

Supplement 2: Advanced Terran Training Manual

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Chapter 1: Introduction

The terran governments, the organized system of humans in the Koprulu Sector, live in constant danger. Terrorized by their own leaders, under lethal danger of aliens, and forced to inhabit a brutal section of space, the terran's everyday life is one of struggle and bloodshed. To survive, they need the best training and the greatest equipment.

This supplement is all about terran adventurers living their day to day struggles in a war-torn sector. Inside are more origins for powerful characters, new options to build them, and hosts of powerful technology to help them survive and kill. Everything here is dedicated to the terrans, with rules not only to expand a character's arsenal but expand the game play. New rules are included, allowing players to craft their own items, fight vicious space battles, and apply science to solve any obstacle. New options are available for psionic terrans as well, including expanded options for ghosts, spectres, and wranglers.

Also included in this supplement are new vehicles and robots to include into campaigns, as well as a host of new iconic StarCraft non-player characters with premade statistics so they can easily be placed into a StarCraft campaign. Every aspect of a game involving terran characters is included here.

This supplement is your weapon and your armor. To battle and glory, mighty heroes!



Chapter 2: Character Options

The section offers a wide new variety of options to further develop Terran characters. These new options include: specific home world backgrounds, where the character can gain benefits from originating from a specific world rather than faction; and dozens of new specializations, including advanced and master specializations. Also included are new options specifically for wranglers.

New Backgrounds

The following are new character backgrounds that are much more specific than those listed in a Core Book. While generally costlier than other backgrounds, they all offer special traits much like purchasable specializations, and help a character determine their background and character identity.

Dead Man's Rock

Characteristic Points: 6

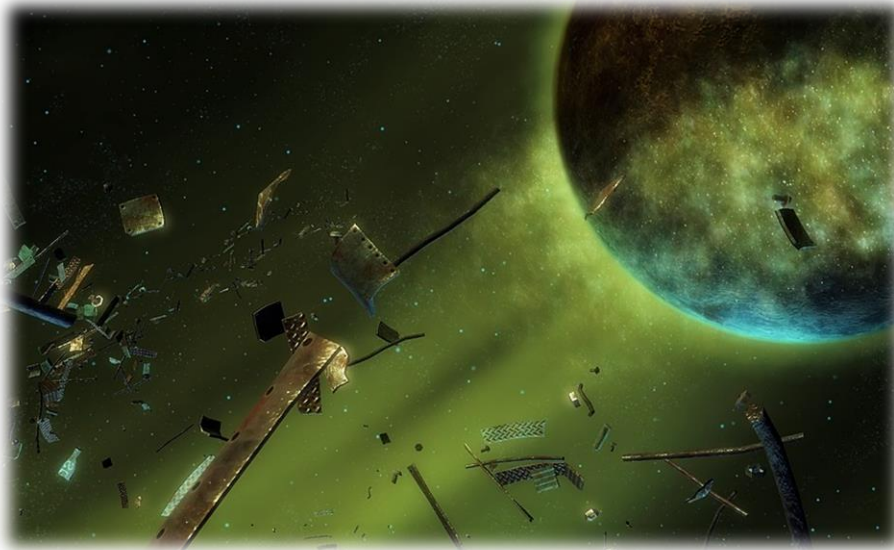
Ability Score: +2 agility, +1 fortitude, +1 instinct

Special Ability (Noxious Home World): The character gains advantage on endurance tests, and gains +5 damage resistance against Acid Damage.

Special Ability (Scoundrel): The character gains advantage on influence tests for the purpose of combat influence, and their combat influence attempts target twice as many foes as usual.

Special Ability (Scrounger): The character can disassemble items for crafting components as if they had access to a workshop. They gain +2 to all science checks to assemble or disassemble items. See Chapter 7 for details on item creation.

Description: Dead Man's Rock is a frontier world that is used as a cosmic garbage dump. The planet is covered with the carcasses of old space ships, mountains of trash, and rivers of chemical overflow. The populace of this world is generally people who will lie, cheat, and steal to take what they need. People of Dead Man's Rock are amongst the most ruthless in Terran space.



Korhal

Characteristic Points: 5

Ability Score: +2 willpower, +1 intelligence

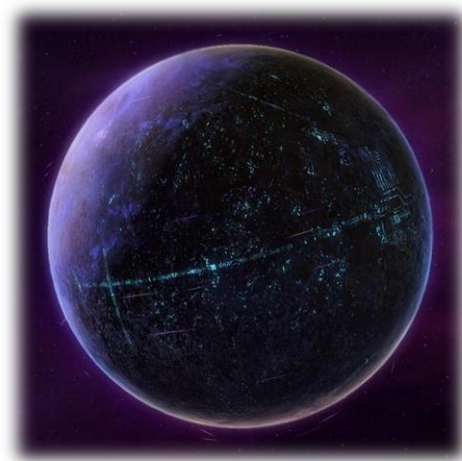
Wealth: +500 starting credits

Special Ability (Prosperity): The character receives 25% more credits whenever they sell equipment. (so, normally a 75% sell value). In addition, whenever buying an object with a price tag over 1,000 credits, the character can make a DC 15 Influence test. On a successful test, the item is 1% off, plus an additional percent per point over the DC they succeed by. For example, if the character rolls a 21 on their influence test, then the item is 6% off. This can only be done if the character has already decided to purchase the item, thus the purchase still goes through regardless of whether the test has succeeded. This represents money saved in the final transaction.

Special Ability (Poise): Korhal natives draw power from their fierce pride and broadcast it through their bearing. The character gains advantage on influence tests to persuade, and their leadership powers last twice as long.

Special Ability (Seize Opportunity): A life of practice has helped you become practiced at seizing advantage of an opponent's weakness. You gain advantage on attack rolls against targets at a negative morale level.

Description: Korhal was originally one of the core worlds of the Terran Confederacy, and was well known for its riches and affluence. It was nuked after the planet rebelled against the Confederacy, now it has been repaired and serves as the crown world of the Dominion. Korhal has always been a wealthy world run by ambition and sharp traders, and Korhal natives know how to get the best deals, and tend to be a sharp, strong willed, group.



Mind Wiped

Characteristic Points: 0

Wealth: -250 starting credits

Special Ability (Repressed Identity): The character has been mind wiped, and left without memories or identity. However, they have been left a fresh candidate for a new identity. However, you gain an extra characteristic point at level 1, and at every odd level thereafter.

Description: Many people are mind wiped and have their individual identities and personalities erased, only to be replaced by a servile persona that is slave to their kidnappers. However, some people avoid the reprogramming state, and simply have their old identity removed. These people are a blank slate, able to become whatever person they want by the situations they are put in. They start out slowly, but their open mindedness allows them to become far more than the average individual, if they live long enough.

Moria

Characteristic Points: 6

Ability Score: +2 strength, +1 fortitude, +1 intelligence

Special Ability (Miner's Heritage): When the character is dealing damage to objects and terrain, any time he deals a damaged condition the object is instead considered destroyed. In addition, the character has +4 rending value against all constructs.

Special Ability (Unbreakable Will): Morians live hard lives but are always capable of pushing forward. Roll a d20 whenever you would lose a morale from a battlefield event or from an enemy's action. On a natural 12 or higher, that morale is not lost.

Special Ability (Scurry): Between mining explosives, falling rock, and failing equipment, Morians are used to escaping hazards. You gain advantage on acrobatics tests to evade and reduce falling damage.

Description: Moria is the crown world of the Kel-Morian Combine, and one of the biggest resource nodes in the sector. Morian are used to the back breaking work of mining, and carving out a life scavenging resources from rocks and dirt. Most Morians are familiar with drills and mining technology in order to make their lives easier, and most are good at fixing and repairing, as well as destroying.

Noble Born

Characteristic Points: 6

Ability Score: +2 willpower, +1 intelligence

Wealth: +1,000 starting credits

Special Ability (Independently Wealthy): At the end of every week, the character is wired an amount of credits equal to 250 times their level. The money will accumulate in their bank account if they are unable to collect it.

Special Ability (Noblesse Oblige): Nobles are expected to be able to lead and take responsibility to those under them. You gain advantage on leadership tests, and combat influence attempts against allies under your leadership effects are suffer disadvantage.

Special Ability (Combat Dignity): Noble expectations in combat may be dramatically different than that of ordinary folk. You can use your willpower in place of your agility for your defense while wearing light or heavy armor. However, while in power armor or in any vehicle smaller than gargantuan you suffer disadvantage on all combat augmentation checks and combat influence tests, and lose the benefits of Noblesse Oblige.

Description: The noble born are the spawns of the Terran aristocracy, including the scions of the Tarsonis Old Families, the Kel-Morian guilds, the leaders of the Umojan Protectorate, or the aristocrats of the Dominion. More than anything, they supplement their adventures with a strong stream of income from their families and organizations, creating adventurers that substitute raw wealth with natural talent.

Sara Colonist

Characteristic Points: 6

Ability Score: +2 fortitude, +1 instinct, +1 willpower

Wealth: -250 starting credits

Special Ability (Adaptable Populace): When you have at least one ally adjacent to you when you start your turn, either you or that ally may gain one morale point.

Special Ability (Damnable Luck): You have advantage on rolls that give a benefit for rolling a natural number or higher.

Special Ability (Colonial Skills): You gain advantage on survival tests, and endurance tests to resist extreme heat.

Description: Sara Colonists are the citizens that reside in the planets of Mar Sara or Chau Sara. They are tough individuals, whose endurance and steadfastness allows them to survive under the hot sun, making a living for themselves. They tend to be uncaring and oblivious to larger politics, more focused on day to day survival. Many a great adventurer has come from these worlds, as the environment breeds hardy warriors.



Tarsonis

Characteristic Points: 5

Ability Score: +1 willpower, +1 intelligence, +1 instinct

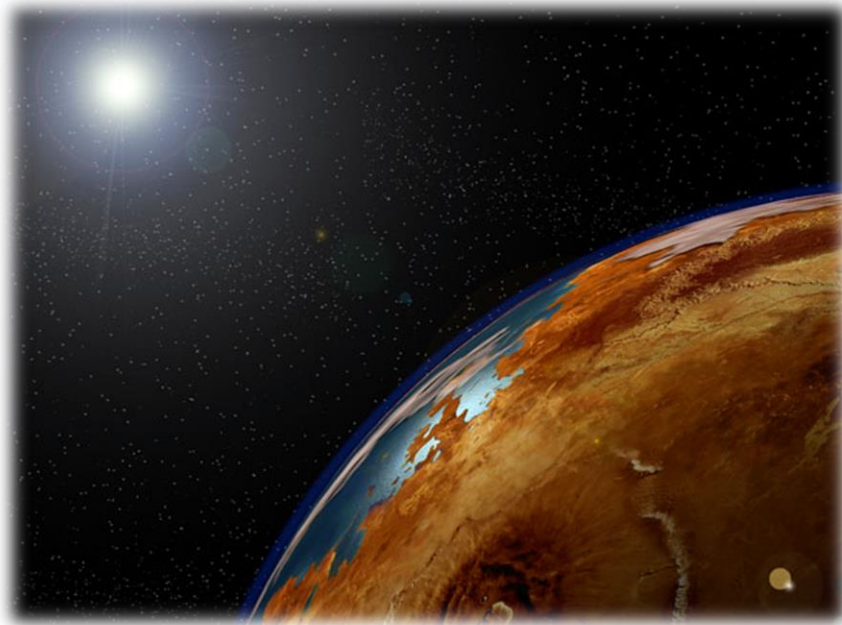
Wealth: +250 starting credits

Special Ability (Competitive Spirit): The character gains a special combat augmentation usage of the Influence skill. This functions exactly the same as the Lore combat augmentation effects, except it can only be applied against Terran opponents, and uses Influence instead of Lore.

