toughness: 58

Strength/ Fortitude: 21

Structure Rating: 11

Damage Resistance: 39

Pilot Requirements: 6

Space: 4 by 4 squares

Reach: NA

Acceleration Rating: 120

Max Speed: 1,000

Defense: 4 +Defensive Training +Agility

Energy Shield: 380

Crew: Pilot

Base Gear: Tier 3 Ultra Front-Mounted Twin-linked Ion Cannon, Tier 3 Front-Mounted Ultra Antimatter Missile Battery, Target Guidance System, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 3 Ultra Reinforced Hull

Special Ability (Mobile Craft): The phoenix has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Ion Barrage): When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive a number of bonus strikes this way equal to their agility.

Special Ability (Gravity Beam): As a standard action, the phoenix can fire a gravity beam against a target. This is a ranged skill attack against defense and toughness at long range, with a +15 accuracy bonus. If the attack hits, the target is Stunned and Immobilized and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while the gravity beam is active. The gravity beam does not end unless the phoenix moves or choses to stop sustaining it.

Unique Ability (Extinguishing Cannons): The phoenix's ion cannons gain Hailfire (1) against psionic targets, or Hailfire (2) against psionic entity-type creatures.

Unique Ability (Exotic Null-Psionic Alloy): The phoenix is completely immune to psionic powers, damage from psionic powers and psionic effects from non-psychic entities. From psychic entities, the phoenix suffers half damage from damage from psionic powers and gain +20 to defense, toughness, and resolve against attacks by psionic powers.

Unique Ability (Improved Armaments): The phoenix has an added antimatter missile battery and target guidance system beyond what is normally used on phoenix.

These phoenixes were designed for the intrusion into the Void after the End War. While the Void dimension was inexplicable, engineers designed a craft that could potentially survive in the alternate dimension as well as survive conflict with a godlike entity. The design was a great success, resulting in many surviving pilots, but became an unneeded relic after that battle.

Conclave Scout

Reclaiming 4

Tier 2 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 673

Damage Threshold: 63

Toughness: 57

Strength/ Fortitude: 21

Structure Rating: 10

Damage Resistance: 42

Pilot Requirements: 5

Space: 4 by 6 squares

Reach: NA

Acceleration Rating: 60

Max Speed: 800

Defense: 4 +Defensive Training +Agility

Energy Shield: 300

Crew: Pilot

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

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue but restores a number of points to the shield pool equal to 10x Psi Level.

Unique Ability (Squadron Shielding): When this vehicle is leading a squadron in space combat with other scouts, they help combine and enhance the shields of the whole squadron. The scout squadron gains bonus shield armor equal to 2x the number of scouts in the squadron.

Unique Ability (Psychokinetic Missiles): Once per 3 rounds, when the pilot makes a target lock, they can declare they are priming their psychokinetic charged missiles. The missiles used with that target lock deal EMP damage instead of physical damage.

Unique Ability (Suppression Shredders): When the Photon Blaster weapon of the scout damages a biological target, they deal the Bleeding (5) condition.

The Conclave Scout is an old pattern of upgraded scout designed for praetors and conclave operatives. Designed to take the lead in formation with other vessels, it is designed with advanced armaments to combat any foe. Many of these old scouts have been found and rebuilt in the ruins of Aiur.

Inferno Mirage

Expansion 4

Tier 2 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 598

Damage Threshold: 60

Toughness: 54

Strength/ Fortitude: 19

Structure Rating: 9

Damage Resistance: 33

Pilot Requirements: 6

Space: 4 by 4 squares

Reach: NA

Acceleration Rating: 120

Max Speed: 1,000

Defense: 4 +Defensive Training +Agility

Energy Shield: 280

Crew: Pilot

Base Gear: Tier 3 Front-Mounted Twin-linked Ion Cannon, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 3 Reinforced Hull

Special Ability (Mobile Craft): The mirage has advanced targeting systems, and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Ion Barrage): When attacking a foe that the mirage is moving faster than, the mirage gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive a number of bonus strikes this way equal to their agility.

