

2024 StarCraft RPG Revision

This is the log of current updates notes, as of 2/22/2024.

Red Text marks changes in the previous version.

Blue Text marks changes in the latest version.

Note: In addition to all this, there were countless typos and edits processed for fixing. Those are not recorded in the update log.

Core Rulebook Encounter Rule Changes

- Additional Headings and subdivided sections to prevent long blocks of uninterrupted text
- New illustration diagrams regarding attack sequence and action economy for more clarity
 - o Colored headings connected to illustrations to connect relevant information to parts of the diagrams
- Expanded section on encounter basics, detailing action economy and giving more information about free actions, instant actions, reactions, and full-round actions.
- New Section on difference between rounds and turns, rounds being a full run through initiative and turn being a character's activation
- New section on the definition of natural 1s, natural 20s, and natural d20s, being unmodified dice.
- Initiative has been moved near the beginning of the section.
 - o Many more sections have been moved around the resource, to prioritize relevant data and make stream of information flow more relevantly.
- Further breakdown information on the steps to resolve an attack, with diagrams and tables
- Mention of Attack Difficulty Class, or attack DC, which is a title for defense, toughness, and resolve
- Expanded information on how reach functions with diagonals and angles
- Added mention of the 'check' phase, where the dice is rolled and characters decide whether or not they will spend morale before the GM declares the results finalized.
- The section for burst has been expanded to a larger section covering multiple area of effect types, such as bursts, blasts, close bursts, cones, lines, double lines, triple lines, and cleaves. The rules for these have been formalized and are no longer based on the weapon traits.
 - o Cones are now as wide as they are long.
 - o Added the blast variant of burst, which is bursts that radiate from their target area.
 - o Double lines are lines that are 2 squares wide. Triple lines are lines that are 3 squares wide.
 - o Visual diagrams now included for what the AOE's look like.
- Suppressing fire has been changed. It is now a Cone (12) rather than a Burst (4) at base. The base effect now causes morale loss and slowed instead of forcing certain actions, and requires dealing hit point damage. Higher rates of fire cause larger cones.
- Grab rules have been reworked heavily.
 - o All participants are immobilized and only gain a standard action
 - o You can spend your standard action to move while grabbed, or attack, or break free
 - o You can only manifest psionic powers that are a move or minor to cast.
 - o Smashing now deals 4x strength damage +3 per overage.
- Other uses of standard actions are now listed, including spotter actions, first aid, and psionic powers
- Limited Movement now discusses how you can mix limited movement methods with other move methods. Jumping is no longer a limited movement method.
- A new combat behavior has been added, Jump. This allows you to jump as part of your moves actions.
- Heavy strikes now work like aim actions for melee attacks; you can ignore the bonuses for the attack in order to chose your wound location.
- Free actions now specify 1 sentence worth of talking as a free action.
- Morale is now used in the check phase of an attack
- The table for morale effects has been expanded:
 - o The burning and melting conditions both causes 1 morale loss at the start of your turn
 - o The tormented condition causes 2 morale loss at the start of your turn
 - o Being reduced to 0 hit points causes 3 morale loss
- Added new optional rule to crippling wounds to easily keeping track of wounds against weaker creatures