Special Ability (Aggressive Expansion): Tarsonans have descended from those who took what they wanted regardless of those in their path. You gain the ability to travel through other creature's (not vehicles) spaces, provoking opportunity attacks and treating those spaces as difficult terrain, and you must end your movement outside of any creature's space.

Special Ability (Pride of the Core): No matter what happens, Tarsonans can always draw upon their pride of their homeworld. You may spend morale points when you are at 0 morale, and so long as your morale is non-negative, you may spend morale points to go into negative morale levels.

Description: Tarsonis was the core world of the all-powerful Terran Confederacy. Ruled by the often-corrupt Old Families, it was an aggressive expansionist stellar empire. The people of Tarsonis are well versed at dealing with other Terrans, as the greedy and controlling nature of the Confederacy pushed its individuals to take whatever they could.



New Specializations

This section offers new specializations that can be used by a character. These specializations can either be chosen at character creation or any level they gain a basic specialization (1, 4, 8, 12, or 16).

Archeologist

Ability Score: +1 intelligence

Talent: Specialized Knowledge

Focus Skill: Lore OR Psionics

Special Ability (Xeno Archeologist): The character has significant knowledge about other races, including those of a psionic nature. The character can use protoss weapons and implements without penalty and take no penalty on computer or science skills on non-terran technology. They also take no penalty to using medicine on a protoss. Normally, there is a -10 penalty relating to another races technology or medicine checks on another race. In addition, the character gains new identify weakness combat augmentations that can only be used on targets with psionic powers.

Tactic	DC 15	DC 20	DC 25
Struck a Nerve	Struck target suffers -1 to psionic manifestation checks for 1 round	Struck target suffers -2 to psionic manifestation checks for 2 rounds	Struck target suffers -3 to psionic manifestation checks for 3 rounds
Psionic Bleed	Target gains 1 energy fatigue when wounded by character's attack	Target gains 2 energy fatigue when wounded by character's attack	Target gains 3 energy fatigue when wounded by character's attack

Communicator

Ability Score: +1 intelligence

Talent: Dissuade

Focus Skill: Influence OR Pilot OR Computers

Special Ability (Lines of Communication): The character is a communications expert and is skilled at hacking communications channels going between vehicles and command posts. When this character is at a communications terminal, they can spend a full-round action to try to hack the communication channels of their foes. This requires a DC 25 computer check. On a success, they have access to the enemy's communications channel. As a full-round action every turn, the communicator can relay the enemy's orders to whoever is piloting their vessel, giving one of the following benefits to their vessel that turn: +2 defense against the revealed enemies, +2 accuracy against the revealed enemies, +5 to opposed pilot checks, or a free target lock. In addition, because the character is always able to access the enemy's communications, they can always make combat influence tests against the enemy. One combat influence attempt can be included in the full-round actions to maintain comms. After realizing their communication system has been hacked, which is automatic after the communicator makes an influence attempt, one enemy can spend a full-round action to make an opposed computer skill check with this character to scramble the channels. If the check succeeds, the communicator loses access to the channel and must check again to hack the new channel.

Cutthroat

Ability Score: +1 agility

Talent: Sneak Attack

Focus Skill: Melee OR Stealth

Special Ability (Throat Slitter): Whenever the character damages a flat-footed opponent with a melee weapon, the target suffers an amount of bleed damage every round equal to ½ their Melee skill ranks.

Diplomat

Ability Score: +1 willpower

Talent: Dissuade

Focus Skill: Influence OR Leadership

Special Ability (Open Negotiations): At the beginning of an encounter, before any damage has been dealt, the character can try to open negotiations with both parties of the conflict. They make a single influence test against each intelligent enemy and ally who want to fight, DC 10+ resolve. If all of the checks succeed, then both parties enter aggressive negotiations rather than all out conflict. In this negotiation, the character can try to come to a peaceful arrangement or trade, to avoid a fight. Note this ability cannot be used against constructs, creatures, or lethal aliens such as Zerg. If any of the checks fail, then negotiations fail to occur.

Engineer

Ability Score: +1 intelligence

Talent: Structural Weakness

Focus Skill: Science OR Lore

Special Ability (Fast Turret): The engineer has created a portable turret that he can quickly set up and control in combat. Setting up the turret is a full-round action, and it can be placed in any square adjacent to them. The turret can also be taken down as a full-round action. The engineer can fire the turret as a minor action, and can do so from remote up to 15 squares away. The turret counts as being fired by the character for the purpose of attack bonus, damage, and all other combat values. The turret counts as an Auto Rifle with infinite medium slugs, using the attacker's ranged skill. It increases in tier on levels 10 and 20. For the purposes of being attacked, it has 10x the engineer's level hit points, and has a damage resistance value equal to twice the character's intellect, and a defense of 10. It does not have a damage threshold, and does not suffer crippling wounds. The turret can be dismantled as a standard action. If the turret is destroyed or takes any damage, the damage is repaired, or the turret is replaced when the character takes an 8 hour rest.

Note: The turret is a special perk of the character and not an item. It is assumed the character always has the space and weight capacity to carry their turret. The turret has infinite ammunition and does not need to be reloaded but cannot use variant or special ammunition. Because it is not truly an item, it cannot support weapon upgrades.

Face Reader

Ability Score: +1 instinct

Talent: Keen Senses

Focus Skill: Mental Training OR Perception OR Influence

Special Ability (Face Reading): The face reader is skilled at reading facial expressions and behavior to understand the mindset of others. They gain a +5 bonus on all perception checks to use empathy, or a +10 bonus if they can see the target's face. They count their targets as 1 morale level lower for using combat influence, and gain +5 to non-combat uses of influence. Finally, the character is accustomed to thinking quickly and processing information rapidly. They can perform a Focus or Thought Blocking behavior as a free action. They can still only perform 1 combat behavior per turn.

Goader

Ability Score: +1 willpower

Talent: Dissuade

Focus Skill: Defensive Training OR Influence

Special Ability (Master of Taunts): When the character performs a successful Taunt combat influence action in combat, they effect all enemies within a Burst (2). In addition, the penalty for not attacking the character increases by this character's influence skill.

Guide

Ability Score: +1 instinct

Talent: Stalker

Focus Skill: Leadership OR Stealth

Special Ability (Lead Scout): Whenever the character gains the Hidden condition from using the stealth skill, they can give it to a number of allies within 6 squares equal to their agility score. All of those allies must be under one of the character's leadership combat augmentations. The sneak effect is shared for everyone; if one character breaks it, the rest do as well. The character also gains a new usage of the leadership combat augmentation.

Tactic	DC 15	DC 20	DC 25
Move without Sound	While sneaking, enemies who make a spotter action must succeed a DC 15 perception check to spot you	While sneaking, enemies who make a spotter action must succeed a DC 20 perception check to spot you	While sneaking, enemies who make a spotter action must succeed a DC 25 perception check to spot you

Gunslinger

Ability Score: +1 Instinct

Focus Skill: Ranged OR Tactics

Special Ability (Gunslinger's Precision): When using a pistol weapon, the character deals +2 damage per strike beyond the first. Therefore, a character making 3 strikes with a pistol deals +4 damage.

Gymnast

Ability Score: +1 strength

Talent: Leap

Focus Skill: Defensive Training OR Athletics

Special Ability (Leap and Dive): The character is excellent at jumping and dropping. They always count as having ran when jumping. They can use their athletics skill instead of acrobatics when performing evade actions. When they do use athletics to evade, they can move a number of squares equal to their strength score instead of their shift speed. Finally, the character does not fall prone when they use emergency evasion.

Heuristics Programmer

Ability Score: +1 intelligence

Talent: Professional Hacker

Focus Skill: Computers OR Influence

Special Ability (Machine Empathy): The character is very skilled at understanding artificial intelligence, and how to manipulate it. They can perform influence actions against robots and artificial intelligences, targeting their toughness instead of resolve. They gain a bonus to these checks equal to ½ their computer skill. In addition, when controlling artificial intelligence allies through a computer, they can spend a standard action to give an instant full-round action to single controlled robot.

Huntsmen

Ability Score: +1 agility

Talent: Sneak Attack

Focus Skill: Stealth OR Endurance

Special Ability (Watch and Wait): The huntsmen can stay still and wait for a prolonged period of time. While prone, sneaking, and not having moved for at least 1 minute, the character gains the following benefits: they count as cloaked instead of hidden; detector actions must make a perception check to reveal their location (DC 15+ huntsmen's stealth score); they can go three times as long without eating, drinking, or sleep; firing a non-suppressed weapon does not reveal their location unless they fire it in two consecutive turns.

Master of Arms

Ability Score: +1 instinct OR +1 strength

Focus Skill: Melee OR Ranged

Special Ability (Ultimate Weapon Focus): The character choses a specific weapon group to specialize in. They gain a benefit with those weapons based on which weapon group they chose. In addition, they gain +1 power rating of damage with weapons in that weapon group. This specialization can be chosen multiple times. Each time, it applies to a different weapon group. The bonuses are cumulative when there are overlaps between weapon groups.

Weapon Group	Included Weapons	Benefit
Automatics	Repeating Pistol, Repeating Gauss Pistol, Auto Rifle, Gauss Assault Rifle, Flak Cannon	+1 hailfire on area burst
Blades	Psi Blade, Sword, Dueling Sword, Combat Knife, Rifle Bayonets, Promethean Blade	+2 rending
Bludgeons	Heavy Tool, Light Tool, Pistol Whip, Rifle Butt, Stunner, Directorate Boarding Axe, Sonic Hammer	+2 penetration
Canister	Canister Rifle	+2 penetration
Explosives	All Explosives	+5 penetration
Flak	Flak Pistol, Flak Rifle, Flak Cannon	Hailfire (2) goes to medium range; Hailfire (1) goes to long range. No extra bonus for flak pistol
Flamethrowers	Flamethrower, Infernal Flamethrower	Burning targets take +10 damage per round
Gauss	Gauss Pistol, Repeating Gauss Pistol, Gauss Assault Rifle, Heavy Gauss Rifle, Gauss Sniper Rifle, Gauss Cannon	+2 penetration
Grenades	Flash Grenade, Fragmentation Grenade, EMP Grenade, Concussive Grenade, Radiation Grenade, Napalm Grenade	+2 accuracy
Heavy Machine Guns	Heavy Gauss Rifle, Gauss Cannon, Chaingun	+10 accuracy with suppressing fire, +20 total accuracy with saturation fire
Heavy Weapons	All Heavy Weapons	Loses the Heavy weapon trait
Melee Weapons	All Melee	+2 rending
Mines and Charges	Demolition Charge, Breaching Charge, Land Mine	+2 Burst
Needle Weapons	Needle Pistol, Needle Rifle	+4 DC to poison effects
Ordnance	Grenade Launcher, Rocket Launcher, Shoulder Rocket Battery, Missile Launcher, Rocket or Missile Battery (any)	+1 accuracy
Pistols	All Pistols	Reload as a free action once per round
Repeating Pistols	Repeating Pistol, Repeating Gauss Pistol	+1 hailfire on focused burst
Rifles	All Rifles	+1 accuracy
Shotguns	Shotgun, Military Shotgun, Automatic Shotgun	Hailfire (3) persists to short range
Sniper Rifles	Sniper Rifle, Canister Rifle, Gauss Sniper Rifle, Needle Rifle	+2 penetration
Slug Weapons	Heavy Revolver, Light Revolver, Pistol, Repeating Pistol, Auto Rifle, Long Rifle, Sniper Rifle	+1 power rating of damage
Unarmed	Unarmed, Reinforced Unarmed, Power Armor Unarmed, Power Fist	+1 damage per strike on successful hit

Mobile Gunner

Ability Score: +1 instinct

Talent: Bombardment

Focus Skill: Tactics OR Pilot

Special Ability (Manned Weapon's Gunner): When the character is manning a gun of a vehicle or station, but not piloting it, they gain significant bonuses to using the weapon they are controlling. While aiming with that weapon, they deal bonus damage equal to their tactics skill ranks. Any missiles that they fire gain bonus accuracy equal to ½ their pilot skill. If the character is acting as the commander aboard a capital ship, all of the ship's weapons gains this bonus.