Special Ability (Phasing Armor): The mirage can occasionally phase out of reality to avoid enemy attacks. These engines allow the purifier to 'blink' out of reality when suffering an attack. When the vehicle is attacked, once per round the defender can make a pilot check against the attack role. If they succeed, the vehicle phases out of the time stream when the attack comes, and it simply passes by them. The mirage immediately phases back in. This function cannot be used unless the pilot is a purifier protoss.

Note: This trait activates the Pheonix Rebirth unique ability.

Unique Ability (Inferno Rays): The mirage's Ion cannon weapon gains the Flames weapon trait. When attacking a target that already has the Burning condition, it gains Hailfire (1).

Unique Ability (Pheonix Rebirth): When the mirage successfully uses the Phase Armor ability, it reconstructs part of its hull, regaining 100 lost hit points.

This modified version of the mirage is designed with the latest, advanced version of purifier technology to capture the purifier's fighting style. Its ion cannon's possessed a combustible component, super-heating and igniting its targets. Meanwhile, the phasing armor can convert the energy of a dodged attack into nano particles that rebuild the ship's physical hull. While still only truly usable by purifiers, the inferno mirage represents a new possibility for protoss aerospace craft.

Phoenix of Kaldir

Purging 4

Tier 2 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 598

Damage Threshold: 60

Toughness: 54

Strength/ Fortitude: 19

Structure Rating: 9

Damage Resistance: 33

Pilot Requirements: 6

Space: 4 by 4 squares

Reach: NA

Acceleration Rating: 120

Max Speed: 1,000

Defense: 4 +Defensive Training +Agility

Energy Shield: 280

Crew: Pilot

Base Gear: Tier 3 Front-Mounted Twin-linked Ion Cannon, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 3 Reinforced Hull

Special Ability (Mobile Craft): The phoenix has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Ion Barrage): When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive a number of bonus strikes this way equal to their agility.

Special Ability (Gravity Beam): As a standard action, the phoenix can fire a gravity beam against a target. This is a ranged skill attack against defense and toughness at long range, with a +15 accuracy bonus. If the attack hits, the target is Stunned and Immobilized and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while the gravity beam is active. The gravity beam does not end unless the phoenix moves or choses to stop sustaining it.

Unique Ability (Cryo Beams): If the phoenixes ion cannon's hit a target's defense and toughness, they gain the Chilled token condition, representing them starting the freeze over. If they hit the defense and toughness of a target with the Chilled token condition, the target loses the Chilled condition and gains the Frozen condition.

Unique Ability (Advanced Thermal Shields): The phoenix gains +20 damage resistance against attacks with the Energy Damage trait, or +40 damage resistance against attacks that have the Energy Damage and Flames traits.

These phoenixes were rebuilt from the destroyed protoss colony on Kaldir, dug up from the ice and snow. When they were being reconstructed, they notice many of the cores had unique energy traces upon reactivation. Capitalizing on these changes, engineers created a line of resurrected phoenixes that could freeze targets and resist the energy attacks used by other vehicles.

Riftwalker Corsair

Securing 4

Tier 2 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 524

Damage Threshold: 58

Toughness: 52

Strength/ Fortitude: 17

Structure Rating: 9

Damage Resistance: 32

Pilot Requirements: 6

Space: 4 by 4 squares

Reach: NA

Acceleration Rating: 100

Max Speed: 1,000

Defense: 4 +Defensive Training +Agility

Energy Shield: 280

Crew: Pilot

Base Gear: Tier 3 Front-Mounted Twin-linked Neutron Flare, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 3 Reinforced Hull

Special Trait (Focused Firepower): When the corsair is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the corsair gains Hailfire (+2) against swarms.