- Temporary hit points have been replaced with Protection. Protection is identical, except now sources of protection stack, so you do not need to keep track of each individual source. You can only have a maximum protection, however, equal to 5x fortitude.
 - o *Note: While technically a very small change in how bonus hit points functions, this could have a major impact on the game for certain combinations. It was made because it is simpler now as characters only need to keep track of one number pool instead of several. In addition to the potential of balance problems, this required a wide sweeping terminology change throughout all supplements on everything relating to temporary hit point.
- Ability score damage rules have been removed from the game, as this is no longer a mechanic
- The additional encounter rules section now has additional sections for healing and healing thresholds, as well as different forms of healing in the game.
- Using ranged weapons in melee is now called Point-Blank Firing, for clarity purposes.
- Rules for big and small creatures no longer mention burst areas; this has been replaced with the new close burst rules.
- Conditions and Damage type changes:
 - o Acid damage now deals Hailfire (1) against constructs
 - o Energy damage now ignores the damage resistance of targets in light or no armor.
 - o The burning condition now causes morale drain and damage equal to target's DT
 - o The crushed condition now deals damage equal to damage threshold
 - o Energy fatigue is now listed as a condition
 - o Added the Frozen condition, which stuns a target for three rounds or until they suffer damage
 - o The fatigue condition is now called exhaustion, to prevent confusion with energy fatigue
 - o Melting condition now causes morale loss and 1 morale loss per turn
 - o Tormented condition now causes 2 morale loss per turn
- Any disfigurement result of 51+ is now the 'Overkill' result, resulting in instant and unpreventable character death.
- The end of the encounter has multiple page of key words to make it clear what different rules and abilities mean when used. They are organized into several categories: Target Types, Action Types, Power Rating and Resistance Rating, Roll Terminology, and Statistics Terms

Core Rulebook

- Equipment Item Traits Changes
 - o Acid Damage: now specifies HF 1 against constructs
 - o Close Quarters: Species it relates to the penalties for using rifles and heavy weapons in melee
 - o Cone: Scales in area, references new cone rules in encounter instead of listing area
 - o Corrosion: Updated with new effects of melting trait
 - o Delay: trait removed, redundant
 - o Energy Damage: now specifies HF 1 against light armor targets
 - o Flash: Now deals tormented condition for 2 rounds on hit toughness
 - o Guided Explosive: simplified, now gives advantage with aiming or target lock instead of previous benefits
 - o Flames: updated with new effects of burning trait
 - o Gravity Field: Simplified to cause swiftness drain (6) for 2 rounds on hit D+T
 - o Grenade: now simply has a Blast area instead of a burst
 - o High Explosive: new trait, causes +1 hailfire per 3 overages against a swarm if it is the primary target of an attack
 - The following weapons gained the new High Explosive trait: Breaching Charge, Demolition Charge, Flamethrower, Frag Grenade, Grenade Launcher, Land Mine, Radiation Grenade, Rocket Launcher, Shoulder Rocket Battery, backlash rocket battery, infernal flamethrower, siege cannon (both), thor's hammer cannon, punisher cannon, cluster missile battery, combat missile battery, destroyer missile battery, ripwave missile battery
 - o High Velocity: When hitting the defense and toughness of a non-vehicle target, target is knocked prone, staggered for 1 round, and lose 2 morale
 - The following weapons gained the new High Velocity trait: backlash rocket battery, siege cannon (both, siege mode only), punisher cannon, burst cannon, combat missile battery, destroyer missile battery, torpedo battery
 - o Kickback: trait removed
 - o Missile: Now specifies it does a blast area
 - o Oxygen Supply: can now be replaced by user