Medical Officer

Ability Score: +1 intelligence

Talent: Inspiring Presence

Focus Skill: Leadership OR Medicine

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

Night Owl

Ability Score: +1 instinct

Talent: Keen Senses

Focus Skill: Perception OR Survival

Special Ability (Hunter in Darkness): The character can see in the dark within 6 squares. They ignore all concealment and total concealment from darkness within 6 squares. In addition, they get +4 morale bonus while in darkness, in space, or in an area with no lighting. Finally, they deal +3 damage with all attacks against enemies that they see that cannot see them in return.

Outdoorsman

Ability Score: +1 willpower

Talent: Hardened Survivalist

Focus Skill: Lore OR Survival

Special Ability (Wilderness Expertise): The outdoorsman is the master of the wild world. When they use survival to gather food, they only pick the choicest sections of meat or the most nutritious plants. Anyone that eats food scavenged by this character recovers hit points equal to the outdoorsman's willpower, without having to spend a healing threshold. The outdoorsman also leaves no tracks while traveling through the wilderness. Finally, they gain advantage on survival checks to use Animal Handling and lore checks to use Identify Weakness on natural animal fauna.

Outlander

Ability Score: +1 fortitude

Talent: Natural Health, Jaded

Focus Skill: Durability OR Survival

Special Ability (Ultimate Survivor): The outlander has rid themselves of the comforts of life and are accustomed to going without fulfilling basic needs. The outlander can go twice as long without food or water before suffering penalties. They can hold their breath for twice as long and take half as much damage from drowning and suffocation. They gain advantage on Endurance checks against poisons, diseases, and infestation, or to resist fatigue from forced marches.

Paranoid

Ability Score: +1 instinct

Talent: Jaded, Cynic

Focus Skill: Defensive Training OR Mental Training

Special Ability (All Out to Get Me): The character's paranoia has given them some advantage in matters of survival. The character gains a permanent +2 bonus to defense, toughness, and resolve. However, they also receive a -4 penalty to initiative.

Prime Specimen

Ability Score: +1 strength

Talent: Natural Health

Focus Skill: Durability OR Lore

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

Psionic Bladesman

Requirements: Psionic Terran only

Ability Score: +1 strength

Talent: Weapon Mastery (melee)

Focus Skill: Melee OR Psionics

Special Ability (Charged Strikes): The character is able to empower their melee attacks with psionic energy. All of their melee weapons and attack gain bonus penetration and damage equal to their Psi Level. This is cumulative when used with a weapon with the Psionic weapon trait. This ability cannot be used when the psychics manifestation bonus is +0 or lower.

Psionic Marksman

Requirements: Psionic Terran only

Ability Score: +1 instinct

Talent: Weapon Mastery (ranged)

Focus Skill: Ranged OR Psionics

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

Psychologist

Ability Score: +1 willpower

Talent: Defense of Will

Focus Skill: Mental Training OR Medicine

Special Ability (Psychological Treatment): When the character or an ally within 6 squares spends or loses a morale point, they can roll a d20. On a 14+, they do not lose that morale point.

Scavenger

Ability Score: +1 intelligence

Talent: Structural Weakness

Focus Skill: Perception OR Science

Special Ability (Scavenging): Every day, the character collects crafting components as they travel. They roll a d20 at the end of every day and add their Perception ranks to the check (just ranks, not the entire bonus). The check gains a +5 bonus if they are in heavily urban area, or a -5 to the check if they are in an unpopulated or remote region. For extremely remote areas, the Game Master might decide it is impossible to gain scrap there. Refer to the table below to find out what scrap the character has collected.

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

Scout

Ability Score: +1 agility

Talent: Survival Instincts

Focus Skill: Pilot OR Stealth

Special Ability (Reconnaissance Craft): The character can pilot a gargantuan-sized or smaller ship in a manner that is subtle and difficult to detect. While piloting these vehicles, their vehicle is always considered Hidden unless they attacked, or were attacked, in the previous turn. This trait does not function if they are within 30 squares of an enemy. In addition, when piloting a vehicle with a cloaking device, their cloaking device functions as if it has 5 higher energy score.

Slugger

Ability Score: +1 strength

Talent: Weapon Mastery (melee)

Focus Skill: Athletics OR Melee

Special Ability (Beat Down): The slugger has practiced at using improvised weapons and bludgeons more effectively. These weapons include the Light Tool, Heavy Tool, Pistol Whip, and Rifle Butt. While using these weapons, +3 accuracy, +1 power rating of damage, and +2 penetration. Finally, the character does not suffer any accuracy penalty for using improvised weapons or attacking with objects.

Stunt Devil

Ability Score: +1 strength and +1 agility

Focus Skill: Acrobatics OR Athletics

Special Ability (Stunt): The character is accustomed to jumping, falling, and taking hits. They take half as much falling damage whenever they fall, and all falls are controlled falls. In addition, when evading, the character moves 2 squares further than their shift speed. Finally, the character gains a passive +3 bonus to their toughness.



Systems Expert

Ability Score: +1 intelligence

Talent: Professional Hacker

Focus Skill: Computers OR Tactics

Special Ability (Database Security): The systems expert is skilled at protecting their computers systems and databases and are experts at digital warfare. They add their tactics skill to the DCs of any computers they possess to resist being hacked or accessed. They also reduce the DC for hacking checks equal to their tactics skill. They also reduce the time it takes the hack a computer by a number of rounds equal to intelligence (minimum 1 full-round. Finally, any attempts for foreign entities to hack the expert's computers alerts them of the intrusion, even if the attempt was successful.

Taskmaster

Ability Score: +1 willpower

Talent: Intimidating Presence

Focus Skill: Durability OR Leadership

Special Ability (Ruthless Overseer): This character is an efficient but ruthless party leader. Any ally under the effect of this character's leadership gains a free morale point every round, but their morale bonus is only half what it normally is. In addition, the character gains a special combat augmentation usage of the leadership skill.

Tactic	DC 15	DC 20	DC 25
Pain is Weakness	Effectuated ally recovers 5 hit points every turn, but gain 1 fatigue point	Effectuated ally recovers 10 hit points every turn, but gain 1 fatigue point	Effectuated ally recovers 15 hit points every turn, but gain 1 fatigue point

Tough Guy

Ability Score: +1 fortitude

Talent: Hardened Survivalist

Focus Skill: Endurance OR Acrobatics

Special Ability (Push On): Whenever the character takes damage from an attack, they can instantly perform a shift action. This does not use up a reaction.

Unarmed Combat Expert

Ability Score: +1 Strength

Focus Skill: Mental Training OR Melee

Special Ability (Mixed Martial Arts): The character gains extra benefits from their expertise in unarmed training. If they character has the Military Unarmed Training II talent, they gain +2 damage per attack overage with melee attacks. If they have the Martial Arts Unarmed Training II talent, their bonus defense from Bobbing and Weaving increases to +4. If they have the Discipline Unarmed Training II talent, they gain bonus penetration and rending with unarmed attacks equal to ½ willpower.

Warrior

Ability Score: +1 fortitude

Talent: Critical Execution

Focus Skill: Tactics OR Defense Training

Special Ability (Galactic Warrior): The character is a true warrior at heart, born and raised for the fires of combat. The character gains +1 maximum skill rank in all prowess skills.

Weaponsmith

Ability Score: +1 intelligence

Talent: Penetration

Focus Skill: Ranged OR Science

Special Ability (Weapon Crafting): The character is a trained weapon's technician, and can develop a selection of specialty weapon upgrades and ammunition. This weapon upgrades can only be created by a character with this specialization. There are 12 different patterns they can learn; the weapon-smith knows 1 pattern for every rank of the science skill they have. Whenever they increase their science skill, they learn 1 additional pattern. Weapon upgrades are constructed as normal for weapon upgrades, except sometimes they require special items for their creation. Specialty ammunition requires the base ammunition that is being modified. Crafting ammunition requires 1 hour to create 10 specialty rounds. Follow the normal item creation rules for making these items. Additional details about these upgrades can be found in the equipment chapter, under Experimental Item Upgrades.

Upgrade	Base Item	Components	DC to Craft	Benefit
Chainsaw	Melee Weapon	10 Generic, 2 Framing, 5 Electronic	15	Hailfire (+1), Rending (3), Heavy weapon trait, cannot benefit from Sneaking
Drilling Slugs	Light, Medium, Heavy, or Extreme Slugs	Ammunition, 2 Generic, 2 Electronic, 2 Robotic	20	Penetration (+3), Rending (+3)
Electrical Field	Melee Weapon	Stunner (tier of weapon), 1 Framing, 5 Electronic	20	Stun weapon trait, +1 power rating of damage; deals damage to user
Empowered Shotgun	Shotgun (any)	3 Framing, 10 Generic, 10 Weapon	15	Penetration (+5), Unstoppable weapon trait, decreases in weapon attack speed
Explosive Shot	Explosive Canister, Shredder Canister, or Gauss Spike	Ammunition, 1 Generic, 2 Weapon	15	Burst (+1), -2 Power Ratings of Damage
Fusion Bomb	Fragmentation Grenade or Demolition Charge	Power Cell (tier 3), 1 Framing, 20 Weapon	20	Burst (+5), Penetration (+10)
Maximum Firepower	Rifle	3 Framing, 10 Generic, 10 Weapon	20	+2 Power Ratings of Damage, Half the Ammunition Capacity, becomes a Gradual Reload weapon
Rapid Receiver	Pistol	5 Weapon, 5 Generic	15	Weapon becomes automatic, can make number of strikes equal to Agility; -2 base accuracy
Rocket Pod	Rocket Launcher	10 Framing, 10 Weapon, 5 Robotic	25	Can fire 2 missiles, one missile against two separate targets, one attack roll for both missiles against both separate targets
Tracking Canister	Canister (any)	Ammunition, 5 Robotic, 5 Electronic	25	With Laser Lock, Canister gains +10 accuracy and ignores cover, doubles attack overages; -4 damage
Triple-linked	Any weapon	Framing 2, +twice cost of the weapon	25	Triple-linked and Heavy weapon traits
White Plasma Igniter	Flamethrower	3 Framing, 10 Generic, 10 Electronic	25	Penetration (+10), Uses up 3 fuel with every strike

Wrangler Specializations

Terran Wranglers lack the ability to manifest psionic powers the way that other psionic characters do but instead may find unusual tricks that they can perform instead. These specializations may only taken by psionic Terran Wranglers, and all give benefits to the different ranks of the Wrangler Power talent.

Calm Bringer

Requirement: Terran Wrangler

Ability Score: +1 fortitude

Talent: Guarded Mind

Focus Skill: Stealth OR Mental Training

Special Ability (Calm Field): The character has a unique ability to stabilize and weaken psionic energy around them. As a free action within a radius around you, you may mask all creatures in the area from psionic detection and give them the benefit of the thought blocking. The radius is adjacent targets at psi level 1, short range and psi level 2, medium range at psi level 3, and long range at psi level 4. Psionic Attacks targeting creatures affected by your aura suffer an accuracy penalty equal to your psi level.