Special Ability (Disruption Web): The corsair is capable of interfacing with its pilot to create a disruption web, that disorients and disables the electrical impulses in circuitry and organic brains. Using this requires a DC 20 psionics check by the pilot, made as a standard action. Successful manifestation costs the pilot 10 energy fatigue and allows them to create a disruption web on the surface of the ground within distant range. The web has a burst area equal to 2x the pilot's Psi Level. Everything fully within the area is Staggered for as long as it remains within the web. The web lasts a number of rounds equal to ½ the pilot's Psi Level +1.

Special Ability (Evasive Flight): The Corsair is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

Unique Ability (Micro Vortex): The corsair's Disruption Web can be overcharged to create a miniature vortex instead of a standard disruption web. This manifests as the *Vortex* temporal power, except the area is only 3x the user's PL and the damage is equal to the ½ user's PL, even if their psi level is lower than what is required by the power. After creating the vortex, the corsair cannot create another Disruption Web or Micro Vortex until 30 minutes have passed.

Unique Ability (Rift Distortion): When the corsair hits an enemy ship, squadron, vehicle, or flying creature with its neutron flare weapon, they gain the Rift Distortion (1) token condition. Every time they hit a target in an encounter, they increase the Rift Distortion by an additional 1. Targets with rift distortion suffer a penalty to all pilot checks and defense for every point of rift distortion they have. Rift distortion lasts until the end of the encounter.

The riftwalker corsairs were the elite patrol ships of the nerazim, designed for deep space patrols. Designed for threat identification and the occasional raid, these ships assaulted enemy defensive outposts by creating micro vortexes. Meanwhile, its neutron flare stuck tags of dimensional static on enemy craft it hit, causes the vehicle to struggle with unseen turbulence that muddled with its piloting.

Vigilance Undenied Immortal

Expansion 8

Tier 3 Huge Protoss Walker, Extreme Threat

Hit Point: 644

Damage Threshold: 50

Toughness: 44

Strength/ Fortitude: 22

Structure Rating: 12

Damage Resistance: 48

Pilot Requirements: 3

Space: 3 by 3 squares

Reach: 2 squares

Base Speed: 6

Defense: 6 +Defensive Training +Agility

Energy Shield: 300

Crew: Uploaded Pilot

Base Gear: Tier 3 Ultra Twin-linked Phase Cannon, Tier 3 Ultra Photon Blaster, Tier 3 Ultra Huge-sized Bash, Tier 2 Crystalline Computing Array, Tier 3 Ultra Heavy Plated Hull

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

Special Ability (Data Consciousness): The purifier immortal does not have room within for a pilot. Instead, the pilot of the immortal is a purifier warrior whose consciousness is uploaded into the immortal shell. If the immortal is destroyed, the purifier is uploaded back to either Cybros or their current primary body. However, the trauma of the immortal's destruction stuns the purifier for 2 rounds.

Special Ability (Repair Subroutines): The Immortal, while it has a purifier consciousness within, has a regeneration value of 5.

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

Unique Ability (Rooted Deployment): The immortal can spend a move action to root in place. If it does, it cannot shift, evade, or move or benefit from bob and weave actions until the start of their next turn. However, until the start of their next turn, they gain +5 shield armor, +5 toughness, and 20 protection.

Unique Ability (Overwatch): When the immortal uses the Rooted Deployment ability, if an enemy ends their turn without cover and within medium range, they can spend a reaction to make an opportunity attack against that target. They can only use their Phase Cannon weapon against that target.

Unique Ability (Photon Blaster): The immortal has a photon blaster weapon as an additional weapon on the chassis. It can fire the photon blast as a minor action once per round.

These purifier immortals were designed for purifier commanders to operate on the defensive without a battalion of standing, supporting troops. A skilled enough commander could hold a choke point and repel enemy waves near indefinitely by anchoring these immortals into position. There has not been a successful attempt to convert the design principles of these elite immortals to the immortals used by the templar.