- Rocket: now specifies it does a blast area
- Spine Row: now specifies it is a Double Line (30) area
- Spread: No longer deals half fire (1) beyond short range
- Stun: Endurance check is now based on tier of the weapon (5 + weapon tier) and does not effect targets in super heavy armor, huge-sized or larger, or with energy shields
- Equipment Ammunition Changes
 - Heavily reworked the ammunition section to make it clear the difference between 'base' ammunition and 'variant' ammunition. Base ammunition no longer has any traits; their traits are all built into the base weapons. Variant ammunition now has how the traits are modified for the weapon, so they have been updated to represent how the base weapon is modified, rather than set values. When using base weapons, you don't need any information from ammo except for cost.
 - Tracer Slugs no longer have the Flames trait
 - Reworked the Special Ammunition Launcher of the canister rifle to work with updated ammunition variant rules.
- Equipment Chemical Changes
 - Anti-Toxin now gives 2x potency poison resistance
 - Anti-toxin withdrawal now deals Skilled Drain (3) and Health Drain (2)
 - Combat Stimulants now give 1 exhaustion after the encounter they are used
 - Combat stimulant withdrawal now reduces user's healing thresholds by half
 - Mental stimulant drawback now includes skill drain potency and 1 exhaustion until long rest
 - Mental stimulant withdrawal is now Skill Drain (3) and Precision Drain (3)
 - Painkillers no longer give protection from crippling wound effects, they now give Health Drain (potency). They still restore hit points as well
 - Painkillers now have a drawback of skill draining 1 and swiftness drain 1 per 2 potency
 - Painkillers have a withdrawal of Mighty Drain (4) and Health Drain (4)
 - Rage drawback now clarifies it is poison damage, a vitals disfigurement, and causes 2 exhaustion instead of mighty drain
 - Sniper's Glory withdrawal now causes swiftness and skilled drain 2
 - Terrazine now states it is a psionic bolster effect
 - Withdrawal penalties for terrazine increased to -4
 - Tranquilizers no longer give morale bonus. Instead they give 1 instant morale level per potency, up to 3, and protection per round in an encounter equal to potency.
 - Tranquilizers drawbacks now last 1 hour
 - Tranquilizer withdrawal now gives Skill Drained 2
- Other Equipment Changes
 - The Concentrated Suppressing Fire trait of the Goliath now costs 100 rounds, but gains Cone (24), +10 accuracy, and Hailfire (1)
 - Tier 2 weapon and armor upgrades have +5 DC to install, tier 3 now have +10.
 - Suppressor Weapon Upgrade: If fired by a hidden character, and there are no enemies within 15 squares of the character, they are not revealed when firing. Alternatively, they can fire the weapon and not be revealed while they have improved cover against all foes within 15 squares and no foe is within 6 squares.
- Psionics Changes
 - *Dominate*
 - Power is now cast over 5 full-round actions, instead of a standard action
 - Target of the attack gains +3 resolve for every threat level they are above medium, and +5 if they are heroic characters
 - This power can only be used once per day, resetting on a long rest
 - *Telekinetic Combat*
 - Power has been completely overhauled
 - It does not involve moving weapons around or attacking around corners
 - Now, 1 weapon per 3 PL can sit in the character's square, and you can attack a single target from their square with all weapons
 - Weapons use normal character attacks, but suffer a -3 accuracy penalty, with an additional -3 per weapon
 - Weapons do not gain attack overages
 - Weapons attack a single target
 - You cannot make opportunity attacks with these weapons
 - You cannot make dual-wielding attacks with a double weapon,

- You cannot reload held weapons
 - You cannot attack with your physically held weapons in the same action as your telekinetic weapons
 - Power is sustained as a free action
 - You can pick up weapons within short range
 - Power is activated as a move action
 - Power has an energy fatigue cost of 4 per weapon
 - Power has a sustained cost of 3 per weapon
 - Power has new scaling traits
 - At 8 PL, telekinetic melee weapons gain Reach (1/2 PL)
 - At PL 10, accuracy cost is reduced by 1, -1 per weapon
 - *Crush*
 - This power can only be used once per day, resetting on a long rest
 - *Eternal Form*
 - Power is now used as a minor action.
 - This power can only be used once per day, resetting on a long rest.
- Game Universe Rules Changes
 - The Endurance skill has been updated to mention exhaustion instead of fatigue points, and the section has more clarifications. Its been updated with the changes for wearing armor and resting.
 - The Rest and Exhaustion section at the top of Chapter 9 has been updated
 - Mentions exhaustion instead of fatigue points
 - Now lists long and short rests
 - Long rests are now 8 hours. They restore all hit points, 10 healing thresholds, and remove 4 exhaustion.
 - A character in heavy armor must make DC 20 endurance check or treat a long rest as a short rest
 - A character in super heavy armor must make a DC 30 endurance check or treat a long rest as a short rest.
 - Short rests are new to StarCraft and only 2 hours. They restore 2 healing thresholds, remove 2 exhaustion, and restore 5x fortitude hit points.
 - You cannot make more than 1 short rest every 8 hours
 - Heroic recoveries are short rests given out by the GM for plot-dramatic moments
 - Exhaustion rules are not called Exhaustion and Starvation
 - Renamed fatigue points exhaustion.
 - Characters gain 1 exhaustion every 8 hours without food, and every 4 hours beyond that without food
 - Characters gains 1 exhaustion every 4 hours without fluids, and every 2 hours beyond that without fluids
 - Environmental Features and Hazards
 - Radiation
 - Mild Radiation deals causes 1 lost HT per 5 rounds, instead of previous effects
 - Severe Radiation causes 1 lot HT per rounds, instead of previous effects
 - Lethal Radiation works the same, but also causes 1 lost HT per round and 10 poison damage per round
 - Temperatures
 - Flames no longer have a chance to set on fire
 - Blazes do 40 damage (up from 30) and require a DC 20 acrobatics check to avoid fire instead of an attack roll. No longer deal damage per square.
 - Lava deals piercing damage instead of energy damage and now has rules for items degrading per round exposed to lava.
 - Steam no longer deals damage per square, but gains hailfire 1
 - Freezing Cold deals 12 energy damage (up form 2).
 - Flash freeze requires a DC 25 endurance check or causes the frozen condition.
 - Electrical current damage has increased by 50-100% for each current strength
 - Electrified water deals 50/100 damage, up from 30/50
 - Environmental Hazards
 - Water