Wrangler Power Level	Benefit
Wrangler Power	Creatures in your aura also use the better of your resolve or their own. In addition, you treat your psi level as twice as high for the purpose of psionic damage resistance and thought blocking, and finally you add your psi level to resolve.
Wrangler Power II	You may choose what creatures are affected by the different effects of your Calm Field as a free action. In addition, your psionic detection not only locates psionic creatures, but now also locates psionic effects and their target(s). To identify a psionic affect detected in this manner perform a psionic skill check as a minor action against the original manifestation DC of the power (other effects have a DC determined by the GM). Finally you may disrupt psionic effects: as a standard action you may select a target within your aura that is affected by ongoing psionic effects and perform an opposed psionics skill check against the original manifestor(s) of those powers. If you succeed all such affects immediately end.
Wrangler Power III	The character may further dampen the abilities of other psionic creatures in his calm field. Any such creatures you choose increase the energy fatigue cost of manifesting psionic powers by half your psi level.

Empathic Healer

Requirement: Terran Wrangler

Ability Score: +1 intelligence

Talent: Surgical Precision

Focus Skill: Medicine OR Influence

Special Ability (Empathic Scan): The character is particularly tuned to the injuries of those around them. You may spend a minor action to empathically scan a target with at least one crippling wound within medium range; the next time you heal hit points to that target before the end of your next turn, heal additional hit points equal five times your Psi level.

Wrangler Power Level	Benefit
Wrangler Power	As a minor action the character can perform an empathic touch to heal allies; you may touch a living creature within its natural reach to take some of its wounds through a psionic link. Both the healer and the target must both spend a healing threshold, and the healer rolls a medicine skill check healing the target of that many hit points, while taking damage equal to half the medicine skill check result – damage taken in this way ignores all damage resistance, bypasses any temporary hit points, and cannot cause crippling wounds.
Wrangler Power II	Empathic scan now grants bonus healing equal to 10 times your psi level. You may treat living creatures below half hit points as if they had a crippling wound. The character's Psionic detection also locates living creatures with crippling wounds. You gain advantage on influence tests against targets that have crippling wounds.
Wrangler Power III	Your empathic touch ability now work at up to short range and now heals the target for twice the medicine skill check result. The damage that you take remains at half of the medicine skill check

	result. Furthermore you do not spend one of your healing thresholds if the medicine skill check result was a natural 12 or higher.
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Gifted Hunter

Requirement: Terran Wrangler

Ability Score: +1 instinct

Talent: X-Factor Training

Focus Skill: Perception OR Survival

Special Ability (Hunter's Quarry): The character's psionic senses may 'attune' to the psychic imprint of other individuals. As a minor action, you may "mark" a living target within your psionic detection range. The target is treated as if they had your psi level for the purposes of your psionic detection special ability, and you know precisely what square they are in if the target is within medium range. If they target is already thought-blocking or performs a thought-blocking action on their turn you must succeed a psionic attack roll against their resolve to affect them or keep them affected. You gain the ability to perform spotter or detector actions as a minor action, but only against your marked target; these do not get shared with allies via a digital uplink. If you make a spotter action against a marked target, they are flat-footed against you that turn if you attack. You may only have one marked target at a time. If the target leaves your psionic detection range, they are no longer marked. You may 'unmark' a target at any time as a free action. This ability may not affect constructs. You gain a bonus to accuracy against marked targets equal to your psi level.

Wrangler Power Level	Benefit
Wrangler Power	You may now pinpoint marked targets within long range. If you give up your turn to ready a ranged attack, that attack gains the bonus as if you had aimed. If you give up your turn to ready a melee attack, you may treat that attack as a heavy strike.
Wrangler Power II	You may have a number of targets marked equal to your psionic skill ranks. You may mark a number of targets at a time equal to your psi level (not to exceed your maximum number of marked targets). Spotter and detector actions from this specialization affect all marked targets. You may make melee opportunity attacks against marked targets that attempt to shift in your reach. You may now pinpoint marked targets within distant range.
Wrangler Power III	You marked targets gain no concealment against you, and may perform detector actions against marked targets as a free action. You may now pinpoint marked targets within remote range. You gain a bonus to damage against marked targets equal to your psi level.

Sympathic Naturalist

Requirement: Terran Wrangler

Ability Score: +1 intelligence

Talent: Universal Knowledge

Focus Skill: Survival OR Lore

Special Ability (Nature's Bounty): The character has an innate sense guiding them to the places of natural bounty. Whenever you are in any area that can support plant or animal life (DM's discretion) then whenever the character makes survival checks for Finding Food, the character generates additional day's or individual's worth of food and water for each psi level they possess. While you remain in wild terrain you ignore one point of fatigue per psi level. You add your half of psi level to your fortitude.

Wrangler Power Bonuses:

Wrangler Power Level	Benefit
Wrangler Power	You gain advantage on Identify Weakness lore checks. You also ignore difficult terrain caused by natural terrain and hazards.
Wrangler Power II	The character may add twice their psi level to endurance checks to resist poisons and diseases, endure extreme temperatures, and purge chemicals.
Wrangler Power III	The character may use their psionic link to the living world around them that they may attempt to use persuasion on creatures they cannot speak with. When using the Animal Handling skill variation of the Survival skill, the character gains a bonus to the check equal to 5x their PL. This may not be used on creatures with an intelligence higher than 1 or on commanded zerg. You also add your psi level to your number of healing thresholds.

New Advanced Specializations

These are new advanced specializations available to any terran character. Advanced specializations are gained on levels 10, 14, 18, 22, 26, and 30.

Note that all of the advanced specializations here are enhanced versions of basic specializations in the Core Rulebook. Extra synergy can be gained between the specializations by purchasing the Ultra Specialization talent.

Adventurer

Focus Skill: Durability

Special Ability (Fortune's Favor): The character gains a new way of spending morale points: as a free action on their turn the character can spend a morale point to suppress the ongoing penalties from all crippling wounds they are affected by for 1 turn, and they increase their damage threshold by their morale bonus for 1 turn as well.

Destroyer

Focus Skill: Ranged

Special Ability (Ordinance Expert): All the character's explosive weapons (grenades, rockets, missiles, and planted explosives) are empowered. The character deals +2 power ratings of damage with such weapons and such weapons never jam. Finally, all thrown grenades have a base range of medium instead.

Doctor

Focus Skill: Medicine

Special Ability (Supreme Healthcare): When rolling an unmodified result of 16 or higher on a first aid check, the target character does not use up a healing threshold.

Hulk

Focus Skill: Athletics

Special Ability (Beast of Man): The character is extremely large, brutish, and resilient. They count as large-sized for determining hit points, toughness, and damage threshold. To counteract this, either their reflexes or their instincts are weakened. The character chooses either agility or instinct. Whichever ability score is chosen, it is reduced by half, and the character can no longer increase it using characteristics points.

Insurgent

Focus Skill: Acrobatics

Special Ability (Rapid Reaction): You gain +2 accuracy as long as you move at least 1 square on your turn. In addition, you can make a bob and weave action as a free action in any turn that you action move.

Military Commander

Focus Skill: Leadership

Special Ability (Push Forward): When the military commander generates morale points using the rally ability, he may apply up to two of those morale points per ally. In addition the character's allies under the effects of his leadership gain a bonus to their movement speed equal to their current positive morale level (minimum 0).

Operative

Focus Skill: Stealth

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

Orator

Focus Skill: Influence

Special Ability (Rabble Rouser): The character can use two combat influence abilities as part of the same action. The character rolls once for both abilities, unless they come from different skills in which case each skill is rolled separately. Furthermore, combat influence now may affect all targets in a burst 1 around the target(s).

Protector

Focus Skill: Defensive Training

Special Ability (Defiant Stance): The protector attracts all nearby enemies into attacking him rather than his allies. All enemies cannot attack the character's allies within 3 squares if the protector can be attacked instead. This affects all enemies, including constructs and non-intelligent foes. Enemies can make a willpower test once per day to try and defy this effect. The DC is equal to 10+ the character's ranks in Defensive Training + the character's ranks in Influence.

Scientist

Focus Skill: Science

Special Ability (Power of the Mind): The character understands the mathematics and formulas behind all actions. They use their intelligence as their core attribute for every skill, unless the related skill's attribute is higher. All the Scientist's combat augmentations have their duration determined by their intelligence, rather than normal ability scores.

Sharpshooter

Focus Skill: Ranged

Special Ability (Kill Shot): When killing an opponent at with a scoped rifle firing a single shot, the character can instantly make an attack at another target within short range of the target. However, they will not receive aiming bonuses on this attack. This attack cannot in turn allow other attacks.

Weapon's Expert

Focus Skill: Ranged

Special Ability (Firearms Proficiency): The character's weapons never jam. In addition, the character's ballistic weapons (those using slugs, shotgun shells, or gauss spikes) gain +1 power rating of damage and +1 accuracy.



Wrangler Advanced Specializations

Wrangler Advanced Specializations allow wrangler characters to further focus their latent psionic energies in new ways. Many of these advanced specializations scale based on a combination of wrangler power and other talents the wrangler takes. This scaling benefit is referred to as the Mastery Level for that specialization.

Master of Body

Requirement: Terran Wrangler

Focus Skill: Durability

Special Ability (Strengthened Self): The character's wrangler abilities are focused inward, giving them a great deal of control over their own body especially when combined with a mixture of exercise and martial arts training. You gain additional hit points per rank of durability equal to your psi level. In addition, you gain additional bonuses based on your level of the wrangler power talent and half the total number unarmed training talents you have (this total referred to below as mastery level). Unarmed Training includes the Military, Martial, and Discipline unarmed training talents.

Wrangler Power Bonuses:

Mastery Level	Benefit
2	You gain a bonus to damage reduction equal to your mastery level when you are wearing light or no armor.
4	You add your psi level to the damage done by unarmed attacks and half your psi level to your damage threshold (min 1).
5	You add your agility and mastery level together to determine your effective agility for the purposes of determining your speed and shift speed.
6	While wearing light or no armor you gain 20 temporary hit points every round (this works like the Impact Cushion item trait, and as such does not stack).

Psionic Recruiter

Requirement: Terran Wrangler

Focus Skill: Influence OR Leadership

Special Ability (Peaceful Mind): While you are not thought blocking, you gain advantage on influence and leadership checks on psionic characters. You also double the range of your psionic detection and automatically identify the psi level and psionic classification of all psionic entities in your psionic detection range. You gain additional bonuses with increased ranks of wrangler power plus one for every 3 ranks in Mental Training (referred to below as mastery level).

Wrangler Power Bonuses:

Wrangler Power Level	Benefit
Mastery Level 2	You add your mastery level to your damage threshold for the purpose of suffering wounds from psionic powers. You add your Psi level to leadership and rally attempts when you are leader to a psionic character.
Mastery Level 4	Your thoughts and emotions cannot be read or influenced by psionics. You are immune to mind control (such as <i>Compulsion</i> , <i>Command</i> , and <i>Dominare</i>).
Mastery Level 5	You add your mastery level to gather information checks to find the presence of a psionic character who is hiding in a community, and to persuasion and combat influence attempts against psionic terrans.
Mastery Level 6	Terran Psionic characters under the influence of your leadership affects recover 2 energy fatigue per round while they are at positive (non-zero) morale.

Spirit Leech

Requirement: Terran Wrangler

Focus Skill: Mental Training

Special Ability (Leech Aura): The character alters their empathic aura to drain the emotions of those near them. As a minor action you can target a number of other living creatures up to your psi level within short range and attempt a psionics skill check against all of them. If your skill check exceeds a target's resolve, then that target loses a morale point if they have positive morale or gains a morale point if they have negative morale.

Wrangler Power Bonuses:

Wrangler Power Level	Benefit
Wrangler Power I	Your leech aura increases to medium range, and enemies in your leech aura suffer a -5 penalty to leadership and influence tests in your aura.
Wrangler Power II	Your leech aura increases to long range, and enemies in your leech aura cannot gain morale points from rally actions if it would result in a positive morale.
Wrangler Power III	You and your allies in your leech aura do not lose morale from suffering wounds while in your leech aura.

New Master Specializations

These are new master specializations available to any terran character. Master specializations are gained on levels 20, 24, and 28.