Void Hound Corsair

Securing 8

Tier 3 Gargantuan Protoss Aerial Vehicle, Extreme Threat

Hit Point: 646

Damage Threshold: 62

Toughness: 56

Strength/ Fortitude: 19

Structure Rating: 11

Damage Resistance: 38

Pilot Requirements: 6

Space: 4 by 4 squares

Reach: NA

Acceleration Rating: 100

Max Speed: 1,000

Defense: 4 +Defensive Training +Agility

Energy Shield: 380

Crew: Pilot

Base Gear: Tier 2 Ultra Front-Mounted Twin-linked Neutron Flare, Navigation System, Telepathic Augmenter, Afterburners, Advanced Thrusters, Tier 3 Ultra Reinforced Hull

Special Trait (Focused Firepower): When the corsair is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the corsair gains Hailfire (+2) against swarms.

Special Ability (Disruption Web): The corsair is capable of interfacing with its pilot to create a disruption web, that disorients and disables the electrical impulses in circuitry and organic brains. Using this requires a DC 20 psionics check by the pilot, made as a standard action. Successful manifestation costs the pilot 10 energy fatigue and allows them to create a disruption web on the surface of the ground within distant range. The web has a burst area equal to 2x the pilot's Psi Level. Everything fully within the area is Staggered for as long as it remains within the web. The web lasts a number of rounds equal to ½ the pilot's Psi Level +1.

Special Ability (Evasive Flight): The Corsair is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

Unique Ability (Defensive Hallucination): The corsair creates 5 hallucination copies of itself at the start of an encounter. Attacks against the corsair suffer -3 accuracy per hallucination. When an attack misses the corsair, 1 hallucination is removed. The effect lasts until the end of the encounter or until all hallucinations are removed.

Unique Ability (Void Rift): The corsair's neutron flare weapon is empowered in outer space, as it calls upon void energies to create small singularities. Outside of the atmosphere of a planet, the neutron flare gains Hailfire (2).

Unique Ability (Void Jaunt): In a starship encounter, the corsair can spend a standard action to teleport up to 3 squares away at starship scale. If they are in a squadron with other corsairs, they can transport their entire corsair squadron with this movement.

The void hound corsair is the latest attempt to create a more powerful version of the corsair craft. This time, the nerazim conspired with engineers of different factions to create revolutionary technologies. Designed as an ultimate space superiority fighter, the void hound channels both void energies and stellar radiation to perform unnatural feats.

CONSUMABLE

Not true items, the consumables are essentially power ups that give a powerful, permanent boost to your character. Some of them may be physical items, but some of them are processes, and all of them take time to apply. In gameplay, they are essentially applied during some of your downtime when you are back at your headquarters. Consumables do not have to be used by the character that chooses them.

Many consumables give a permanent bonus to ability scores. These bonuses are base ability score bonuses, functioning the same way as ability scores gained from classes or specializations.

Composite Ilhan Crystal

Consumable Reward

Reward: Expansion 2

Description: A composite Ilhan crystal is a rare Ilhan crystal that has massive amounts of stored data within the crystal, alongside additional libraries of related information. It is possible to learn everything on it, even for a protoss, but by absorbing the crystal a character can gain greatly expanded understanding. By spending 24 hours absorbing the crystal into one's own mind, it can grant vast knowledge, giving the character +1 intelligence.

Cybernetic Augments

Consumable Reward

Reward: Purging 2

Description: Protoss cybernetic augments are a selection of full body, micro augments to a warrior's skeletal system and musculature. They are less obvious and mechanical than terran cybernetics; almost more of organic improvements of a protoss warrior's own body that increase their natural power. After spending 24 hours in surgery undergoing these augmentations, the character gains +1 strength.

Essence of Shadow

Consumable Reward

Reward: Securing 2

Description: Nerazim are known to create shadow echoes, void essence imprints of themselves, behind after death. It was what allows a nerazim to transform into a stalker mech. However, sometimes these shadow essences can be bound to another warrior, giving them an imprint of power. After spending 24 hours in being imbued with an essence of shadow, the character gains +1 agility.