- Drowning now deals 15 poison damage and exhaustion every round
 - Unconscious creatures under water are Dying
 - Catching breath no longer removes damage suffered by drowning
 - Acid pools: When a target has ½ or more exposure to acid pools, the melting condition deals +20 damage instead of 20 damage.
 - Characters now fall 6 squares a round instead of 30.
 - Open space now also deals severe radiation in addition to airlessness and freezing cold.
 - A new rule states that protoss, zerg, constructs, and psionic entities are immune to open space.
 - The effects of low and high gravity have been modified for the change in fall speed (Low gravity is 3 squares per round and high gravity is 12 squares per round)
 - Technology
 - Medical stations no longer make checks, now they just have 10 charges of healing 50 hit points.
 - Flight
 - Added the Rapid Flight clearance rules, where a creature must have double their space free in order to use rapid flight. For example, a 2 by 2 flying creature would need 4 by 4 space free of terrain to use rapid flight.
 - Knocking a flyer prone reduced fall damage to 6 squares and now stats it requires a DC 15 acrobatics or pilot check, based on type of flyer.
 - Removed optional rule for flight clearance, these rules are now base
 - Objects
 - Object DR based on material has been increased roughly 50%
 - Base object damage has been increased by about 100%
- Regenerative Services
 - Removed mention of regenerative services to mechanics that no longer exist, such as ability scores or heavily injured conditions.
 - Increased the cost of regenerative services
 - Long due overhaul for Cybernetics System
 - Every cybernetic you gain increases your cyborg rating, which is your number of cybernetic points multiplied by 5.
 - Cybernetic characters can take EMP damage up to their cyborg rating
 - Cybernetic characters reduce healing from medicine and spending healing thresholds equal to their cyborg rating
 - Cybernetic characters can be repaired with a science check, up to their cyborg rating.
 - Gaining a high cyborg rating can now reduce morale bonus, reduce psionic power, increase endurance, and give the Jaded and Cynic talents
 - There are no longer tiers for cybernetics
 - The previous cybernetic options and upgrade system has been completely removed and replaced with a brand new simpler, more streamlined system.
 - The rules for the using Resocialization to apply the Submissive Protocol have changes
 - Now gives +8 resolve instead of +4 versus telepathy
 - Submissives cannot gain experience
 - Submissives cannot use combat behaviors, combat augmentations, or combat influence
 - Breaking resocialization requires the target having the Tormented condition, and rolling a d20 each round (1-3 breaks resocialization)
 - Inhibitors have received slight changes
 - Now receive resolve bonuses equal to half the former telepathy bonuses
 - Instead of capping PL, the Vessel and Operative inhibitors now restrict the ghost from using powers above a certain PL
 - Formatting overhaul for inhibitors.
- Other Changes
 - The Stalker talent has been updated to not allow attack in a round which you move at full speed while hidden.
 - The variable-sized swarm rules (Group, Horde, Legion) that was printed in SUP: 6 and has shown up in Halo and Doom is now in the Core Rulebook of StarCraft, as those rules are not baseline, along with the High Explosive trait that corresponds to them. The variable swarm sizes are very important to running StarCraft campaigns.