Bounty Hunter

Ability Score: +1 instinct

Focus Skill: Perception OR Survival

Special Ability (Fast Instincts): The character can make detector and spotter actions faster than normal. If they could make a spotter or detector action as a full or standard action, they can now make it as a move action. If they could make it as a move action, they can now make it as a minor action. If they could make it as a minor action, they can now make it as a free action. In addition, the character gains advantage on perception checks.

Special Ability (Instant Action): The character gains advantage on initiative checks. In addition, they always gain a surprise action in combat, even if they were the ones who were surprised or no one was surprised. Finally, they can take a full-rounds worth of actions on surprise rounds.

Special Ability (Born Tracker): The character gains advantage on survival checks. They do not leave tracks or trails to follow when traveling. In addition, they automatically succeed survival checks to track as long as the DC is 30 or less.

Immortal

Ability Score: +1 fortitude

Focus Skill: Durability OR Endurance

Special Ability (Second Wind): The character takes a moment to recover their own strength and lost health at the cost of a healing threshold. Performing this second wind requires spending a move action. Once they do, they heal 5x fortitude hit points and recover from 2 points of fatigue.

Special Ability (Toxin Resistance): The character gains advantage on all endurance tests. If they suffer poison damage from a failed endurance check, the poison deals half as much damage.

Special Ability (Unstoppable): The character adds ½ their strength to their damage threshold.

Legendary Gymnast

Ability Score: +1 agility

Focus Skill: Acrobatics OR Athletics

Special Ability (Extreme Evasion): The character gains advantage on all acrobatics and athletics checks. In addition, if the character is not flat-footed and they moved on their turn, they reduce the hailfire of all attacks against them by 1 and missed area attacks deal only half penetration to them. When piloting a flying vehicle, all attacks against them suffer the same penalties as long the vehicle is gargantuan-sized or smaller and moved on its turn.

Special Ability (Like a Flash): When sprinting, the character does not have to sprint in a straight line and gains concealment any turn that they sprint. They only gain fatigue from sprinting for every minute that they sprint beyond the first, but they do not gain an endurance check to resist this fatigue.

Paragon of Discipline

Ability Score: +1 willpower

Focus Skill: Mental Training

Special Ability (Indomitable): The character adds their willpower to damage threshold.

Special Ability (Fortitude of Spirit): The character receives a bonus depending on whether they still do or do not use morale levels. If they do use morale, they gain a morale level at the end of each one of their turns and roll a d20 whenever they use a morale point. On a 12+, the morale point is not spent. If the character does not use the morale system, by having the Cynic or Emotionless talents for example, they gain temporary hit points at the start of each turn equal to their Intelligence + Willpower. This is cumulative with the temporary hit points from Emotionless

Special Ability (Intense Focus): The benefit to resolve, morale bonus, and psionic accuracy from the Focus combat behavior increases to +8. In addition, the Focus combat behavior does not count against the player for the number of combat behaviors they can have at once. Therefore, a character can spend a minor action to focus, and another minor action to aim or bob and weave.

Power Man

Ability Score: +1 strength

Focus Skill: Athletics OR Melee

Special Ability (Pinnacle of Strength): The character gains advantage on all checks based on strength, strength skills, and melee attacks. They also count as large sized for lifting and carrying capacity, and for special combat bonuses such as disarms, grabs, and pushes.

Special Ability (Great Swing): When wielding a melee weapon, the character gains a bonus to damage equal to strength. This is in addition to the normal strength bonus to melee damage. In addition, all grenade and thrown weapons have their ranged increased to medium instead of short and gain +2 accuracy. Finally, heavy strike melee attacks gain +4 accuracy instead of +2.

Prodigal Physician

Ability Score: +1 intelligence

Focus Skill: Medicine

Special Ability (Cleansing Cure): The character gains advantage on all medicine checks. Allies who spend a healing threshold when this character heals them receives temporary hit points equal to the healer's Instinct + Intelligence. These temporary hit points last 10 rounds or until used up. While these temporary hit points are in place, the healed character restores hit points at the start of each of their turn's equal to the healer's intelligence. In addition, the character cures twice as many hit points with the medical delivery system.

Special Ability (Precision Healing): The character rolls a d20 whenever they use a medipack, medical delivery system nanobots, or chemicals from an injector on themselves or another character: on a 12+ the resource is not expended. Roll once every object used.



Chapter 3: New Talents

This section offers a wide variety of new talents for characters to pick up and flesh out their characters. Many of these talents expand on new options in this supplement, such as item creation, certain backgrounds, or specializations.

Talent	Requirements	Bonus
Aerial Evasion I-II	Pilot 8/12	+2 defense and +25% acceleration with vehicles; multiple ranks
Airborne Acrobat	Agility 6, Acrobatics 6	Jumps further with less running required; can fall further without taking damage
Alert Senses	Instinct 8	+2 initiative and ignores concealment
Anything is Possible	Leadership 6, Influence 4	Rally generates an extra morale point at higher check results
Barterer	Core Citizen background	Goods below 5x level are free
Best and the Brightest	Unite Earth Directorate background	Increase one ability score
Blurred Fists	Strength 6, Agility 8, Mountain Strike II	Gain +1 maximum overage and +1 accuracy per strike
Brain Lock	Psionics 7, Influence 7	Telepathy attack powers may stagger opponents
Booming Power	Latent Psychic advanced specialization, Psi level 4, Psionics 10, Intelligence 8	Character becomes an Advanced Telepath
Bully	Strength 6, Influence 4	Combat influence tests to taunt automatically succeed
Careful Handling	Instinct 4, Ranged 4	Planted explosives are more accurate, explosives lose the unstable quality.
Comforting Presence	Inspiring Presence	Nearby allies receive +2 morale bonus
Competitive Nature	Core Citizen background	Receives a 5% bonus to experience
Corrupt Dealings	Tarsonis background	Character sells goods for +50% price
Critical Execution	Intelligence 4, Tactics 4	Gain a new use of tactics that increases rending and damage threshold
Deep Drilling	Kel-Morian background	Character gains +2 penetration with all weapon attacks
Diplomatic Immunity	Willpower 6, Influence 8	Cannot be attacked as long as character does not attack, combat influence still allowed
Double Whirlwind	Battle Acrobat advanced specialization	When dual-wielding and bobbing and weaving, attack with one weapon and gain hailfire.
Drilling Volley	Ranged 8, Weapon Mastery (ranged)	Lose hailfire on focused burst to gain penetration
Education	Intelligence 5	Gain a skill focus in a non-combat skill
Educated Background	Umojan Protectorate background	+1 maximum skill ranks for intelligence, instinct, and willpower skills
Execution	Strength 6, Agility 6, Sneak Attack, Weapon Mastery (melee), Melee 8, Stealth 8	Character can check to instantly kill an unaware target
Explosive Assembly Line	Agility 4, Intelligence 4, Science 6	Creates twice as many items when crafting explosives
Extended Release	Medicine 8	Gain reduced benefit of drug for longer duration.
Fast on their Feet	Agility 8, Athletics 8, Acrobatics 8	+1 move speed and shift speed
Fitting In	Influence 4, Dissuade	+5 bonus to befriending and usage of the Dissuade talent

Talent	Requirements	Bonus
Focused Attack	Willpower 5, Ranged 4	Spend a minor action to gain advantage on certain attacks on your turn
Forced Recovery	Fortitude 4, Psionics 6	Can sacrifice healing thresholds to remove 2x fortitude energy fatigue from using psychic powers
Frontier Life	Fringe Colonies background, Survival 4	Can substitute survival for perception or endurance while outdoors
Galactic Champion	Melee 6, Ranged 6, Durability 6	Heal 10 hit points after slaying enemy
Ghost Combat Training	Ghost Background, Psi Level 2, Tactics 4	Gains a special combat trait unique to ghosts
Grand Speaker	Willpower 6, Influence 7	Treat's targets at being a lower morale level than they are
Guarded Mind	Psionic Terran, Willpower 6	Resistant to psychic damage and telepathy powers, harder to detect by psychics
Guided Step	Agility 6, Defense Training 6, Athletics 6, Acrobatics 6	+2 defense on a turn where the character performed an action move
Guild Favors	Moria background	Pays half the normal quest when hiring labor and henchmen
Hardy	Fortitude 8, Survival 8	+3 healing thresholds
Heavy Metal I-II	Pilot 6/10	Piloted vehicles gain +4 toughness and damage threshold; multiple ranks
Heavysset	Kel-Morian background	+1 strength and maximum strength
Hypnotic Suggestion	Mentalist advanced specialization, <i>Compel</i> psychic power	Can use <i>Compel</i> as a minor action with no energy fatigue cost
Improved Shield Ally	Guardian specialization	Moves further when using shield ally, can intercept area attacks
Improvised Upgrade	Science 6, Intelligence 6	Can give a weapon a temporary weapon upgrade
In Control	Pilot 8	Can make a DC 20 pilot test to avoid losing control of a vehicle, no matter the circumstances
Inheritance	Noble Born background	Instantly receives 10,000 credits times level
Invisible Mind	Agility 6, Psionics 6	Can use psionic skill instead of stealth for stealth checks
Invisible Steps	Stealth 4	While not wearing powered armor, character makes no noise while walking and gains +10 to stealth checks against being heard
Iron Body	Fortitude 6, Strength 6, Mountain Strike II	While wearing light or no armor, character adds full fortitude to damage resistance, and half melee to DR against melee attacks
Juggernaut	Fortitude 5, Strength 5	When brought below half hit points, gains temporary hit points equal to strength every round
Knee Breaker	Melee 6, Influence 6	Can use demand surrender for free, with a bonus, after dealing a crippling wound
Knock Out	Strength 4, Agility 4, Sneak Attack, Melee 6, Stealth 6	Can make a test to knock an unaware target unconscious
Knockdown Shot	Ranged 8, Precision Shot	When aiming and firing a single shot with a rifle, attack does knockdown if surpassing toughness
Limber Up	Athletics 4, Acrobatics 4	Speed time preparing to gain bonuses to athletics, acrobatics, move speed, and damage threshold.
Medical Personnel	Medicine 5, Influence 5	Cannot be attacked as long as character does not attack, medicine tests still allowed

Talent	Requirements	Bonus
More for the Effort	Fringe Colonies background	Instantly gains 2 ability score points
Now is the Time	Agility 5, Willpower 5, Leadership 7	All allies under leadership effects can instantly make a shift action when character kills an enemy
One Shot; One Kill	Ranged 7, Precision Shot	When aiming and firing a single shot with a rifle, attack gains 2 rending
Order of Action	Leadership 6	Characters on same team can swap initiatives before encounter begins, no character can swap initiative more than once
Perfect Shot	Intelligence 4, Instinct 4, Ranged 4	Can spend a move action to aim to gain double benefit
Phantom Step	Ghost background	Can add Psi Level to movement speed and defense for one turn, but gains +2 fatigue points
Pistolier	Instinct 4, Weapon Mastery (ranged)	Gains bonus damage and defense when using a pistol in one hand and nothing in off-hand
Power Volley	Cannoneer advanced specialization	Gains specialization bonuses with automatic heavy weapons.
Precision Blasting	Ranged 6, Weapon Mastery (ranged)	Explosive weapons gain +5 penetration
Psionic Force	Psi Level 4	Damaging psionic powers deal +5 damage
Rapid Recovery	Fortitude 4, Durability 4	Heal from debilitating effects faster, relax productively to reduce fatigue.
Rapid Triage	Intelligence 4, Efficient First Aid	First aid attempts can be made as a move action
Rationalization	Intelligence 6, Influence 6	Combat influence attempts are made as if the target was at neutral morale, unless current morale level is more beneficial
Reassuring Presence	Leadership 5, Inspirational Presence	When rallying, gives 2 morale instead of 1 when target is at negative morale
Regained Memories	Mind Wiped background	Character gains a special ability from a background; requires GM's approval
Scavenge the Junk	Dead Man's Rock background	Find 20% more components when searching for components, and only lose 30% components when failing to assemble an item
Self-Righteousness	Korhal background	Character is immune to Demand Surrender and Terrorize, but -5 resolve against Taunt
Shrug it Off	Fortitude 6	5 points of damage from every attack is not applied until the end of the turn
Skirmisher Step	Agility 6, Acrobatics 6	Ignores all opportunity attacks from a single target
Spectre Enhancement	Ghost Background, must have undertaken the Spectre Psi Indoctrination procedure	Character gains spectre ability and drawback; see Psionics chapter
Steady as She Goes	Willpower 5, Pilot 5	Piloted vehicles gain +10 toughness and damage threshold
Steady under Pressure	Willpower 5, Acrobatics 6	Can emergency evade without any penalty
Stunning Kick	Military Unarmed Training II, Melee 6	Can kick to interrupt adjacent enemy ranged attacks, psionic powers, or combat influence
Subversion	Umojan Protectorate background	Can use combat influence to cause a single target to lose agility bonus to defense and suffer -2 damage threshold against a single ally
Tactical Training	Tactics 8	Tactics effects do not have a limited duration
Tight Formation	Fortitude 6, Tactics 6	Allies within 10 squares gain +2 toughness