Ritual of Empowerment

Consumable Reward

Reward: Purging 10

Description: The ritual of empowerment is an ancient and sacred protoss ritual used on the greatest warriors and champions of the protoss. It involves multiple powerful templar giving up a portion of their essence to pour into a single individual a long, exhausting ritual. Once complete, the individual receives a great boost to their form, both mind and body. This is a 48 hour ritual to use this rewards; performing it gives the character +1 to strength, agility, instinct, fortitude, intelligence, and willpower.

Shard of Memory

Consumable Reward

Reward: Reclaiming 2

Description: A shard of memory is a rare and powerful sliver of coalesced, psionic memory that has crystalized. By spending 24 hours absorbing the shard into one's own mind, it can grant enhanced wisdom and clarity, giving the character +1 willpower.

Scroll of Psychokinesis Discipline

Consumable Reward

Reward: Purging 6

Description: A scroll of psychokinesis discipline is a rare and powerful scroll that a protoss can psionically 'consume' in a 24 hour ritual. Consuming the scroll grants the user access to the Energy psionic discipline if they did not already have it. They can begin to learn energy powers.

Scroll of Pyrokinesis Discipline

Consumable Reward

Reward: Securing 6

Description: A scroll of pyrokinesis discipline is a rare and powerful scroll that a protoss can psionically 'consume' in a 24 hour ritual. Consuming the scroll grants the user access to the Pyromancy psionic discipline if they did not already have it. They can begin to learn pyromancy powers.

Scroll of Telekinetic Discipline

Consumable Reward

Reward: Expansion 6

Description: A scroll of telekinetic discipline is a rare and powerful scroll that a protoss can psionically 'consume' in a 24 hour ritual. Consuming the scroll grants the user access to the Telekinesis psionic discipline if they did not already have it. They can begin to learn telekinesis powers.

Scroll of Temporal Discipline

Consumable Reward

Reward: Reclaiming 6

Description: A scroll of temporal discipline is a rare and powerful scroll that a protoss can psionically 'consume' in a 24 hour ritual. Consuming the scroll grants the user access to the Temporal psionic discipline if they did not already have it. They can begin to learn temporal powers.

TERRITORIES

The final reward type is territories; structures, defenses, or town districts that are built for the player or placed under the characters control. More than anything, territories are roleplay rewards that should drive players to engage with and interact with the things under their control. Despite that, two different rewards are provided. The first is a colony reward; if you are using any type of colony or settlement building mechanic, this is the structure added to your settlement. The second is a adventurer reward, for those not focused on town building, they gain some benefits that help them in their adventures as part of managing their new territory.

Colony Building Warning

We currently do not have a colony building mechanic for the StarCraft Roleplaying Game, though one has been long considered. This section is future proofing in case we do make one. The mention of colony building in this section should not be taken that a colony building system is promised, guaranteed, or even in the works. Simply that it 'might' get worked on someday.

Cybernetics Core

Reward: Expansion 6

Colony Reward: If you are using colony building rules, 1 cybernetics core is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given governance of a cybernetics core in a protoss settlement. You gain 50 honor for the prestige of managing such a facility. In addition, you gain bonus honor equal to 1/3 your total honor amount that can only be spent on implements. Finally, you can bring one of your protoss vehicles of gargantuan-size or smaller to get a tune up in the cybernetics core. On your next encounter, that vehicle gains +10 shield armor. This lasts only for 1 encounter. A cybernetics core can only empower 1 ship per day.

Defensive Outpost

Reward: Purging 4

Colony Reward: If you are using colony building rules, you can add the following structures your settlement, or any location of your choice to create a defensive bastion: 1 pylon, 3 photon cannons, 1 shield battery.

Adventurer Reward: If you are not using colony building rules, you be able to deploy a selection of defensive buildings in an unoccupied location of your choice. Fully automated, these will defend the location from enemy attacks without an autonomy.

The defensive allotment will consist of a pylon, creating a warp field, 3 photon cannons, and a shield battery that restores 50 shields per round to a single ally within the emplacement.