- The Additional Swarm rules section from SUP 4 has been moved to the end of the new swarm rules in core rulebook, with updated rules for swarm tier.

Supplement 1: The Zerg

- Broodling strike gained the High Velocity trait
- The infested terran starting credits has been increased to be one-half the updated terran credit amount
- The following weapons gained the new High Explosive trait: Acid bomb, corrosive acid spores, subterranean spines
- The final section of the book, swarm rules, has been removed for the inclusion of swarms in the Core Rulebook

Supplement 2: Advanced Terran Training Manual

- Character Changes
 - o Rewrote and clarified how the Damnable Luck ability of the Mar Sara background is supposed to function
 - o Medical Personnel and Diplomatic Immunity: Characters with these talents cannot provide flanking against enemies who cannot attack them. If a character with these talents willingly enters the reach of an applicable enemy on their own turn, the effect ends and that enemy can attack them. If a character with these talents is caught in the area of attack made by an enemy that cannot attack them, the attack suffers -5 accuracy.
 - o Phantom Step now gives 5 energy fatigue
 - o Empathic Healer now causes the healer to suffer damage equal to half the amount healed, rather than half the medicine result.
 - o The weaponsmith class has had their rules changed for the clarifications for ammo. Only base ammo can be upgraded, not variant ammo, and the ammo becomes variant ammo.
 - o Energy powers removed from this supplement for editing consistency purposes (still in SUP 3).
 - o Prodigal physician now gives regeneration to healed targets until encounter ends or they lose all protection
 - o The Rapid Recovery talent has been completely changed; now it lets you gain double the benefits and recovery during a short rest.
 - o Taskmaster specialization now gives 2/4/6 protection each turn instead of hit points in exchange for fatigue
 - o Psychologist no longer effects when an ally spends a morale point, just when they lose one
- Equipment Changes
 - o Updated ammunition to work with the updated ammunition rules in the core rulebook.
 - o Infernal Flamethrower now correctly lists 2 penetration
 - o Eviscerator railgun now has an ammo capacity of 100 mag- rails; regular railguns have a capacity of 50 mag-rails. A mag-rail costs 100 credit
 - o The following weapons gained the new High Explosive trait: flak cannon, infernal flamethrower, napalm grenade, tornado rocket battery, lexington rocket battery
 - o The following weapons gained the new High Velocity trait: tornado rocket battery, eviscerator railgun, Lexington rocket battery, concordance laser cannon,-
 - o Incendiary bolts lost the Flames trait.
 - o Slug shells are now +2 power ratings instead of +5 damage.
- Pyromancy Changes
 - o Pyre stacks now deal 20 +5x PL damage
 - o Rain of Fire can only be used once per day, resetting on a long rest
 - The power also now causes 2 exhaustion
- Other Changes
 - o For the starship creation rules, you can now increase the amount of structure slots your ship has for 10,000 credits per slot. You can do this 10 times for a gargantuan ship, 20 for a colossal ship, and 50 for a massive ship. They can be added on initially or after being built, requiring 5 days of work per structure slot.

Supplement 3: The Protoss

- The Phase Disruptor gained the Rocket trait (doesn't actually fire a rocket, but follows the same rules)
- The following weapons gained the new High Explosive trait: glaive cannon, staff of thunder, antimatter missile battery, neutron flare, phase disruptor, thermal lance
- The following weapons gained the new High Velocity trait: antimatter missile battery, phase cannon,

- Psionics
 - o *Annihilation Beam*
 - Cost reduced to 12, sustain cost reduced to 6
 - Damage increased to 12x
 - Power now gains Hailfire (1/3 PL) against swarms
 - Void Destructor only costs 2 to sustain
 - This power can only be used once per day, resetting on a long rest
 - The power also now causes 2 exhaustion

Supplement 4: Monsters of Koprulu

- Specified that primal zerg add strength to evolution power accuracy
- The following weapons gained the new High Explosive trait: Primal acid blast, primal acid spit, primal spine batteries, volatile biocannon
- The final chapter of the book, Swarm Rules and Example swarms, has been removed.