Talent	Requirements	Bonus
Turncoat	Influence 8, Leadership 8	Can force an enemy to fight as an ally after using Demand Surrender on them
Ultra-Specialization	Certain combinations of specialization and advanced specialization	Gain certain empowered benefits based on combination of specialization and advanced specialization
Uncompromising Leadership	Leadership 8	Character's leadership effects have no duration
Undo Brainwashing	Intelligence 6, Willpower 6, Influence 8	Can use influence to break telepathic control on a target
Undying Defiance	Veteran advanced specialization	+5 bonus to resolve against hated foe's abilities, and 5 temporary hit points after they hit you
Untapped Potential	Psionic Terran, Basic Telepath or higher, Intelligence 6/8/10, Willpower 6/8/10, Psionics 8/10/12. Cannot have Latent Psychic advanced Specialization	Become a more powerful psychic classification
Upgraded Turret I-II	Engineer specialization, Intelligence 6/8, Science 6/10	The character upgrades their personal turret to have more advanced weaponry.
War Scars	Defense Training 7, Durability 7, Mental Training 7	+2 damage threshold, +1 healing threshold, +1 damage resistance
Weak Spot	Intelligence 6, Ranged 8	Attacks against constructs can gain +6 rending, but all crippling wounds go against vitals
Weapon Expertise	Soldier specialization	Character picks a specific weapon, gaining +2 power ratings instead of +1
Wrangler Power I-III	Terran Wrangler, any Wrangler Specialization, Psionics 3/5/7, Psi level 2/3/4	Enhanced bonuses from Wrangler Specializations; multiple ranks
X-Factor Training	Psionic Terran, Psi Level 2, Psionics 4, Ranged 4	When aiming and shoot in a round that you do not move, maximum overages are increased by PL
Zen Marksmanship	Willpower 4, Precision Shot	Character gains ½ willpower to ranged damage while aiming
Zerg Invasion Victims	Sara background	Detector action to find zerg burrows, +2 rending against zerg, zerg are vulnerable to some of the character's combat influence attempts

Talent Descriptions

Below is the detailed description of all of the new talents in the game

Aerial Evasion

Requirements: Pilot 8/12

Benefit: While the character is piloting a flying or hover vehicle, their vehicle gains a +2 bonus to defense as long as they moved and all such vehicles that the character pilots increase their acceleration rating by 25%. This talent has multiple ranks. The second rank has a high pilot skill requirement and increases the defense bonus to +4 and the acceleration rating increase to +50%.

Airborne Acrobat

Requirements: Agility 6, Acrobatics 6

Benefit: The character doubles their check results for athletics checks to jump and acrobatics checks to reduce falling damage. Furthermore, the character does not have a limit to the amount they may reduce falling damage by, and only needs to move one square before jumping to avoid penalties.

Alert Senses

Requirements: Instinct 8

Benefit: The character takes no attack penalties from concealment or total concealment, even concealment resulting from being blinded. They gain a passive +2 bonus to their initiative.

Anything is Possible

Requirements: Leadership 6, Influence 4

Benefit: Your rally actions generate a fourth morale point at a check result of 30+.

Barterer

Requirements: Core Citizen background

Benefit: The character is used to buying and reselling goods to get the best price. All items below 5x the character's level are considered free to purchase. Ammunition is only free if the total amount of ammunition purchased in a day is cheaper than 5x the character's level.

Best and the Brightest

Requirements: United Earth Directorate background

Benefit: The character may increase one ability by 1, obeying all normal limits.

Blurred Fists

Requirements: Strength 6, Agility 8, Mountain Strike II

Benefit: Your unarmed attacks gain +1 maximum overage and +1 accuracy per additional unarmed strike.

Brain Lock

Requirements: Psionics 7, Influence 7

Benefit: The character's telepathic attacks assault the target's mind, making it hard to think or act. When the character hits with mind blast, mind overload, or mind ripple, and the attack roll was a natural 12+, the target is staggered.

Booming Power

Requirements: Latent Psychic advanced specialization, Psi level 4, Psionics 10, Intelligence 8

Benefit: The character had more latent psychic potential than originally anticipated. The character becomes an Advanced Telepathy rather than a Basic Telepath.

Bully

Requirements: Strength 6, Influence 4

Benefit: The character automatically succeeds at taunt combat influence attempts. Furthermore, performing a taunt does not spend the negative morale marker – they remain at their current morale level afterwards. All other restrictions apply.

Careful Handling

Requirements: Instinct 4, Ranged 4

Benefit: All explosives the character uses lose the Unstable weapon quality, and all explosives placed by the character, such as land mines, gain a +5 accuracy bonus when they are set off.

Comforting Presence

Requirements: Inspiring Presence

Benefit: This character's Inspiring presence grants an addition +2 morale bonus while this character is alive and standing.

Competitive Nature

Requirements: Core Citizen background

Benefit: Ambition and the desire to best the competition is inherent to the character's nature. The character gains a +5% bonus on all experience gained.

Corrupt Dealings

Requirements: Tarsonis background

Benefit: The character is used to backchannel dealings and making trades that a legitimate businessman would frown upon. When selling commodities, the character gains a +50% bonus on resell price thanks to corrupt business practices.

Critical Execution

Requirements: Intelligence 4, Tactics 4

Benefit: You gain a new tactics combat augmentation power: Critical Execution

Tactic	DC: 15	DC: 20	DC: 25
Critical Execution	+1 Damage Threshold, +1 Rending	+2 Damage Threshold, +2 rending	+3 Damage Threshold, +3 rending

Deep Drilling

Requirements: Kel-Morian background

Benefit: The Kel-Morians know how break through rock, people, and governments alike. The character gains +2 penetration value with all melee and ranged weapon attacks.

Diplomatic Immunity

Requirements: Willpower 6, Influence 8

Benefit: Humanoid enemies will not attack the diplomat as long as there are other combatants on the battlefield, and the diplomat does not make hostile actions against the participants. The character is allowed to make Combat Influence actions, but targets can make a DC 25 willpower test to attack them normally if they do.

Double Whirlwind

Requirements: Battle Acrobat advanced specialization

Benefit: When you are bobbing and weaving and wielding two melee weapons that are not rifle butt or pistol whip and do not have the unarmed trait, you may choose to attack with only one of them and gain hailfire (1).

Drilling Volley

Requirements: Ranged 8, Weapon Mastery (ranged)

Benefit: When making a focused burst attack with a fully-automatic heavy ranged weapon, you may choose to lose one hailfire from the attack to instead gain +10 penetration.

Education

Requirements: Intelligence 5

Benefit: The character gains a skill focus in one of the following skills: computers, lore, medicine, pilot, science, survival, or tactics.

Educated Background

Requirements: Umojan Protectorate background

Benefit: The character has a quality education and makes better use of their knowledge than those from other worlds. The character gains +1 maximum skill ranks for all intelligence, instinct, and willpower based skills.

Execution

Requirements: Strength 6, Agility 6, Sneak Attack, Weapon Mastery (melee), Melee 8, Stealth 8

Benefit: While cloaked or hidden and not partially revealed or detected, the character can choose to rapidly assassinate an unaware target with a melee weapon while sneaking. The character makes a d20+ melee skill test against a target's toughness. If the check succeeds, the target instantly dies without ever knowing what happened. This causes no noise, and the character remains stealthed, but any creatures with unobstructed sight to the target may make a reflexive spotter action to detect the character. If the check is failed, the target is aware of them and no damage is done. This ability cannot be performed on targets that are in fully enclosed armor and therefore have no vital locations exposed.

Explosive Assembly Line

Requirements: Agility 4, Intelligence 4, Science 6

Benefit: When this character uses item crafting to create explosives, he creates two explosives for every one he creates, costing no additional time or components.

Extended Release

Requirements: Medicine 8

Benefit: You may choose to deliver a drug so it acts with less potency for a much longer duration. When delivering one or more doses of drug to yourself on your turn, you may half the potency of each dose (round down, minimum 1) and it instead gains five times the duration. For the purposes of addiction, this still counts as the base potency of the drug before halving.

Fast on their Feet

Requirements: Agility 8, Athletics 8, Acrobatics 8

Benefit: The character permanently increases both their shift speed and all their movement speeds by 1 square.

Fitting In

Requirements: Influence 4, Dissuade

Benefit: The character gains a +5 bonus to influence tests to befriend targets, and gains a +5 bonus to combat influence attempts to use the Dissuade talent.

Focused Attack

Requirements: Willpower 5, Ranged 4

Benefit: You may spend a move action to focus on a single attack. This action is not a combat behavior, and grants advantage to the next attack made by the character before the start of their next turn. The attack cannot gain the benefit of automatic fire, suppressing fire, area effect attacks, or the twin-linked weapon or triple-linked weapon traits. The character may not make any further attacks after the one until the start of their next turn.

Forced Recovery

Requirements: Fortitude 4, Psionics 6

Benefit: The character can sacrifice a healing threshold to recover energy fatigue. By sacrificing one of their daily healing thresholds, the character instantly recovers twice their fortitude energy fatigue. This can be performed as a minor action. This cannot be used if the character has no, or has unlimited, healing thresholds.

Frontier Life

Requirements: Fringe Colonies background, Survival 4

Benefit: The character may substitute a survival skill check for a perception or endurance skill check while outdoors on a planet's surface.

Galactic Champion

Requirements: Melee 6, Ranged 6, Durability 6

Benefit: Upon killing an enemy or reducing an enemy to 0 hit points, the character instantly recovers 10 hit points. This does not use up a healing threshold but cannot bring the character above their normal maximum hit points.

Ghost Combat Training I-IV

Requirements: Ghost Background, Psi Level 2/3/4/6, Tactics 4/5/6/8

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

Training Feature	Benefit
Absorption Field	At the start of each turn, ghost gains 2x PL temporary hit points. These do not stack. Must be wearing HES.
Covert Ops Training	Whenever the character purchases new skill points, they gain +2 skill points that can only be placed in prowess skills
Critical Strikes	Ghost adds their PL to penetration with all attacks; wielded Canister Rifles gain the Unstoppable trait
Psionic Reflexes	While wearing HES, increases armor's bonus to agility by ½ PL.

Grand Speaker

Requirements: Willpower 6, Influence 7

Benefit: For the purposes of your combat influence attempts, treat your opponents as if their morale was 1 lower than it is.

Guarded Mind

Requirements: Psionic Terran, Willpower 6

Benefit: The character cannot be detected by wranglers or others with psychic detection, unless they are within 2x the PL of the detecting entity squares of them. In addition, the character gains a +4 bonus to resolve against telepathic attacks, and +4 Psionic damage resistance.