Fleet Beacon

Reward: Securing 10

Colony Reward: If you are using colony building rules, 1 fleet beacon is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given command of a flee beacon in a protoss settlement. You gain 75 honor for the prestige of managing such a facility. As master of such a important facility, you gain a permanent +2 bonus to pilot and leadership checks. All protoss vehicles you and other players control within the same system as the fleet beacon gain advantage on pilot checks. All capital ships you command regardless of the system, gain +1 crew action each round. Finally, once per 30 days, you can call upon the services of an allied NPC void ray, carrier, arbiter, or tempest to help you for 24 hours.

Frontier Base

Reward: Expansion 10

Colony Reward: If you are using colony building rules, you gain a new settlement in a frontier location, starting with a nexus, 10 probes, and the allowance to warp in structures. This settlement will be established at a resource node.

Adventurer Reward: This option cannot be used without colony rules.

Habitation Sector

Reward: Expansion 4

Colony Reward: If you are using colony building rules, you gain 3 protoss housing structures added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given governance over a residential division of a protoss settlement, where you will be responsible for the safety, security, and prosperity of your people. You gain 50 honor for the prestige of managing such a facility. In addition, the production of your citizens grants you 50 khaydarin shards each day, that can be collected when you return to the sector.

Ilhan Library

Reward: Reclaiming 4

Colony Reward: If you are using colony building rules, 1 memory archive structure will be placed in your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given governance of a memory archive structure in a protoss settlement. You gain 50 honor for the prestige of managing such a facility, and do not need to spend requisition to gain protoss augmentation crystals or Ilhan memory crystals. In addition, your familiarity with the archive gives you a +2 permanent bonus to lore checks.

Orbital Cannon

Reward: Securing 4

Colony Reward: If you are using colony building rules, 1 particle cannon is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given command of a particle cannon. Once per day, you can order the particle cannon to attack a target with your particle cannon's primary attack. The target must be within range and line of sight of the particle cannon to attack. See the Particle Cannon in StarCraft Supplement 6 for the rules on this attack.

Robotics Bay

Reward: Reclaiming 6

Colony Reward: If you are using colony building rules, 1 robotics support bay is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given governance of a robotics bay structure in a protoss settlement. You gain 50 honor for the prestige of managing such a facility. You can always have up to 3 robotic shuttles available to you. Once per 10 days, you can gain the services of a reaver or colossus to use for 24 hours.

Spire of Adun

Reward: Reclaiming 10

Colony Reward: If you are using colony building rules, 1 Spire of Adun is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be placed in charge of Spire of Adun, a tower dedication to administration, justice, and defense of a settlement. You gain 100 honor for the prestige of managing such a facility. Your education in protoss leadership gives you +2 permanent bonus to influence and leadership checks. Once per 30 days, you can requisition a legion of protoss zealots of your faction to fight with you for 72 hours.

Stargate

Reward: Securing 6

Colony Reward: If you are using colony building rules, 1 stargate is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given command of a stargate in a protoss settlement. You gain 50 honor for the prestige of managing such a facility. You also gain access to up to 3 scouts, corsairs, phoenix, or mirages for you to pilot at any one time. Lost vehicles are replaced at a rate of 1 per day. In addition, once per 3 days, you can deploy a squadron of 3 NPC-controlled scouts or phoenixes to aid you for 1 hour. They must be deployed in the system to be of help the same day. If you request their services the day before, they can aid you anywhere in the Koprulu Sector.

Warp Gates

Reward: Expansion 6

Colony Reward: If you are using colony building rules, 1 warp gate is added to your settlement for free.

Adventurer Reward: If you are not using colony building rules, you be given command of a warp gate in a protoss settlement. You gain 50 honor for the prestige of managing such a facility. In addition, as long as you are within a protoss pylon field, once per day you can warp a Group of Zealots (tier 1 swarm) into the battlefield to help you. It takes a standard and a minor action to call them, and once they arrive they act on their own initiative. They leave after the encounter.