Supplement 5: End War

- The following weapons gained the new High Explosive trait: incendiary cannon, scatter cannon, thermal cannon, void orb cannon,
- The following weapons gained the new High Velocity trait: charged pulse blaster, phase cannon

Supplement 6: Fire and Fury

- The Master Artisan Can only upgrade base ammunition into experimental ammunition; they become variant ammunition.
- Telekinetic Blademaster Rework
 - o Telekinetic Blademaster Mastery
 - Now lets you carry an additional protoss melee weapon per rank
 - Rank 3 gives you +5 penetration with all protoss melee weapons used with *T.Combat*
 - If you manifest *T.Combat* at PL 8, you also add ranks in this ability to reach with 1-handed protoss melee weapons
 - o Natural Telekinetic Fighting
 - No sustain cost if only holding protoss melee weapons
 - No accuracy penalty if only using one-handed protoss melee weapons
 - o Attending Blade
 - No more 'held blades in attendance' mechanic
 - Can spend a reaction to counterattack an enemy within 6 squares with one *T.Combat* weapon
 - Every additional protoss melee weapon held gives +2 accuracy and +10 damage
 - o Eager Blades
 - When using *T.Impact* at a target within 6 squares, make an attending blade attack as a free action against that target
 - o Defensive Field
 - Attending Blade and Eager Blades attacks can be made within 15 squares
 - Now gain +1 defense for every one-handed protoss melee weapon held
 - o Tornado of Blades
 - Can spend full-round action and 8 energy fatigue to make an Attending Blade attack against all enemies within Close Burst (PL) with Hailfire (2)
- The following weapons gained the new High Explosive trait: chaos missile battery, scourge hives
- The following weapons gained the new High Velocity trait: bombardment laser battery, laser saturation bombardment, terminator beam, Twin Armageddon Cannon, Yamato cannon, rail cannon
- The variant swarm size optional rules have been removed from this book, as they have been updated and made baseline in the Core Rulebook

Resource: Dominion Intel Briefing

- Incendiary Grenade now costs 800 credits
- Remove all protoss renown classes from Dominion Intel Briefing (they are in other SUP-5)

- Removed the ravager from Dominion intel briefing (they are in SUP-4)

Resource: Explorer's Guide to the Sector

- The following weapons gained the new High Explosive trait: concussive mine, nuclear charge bomb
- The Focused Suppress of the Directorate Field operative is now a Cone (6) instead of a burst (2)
- Removed all class variants and renown classes from chapter 2; while they originally showed up here, they are duplicated in Supplement 5: The End War. The only thing left in chapter 2 is the equipment.
- Removed several NPC entries from chapter 5 that are duplicated in Supplement 5: The End War
- Updated the new terran ammunition to be either base or variant ammunition
- The Nano-Healing Expert I-III talents have been reworked to work with both an MDS and AMDS
- The Investor specialization now caps you at investing 10,000 credits and the table has been reworked for higher chance of failure

Resource: Heroes Guide

- The Torrential Volley talent now increases the cone size of a suppressing fire by 2.
- Transcend Mortality now causes the character to have 0 healing thresholds when returning to their body and cannot be used for 10 days after returning to their body

Expansion: Reloaded and Ready

- Added two new talents to the supplement: Sidearm Expertise: Knife and Sidearm Expertise: Pistol

The Doom Roleplaying Game

- As it is based on the StarCraft rules, Doom gained all of the changes in base mechanics and terminology that StarCraft did (area of effects, protection points, exhaustion, etc)
- The chaingun gains +5 base damage and increased its power rating to +4
- Updated weapon traits to match StarCraft changes
- Upgraded the suppressor upgrade to match StarCraft
- Updated Acid and Energy Damage traits to match StarCraft