Guided Step

Requirements: Agility 6, Defense Training 6, Athletics 6, Acrobatics 6

Benefit: The character gains a +2 bonus to defense if they performed an action move on their turn

Guild Favors

Requirements: Moria background

Benefit: The character has a close link to the guilds at Moria and has quick access to hired labor. When the character rents personnel, such as enforcers, hardskin mercenaries, or assassins, the character only pays half the normal cost.

Hardy

Requirements: Fortitude 8, Survival 8

Benefit: The character gains +3 healing threshold.

Heavy Metal I-II

Requirements: Pilot 6/10

Benefit: When the character is piloting a vehicle, that vehicle gains a +4 bonus to toughness and damage threshold. This talent has multiple ranks. The second rank has a higher pilot skill requirement and increases the bonus to toughness and damage threshold to +8

Heavyset

Requirements: Kel-Morian background

Benefit: The character has a bulky, muscular physique. The character gains +1 strength and +1 maximum strength.

Hypnotic Suggestion

Requirements: Mentalist advanced specialization, *Compel* psychic power

Benefit: The character can use the *Compel* psychic power as a minor action that does not require any energy fatigue. The character must still successfully manifest the power.

Improved Shield Ally

Requirements: Guardian specialization

Benefit: When using the Shield Ally ability, the character can move their full move distance instead of their shift distance to intercept an attack and can also move to intercept an area attack.

Improvised Upgrade

Requirements: Science 6, Intelligence 6

Benefit: The character can make a science test to temporarily give a weapon an upgrade without having the components or the upgrade. The Science DC is 10+ the DC to normally install the upgrade. If the check fails it means that the weapon cannot be upgraded that day. The upgrade lasts hours equal to intelligence. This is useable a number of times per day equal to $\frac{1}{2}$ intelligence.

In Control

Requirements: Pilot 8

Benefit: Whenever losing control of a vehicle, the character can make a DC 20 pilot test. On a successful check, the pilot does not lose control, no matter the circumstances. However, the pilot must still be conscious and within the vehicle.

Inheritance

Requirements: Noble Born background

Benefit: The character receives an inheritance based off of their family's investments. The character is instantly wired a number of credits equal to 10,000 times their current level.

Invisible Mind

Requirements: Agility 6, Psionics 6

Benefit: The character is adept at using Psionics to interfere with their enemy's perceptions. The character can use their Psionics skill instead of the Stealth skill for any stealth checks.

Invisible Steps

Requirements: Stealth 4

Benefit: As long as the character is not wearing powered armor, they make no noise when they move, and gain a +10 bonus to stealth checks to sneak when hearing is a factor. Furthermore, they can move at full speed while crouched.

Iron Body

Requirements: Fortitude 6, Strength 6, Mountain Strike II

Benefit: As long as the character is only wearing light or no armor, they add their full fortitude bonus to their damage resistance instead of half. Furthermore, so long as the character is unarmed and in light or no armor, they gain half their ranks in melee to their damage resistance against melee attacks.

Juggernaut

Requirements: Fortitude 5, Strength 5

Benefit: Once per day, when the character is brought to below half of their maximum hit points, they gain a number of temporary hit points at the start of each of their turns equal to their strength. This lasts for the rest of the encounter.

Knee Breaker

Requirements: Melee 6, Influence 6

Benefit: The character can automatically use Demand Surrender for free on a target after dealing a crippling wound with a melee weapon to that target. The combat influence test gains a bonus equal 2x the number crippling wounds the target has. The target must still meet all other requirements for a demand surrender attempt.

Knock Out

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

Benefit: While cloaked or sneaking and neither partially revealed or detected, the character can choose to rapidly knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a perception check (DC 20 +stealth) to break the character's sneak. The attacker gets a bonus to the check for every point of bonus unarmed damage they have from talents. If the check is failed, the target is aware of them and no damage is done. This ability cannot be performed on targets that are in fully enclosed armor and therefore have no vital locations exposed.

Knockdown Shot

Requirements: Ranged 8, Precision Shot

Benefit: When aiming and making a single attack with a sniper rifle or gauss sniper rifle, if the attack surpasses the target's defense and toughness, the target is knocked down.

Limber Up

Requirements: Athletics 4, Acrobatics 4

You can spend 5 minutes preparing for physical exertion and strain. If you are able to spend that time unencumbered and uninterrupted, for the next hour you gain +1 movement speed, advantage on athletics and acrobatics checks, and +1 damage threshold.

Medical Personnel

Requirements: Medicine 5, Influence 5

Benefit: Humanoid enemies will not attack the medic if there are other combatants on the battlefield, and the medic does not make hostile actions against the participants. The character is allowed to make Medicine skill checks on allies, but targets can make a DC 25 willpower test to attack them anyway if they do.

More for the Effort

Requirements: Fringe Colonies background

Benefit: The character instantly gains 2 ability score points, which can be distributed into any ability score. Maximum ability scores apply as normal.

Now is the Time

Requirements: Agility 5, Willpower 5, Leadership 7

Benefit: When this character kills an enemy, they can instantly issue an order to all allies under the effect of their leadership functions. All effected allies can instantly make an immediate shift action, even though it is not their turn.

One Shot; One Kill

Requirements: Ranged 7, Precision Shot

Benefit: When the character is aiming down a scope and firing a single shot with a rifle, their attack gains +2 rending.

Order of Action

Requirements: Leadership 6

Benefit: After all of the characters roll for initiative for an encounter, any pair of characters on this character's team can swap their initiatives. This can be done as many times as chosen, but no character can swap initiatives more than once.

Perfect Shot

Requirements: Intelligence 4, Instinct 4, Ranged 4

Benefit: This character can spend a move action to aim instead of a minor action. If they do, they gain double the normal bonus for aiming to accuracy.

Phantom Step

Requirements: Ghost background

Benefit: The character can choose as a free action to add their Psi Level to their movement speed and defense for one turn but gain +2 fatigue points.

Pistolier

Requirements: Instinct 4, Weapon Mastery (ranged)

Benefit: The character fights best with a pistol in one-hand and nothing in their off-hand. When this condition is met, they gain bonus damage with their pistol equal to instinct. Also, when they are fighting in this fashion, when they perform a bob and weave action, they also gain the benefit of aiming, or vice versa.

Power Volley

Requirement: Cannoneer advanced specialization

You gain the cannoneer's bonuses with heavy ranged weapons, even if they are automatic or fully automatic.

Precision Blasting

Requirements: Ranged 6, Weapon Mastery (ranged)

Benefit: All explosive weapons (grenades, rockets, missiles, and planted explosives) burst attacks dealt by this character gain +5 penetration.

Psionic Force

Requirements: Psi Level 4

Benefit: All of the character's damaging psychic powers deal +5 damage. This does not effect powers that do not require an attack role, nor conditions caused by powers, such as pyre or melting.

Rapid Recovery

Requirement: Fortitude 4, Durability 4

Benefit: The character recovers from surgery, temporary disfigurements, and the stunned and staggered conditions in half the time (minimum 1 round). The character also may spend one hour in relaxation to make a DC 15 endurance test to remove one fatigue.

Rapid Triage

Requirements: Intelligence 4, Efficient First Aid

Benefit: The character can make first aid attempts as a move action instead of a standard action.

Rationalization

Requirements: Intelligence 6, Influence 6

Benefit: The character may choose to make persuade attempts rationally, treating all targets as if at the indifferent disposition. When doing so the character may target all that can hear and understand at the same time even if they do not share the same mindset, so long as they are still valid targets for persuasion.

Reassuring Presence

Requirements: Leadership 5, Inspirational Presence

Benefit: When this character uses the rally action to give a morale point to an ally who is at a negative morale level, that ally gains 2 morale instead.

Regained Memories

Requirements: Mind Wiped background

Benefit: The character has a surge of lost memories returned to them and regains some of their past experiences. The character may instantly choose one ability from another terran background (representing the character's actual background, subject to GM approval). If the character chooses the UED background, they do not gain the earth origins ability, as you cannot change your CP expenditure method after character creation.

Scavenge the Junk

Requirements: Dead Man's Rock background

Benefit: The character knows how to make the best out of any salvage that they find. When finding components for crafting, the character finds 20% more of each type of component. In addition, when the character fails to assemble an item, they only lose 30% of the components spent to assemble the item.

Self-Righteousness

Requirements: Korhal background

Benefit: The character's innate self-righteousness makes them impossibly stubborn, but incredibly easy to taunt. The character is immune to Demand Surrender and Terrorize combat influences but takes a -5 penalty to resolve against the Taunt combat influence and attempts against him treat the taunt combat influence as if it had a morale cost of 0.

Shrug it Off

Requirements: Fortitude 6

Benefit: Whenever the character loses hit points from an attack, 5 points from each attack are not applied immediately, and instead go into a separate pool. At the end of the character's next turn, they take all of the damage they ignored over the previous turn. This burst of damage is not subject to damage resistance nor can it cause crippling wounds.

Skirmisher Step

Requirements: Agility 6, Acrobatics 6

Benefit: When moving, the character can choose to ignore all opportunity attacks that would arise from a single target. This does not reduce the character's movement speed.

Spectre Enhancement

Requirements: Ghost Background, must have undertaken the Spectre Psi Indoctrination procedure

Benefit: The character has undergone the specter enhancement process and has gained both a psionic enhancement and a drawback. They chose what enhancement they gain when they take this talent, but randomly roll on the spectre drawback

table to determine which penalty they receive. This talent can be taken multiple times; each time select an enhancement and roll for a random drawback. Reroll if you have get a drawback you already possess. See the Expanded Psionics chapter for the list of benefits and drawbacks you can gain from this talent.

Steady as She Goes

Requirements: Willpower 5, Pilot 5

Benefit: All vehicles gain +10 toughness and damage threshold as long as the character is piloting them.

Steady under Pressure

Requirements: Willpower 5, Acrobatics 6

Benefit: The character can make emergency evade attempts without any penalty. Emergency evade functions identically to regular evading for the character.

Stunning Kick

Requirements: Military Unarmed Training II, Melee 6

Benefit: If adjacent enemy tries to make a ranged attack, manifest a Psionic power, or use combat influence, the character can try to kick them and interrupt as an opportunity attack. This requires a melee skill attack versus the target's toughness. If the attack hits, the action is canceled, and the turn is lost.

Subversion

Requirements: Umojan Protectorate background

Benefit: The character can make a combat influence attempt at an enemy with a DC equal to their Resolve as a minor action. On a success, the target loses their agility bonus to defense and suffer -2 damage threshold against a single ally's attack, chosen when the combat influence attempt is made.

Tactical Training

Requirements: Tactics 8

Benefit: The character's tactics effects have no duration, and last as long as the character is standing, or until the encounter ends.

Tight Formation

Requirements: Fortitude 6, Tactics 6

Benefit: All allies within 10 squares of this character gain a +2 bonus to toughness while this character active and standing.

Turncoat

Requirements: Influence 8, Leadership 8

Benefit: When successfully using a combat influence attempt to Demand Surrender, the character can instead have the target fight alongside them as an ally instead of simply surrendering. Afterwards, the character will likely swear themselves to the character's cause.

Ultra-Specialization

Requirements: Must have a certain combination of Specialization and Advanced Specialization

Benefit: The character has dedicated themselves to a very specific line of focus. The character gains a bonus if they possess certain combinations of specialization and advanced specialization. If the character has both the matching specialization and advanced specialization as described in the chart below, they gain the additional bonus listed as Ultra Specialization benefit. For example, if they have both Medic and Doctor, they gain the ultra-specialization attached benefit. Taking this talent once unlocks the benefits for every ultra-specialization the character qualifies for.

Specialization	Advanced Specialization	Ultra Specialization Benefit
Academic	Scientist	The character gains +1 maximums skill rank in every non-prowess skill and gain a rank in each of those skills
Brute	Hulk	When rolling on the disfigurement table, count the character's fortitude as triple its normal value for reducing the penalty on the table.
Demolitionist	Destroyer	When using an explosive burst weapon, the character can choose for the attack to omit a number of squares within its burst area equal to the character's intelligence.
Guardian	Protector	When the character performs a shield ally against an attack, both the character and the shielded ally gain +5 damage resistance against the attack.
Infiltrator	Operative	The character can make a hide attempt to sneak in combat for free whenever they perform a shift action. They can do this even while being observed.
Leader	Military Commander	Successful rally actions generate +1 morale point. If multiple morale points are given to a single ally, the temporary hit points from rallying boost stack.
Medic	Doctor	The character's Surgical Aid occurs after a natural roll of 6 or higher, and their Supreme Healthcare occurs after a natural roll of 12 or higher.
Personality	Orator	All enemies gain a -5 penalty to their resolve against your influence or combat influence actions.
Pilot	Ace Pilot	All vehicle's piloted by character gain +4 defense, and their weapons gain +4 accuracy.
Skirmisher	Insurgent	The cover bonus to defense maintained by the skirmisher when moving between cover increases to +4
Sniper	Sharpshooter	There is no range limitation on the morale damaging portion of Terror of the Range, and the ability causes an additional negative morale point.
Soldier	Weapons Expert	The character gains +2 penetration with all weapon attacks.
Survivalist	Adventurer	The character's Relentless special trait occurs on a natural roll of 6 or higher.

Uncompromising Leadership

Requirements: Leadership 8

Benefit: The character's leadership effects have no duration, and last as long as the character is standing, or until the encounter ends.

Undo Brainwashing

Requirements: Intelligence 6, Willpower 6, Influence 8

Benefit: The character can make an influence test as a standard action on an ally that is currently under the effect of a telepathy power. The influence test is countered by a psychic skill test of the caster. If the influence test is won, then the enchantment breaks. This can only be done once per Psionic spell effect.

Undying Defiance

Requirements: Veteran advanced specialization

Benefit: The character is adept in resisting manipulation techniques of their hated enemy, chosen when they chose the Veteran specialization. Against all such enemies, the character gains a +5 bonus to resolve against their combat influence attempts and their telepathic powers. Also after you are hit by an attack from one of your hated enemies, you gain 5 temporary hit points.

Untapped Potential

Requirements: Psionic Terran race, Psionic level must be Basic Telepath or higher. May not have latent psychic advanced specialization.

Benefit: The character becomes a more powerful psionic, based upon what classification. The requirements are listed in the table below based on how powerful a psionic character is. You may only gain the benefit of this talent once and thus may only increase on classification using this talent. You may only gain the benefit of this talent if you took the psionic terran race, rather than any other means of gaining psionics. Terran Wranglers may not take this talent.

To upgrade your capabilities with this talent, you must have a certain amount of Psionics skill ranks and Intelligence score to unlock the level of psionic mastery you want. To become an Advanced Telepath, you must have 8 psionic skill ranks, and an intelligence and willpower of 6. To become a telekinetic, you must have 10 psionics skill ranks and an intelligence and willpower of 8. To become one of the mythical terran psychokinetics, you must have 12 psionics skill ranks, and an intelligence and willpower of 10. A terran psychokinetic keeps whatever combination of telekinetic and/or pyrokinetic that they had before they became psychokinetic.

Upgraded Turret I-II

Requirements: Engineer Specialization, Science 6/10, Intelligence 6/8

Benefit: The deployable turret from the engineer specialization has more advanced weaponry. Instead of an auto rifle, the engineer's turret has a heavy gauss rifle with an underslung flamethrower. This flamethrower can make a number of attacks each day equal to $\frac{1}{2}$ the character's intelligence. This talent has a second rank, with a higher Science and Intelligence requirement. The second rank gives the turret a gauss cannon instead of a heavy gauss rifle and replaces the secondary flamethrower with a rocket launcher equipped with armor bane rockets. Like the flamethrower, the rocket launcher can only be used a number of times each day equal to $\frac{1}{2}$ intelligence. You can choose, at the beginning of the day, to have a flamethrower again instead of a rocket launcher, should you choose. You can only change the weapon when you rest.

War Scars

Requirements: Defense Training 7, Durability 7, Mental Training 7

Benefit: This character is a veteran of a hundred battles, and can push their way through the greatest pains. The character gains +2 damage threshold, +1 healing threshold, and a +1 bonus to damage resistance.

Weak Spot

Requirements: Intelligence 6, Ranged 8

Benefit: The character knows how to take out heavy armor. When they are attacking a vehicle or construct, they can gain +6 rending value, but all crippling hits are automatically against the construct's vitals.

Weapon Expertise

Requirements: Soldier specialization

Benefit: The character picks a specific weapon in the weapon group they have their advanced training in. They gain +2 power ratings of damage with that weapon instead of +1. For example, if a character chooses their advanced training in ranged, they could choose the Heavy Gauss Rifle for this talent. This talent can be chosen multiple times; each time effecting a different specific weapon.

Wrangler Power I-III

Requirements: Psionics 3/5/7, Psi level 2/3/4, Terran Wrangler, Any Wrangler Specialization

Benefit: The character has honed the tricks they have learned from their psionic talents. The character gains the benefit from the Wrangler Power I listed in any Wrangler Specializations the character has. This talent has multiple ranks, each having a higher psionics and psi level requirement. With the second and third ranks of this talent, the character also gains the benefits from the Wrangler Power II and Wrangler Power III respectively.

X-Factor Training

Requirements: Psionic Terran, Psi Level 2, Psionics 4, Ranged 4

Benefit: When aiming and shooting in a round that you do not move, you may not move or attack again until the start of your next turn, but your maximum overages with that single shot are increased by your psi level.

Zen Marksmanship

Requirements: Willpower 4, Precision Shot

Benefit: The character adds $\frac{1}{2}$ of their willpower to their ranged damage while aiming.

Zerg Invasion Victims

Requirements: Sara background

Benefit: Characters from the Sara system have a long history of fighting zerg for survival. They can spend a move action to make detector actions just to spot zerg burrows within 15 squares, even without equipment. They also gain +2 rending versus Zerg, and can use the Terrorize and Taunt functions of combat influence against minion or feral Zerg.

Chapter 4: New Equipment

This section has a wide selection of new equipment options for players and game masters alike to enjoy. These are largely rarer and more exclusive weapons, typically those for a more specific function. These include stealth weapons, fortification clearers, and poisonous weapons. Also included are new types of powered armor, and high-tech gadgets that allow characters to proceed with challenging adventures.

Item Traits

This is the list of new weapon and armor traits that are used by equipment in this supplement.

Advanced Systems

Description: This armor has more advanced subsystems and components. All the mounted gear on the armor counts as being one tier higher than the armor, rather than the same tier.

Blinding Gas

Description: This weapon can emit a cloud of smoke is complete with a poison that irritates the eyes. When the weapon lands in an area, it creates a vaporous cloud within its burst effect. This cloud persists for 5 rounds, providing concealment to all targets within. However, all biological targets within the area are blinded as long as they are within the cloud and must make a DC 15 Endurance check or take 14 poison damage. Having eye protection, such as a protective mask, or being in fully enclosed armor, like powered armor, makes a target immune to this effect. Larger targets are only affected if their entire space is concealed in the cloud.

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal. Higher-tiered variations of this weapon increase the burst size by 1 per each tier above first.

Cleaving (X)

Description: This weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst, but otherwise treats this as a standard melee attack. The creature wielding the weapon can choose to omit squares from the area, to avoid hitting itself or its allies.

Close Quarters

Description: This weapon takes no accuracy penalty when used while the character is in melee with a foe.

Cluster Blast

Description: When making an automatic area burst, increase the area of the burst to triple the burst radius. When making a focused burst, increase its burst area to double the burst radius. For example, for a Burst (1) missile, a standard burst would become a Burst (3) and a focused burst would become a Burst (2).

Cumbersome

Description: Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources, such as armor and a shield, the effects stack.

Defensive

Description: When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they add +1 to their defense against melee attacks.

Delay

Description: Attacks with this trait can be evaded using the evasion rule.

Elemental Protection

Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments and makes the character immune to energy damage resulting from exposure to extreme ambient temperatures.

Energy Damage

Description: This weapon deals damage in the form of some manner of energy, such as a laser, flame, or electricity. Certain traits are more resistant against energy damage attacks.

Extremely Cumbersome

Description: Cumbersome armor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Extremely Long Reload

Description: This weapon takes a dedicated full-round action to reload.

Extreme Recoil

Description: Due to the weapon's extreme kickback, any attacks with this weapon suffer a -10 penalty, unless the character is wielding powered armor.

Fall Protection (X)

Description: This armor has automated systems to reduce impact from falls and ignores a number of squares for determining fall distance based on the value under the armor's description.

Flames

This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 30 damage (penetration 5) at the start of each of their turns. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Flame Strike

Description: This melee could be ignited and wreathed in flames. Igniting, the blade is a minor action. Igniting the blade gives the weapon the Flames weapon trait. The weapon uses a flamethrower fuel canister in order to use this trait. Once the fuel is used up, it cannot take advantage of the Flame Strike trait until refueled.

Flak Shot

Description: This weapon's projectiles spread far, so to better clip a fast flying vehicle that is soaring through the air. This weapon ignores a flying creature or vehicle's defense bonus from high speeds.

Gradual Reload

Description: This weapon takes a variable amount of time to reload, depending on how many shots the wielder wants to reload before firing again. Every minor action used while to reload replenishes 2 more individual shots can be reloaded. When the weapon is either fully loaded or the character has loaded all they have time for, the character uses another minor action prepping the weapon, then it is ready to be fired again.

Grenade

Description: This is a grenade-type explosive. Grenade weapons can be thrown blindly around corners and over obstacles, although they suffer normally from concealment.

Grip Extension

Description: This weapon comes stock with an extended grip that allows use with suits of CMC powered armor.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 2: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage, and scaling up from there. Multiple sources of hailfire stack with one another.

Heavy

Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Vehicles ignore the Heavy trait.

Heavy Melee Weapon

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

Heavy Shell

Description: This weapon is a powerful bombardment weapon, but it becomes much less accurate beyond its ideal range. When firing one increment beyond its range, it suffers a -10 accuracy penalty instead of -5. When firing two range increments beyond its range, it still suffers a -10 accuracy penalty and no longer deals half damage on a miss.

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the trait's value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Long Reload

Description: This weapon takes a move action and a minor action to reload.

Oxygen Supply

Description: This armor supplies oxygen to its user, with 2 air tanks used to supply breathable air. Fresh air tanks can be swapped out as a full-round action by someone not presently wearing the armor.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing

Description: This weapon ignores all damage resistance.

Powered Armor

Description: These are high-tech military armors powered with their own internal generators. These suits respond to the wearer's movement, and the wearer does not count the armor's weight against his carrying capacity while suited in it. Most of the mounted gear on the powered armor are hands free and are activated via voice command inside the helmet's heads up display. Characters using powered armor can only use pistols, rifles, and melee weapons with grip extensions. In addition, the time it takes to apply the Medicine skill to the character increases to a full-round, or twice as many full-rounds if it is already a full round action. Powered armor power cells last 72 hours without needing to be recharged or replaced. When the armor loses power, the wearer loses access to all of the armor's functions, weapons, gear, and abilities. Their Agility drops to 1. All movement is considered limited movement. The armor check penalty triples, and they lose all benefits of the Powered Armor Training talent. Using powered armor while not being trained in powered armor gives you -2 speed, -4 attack accuracy, defense, and strength and agility checks.

Poisonous Round (X)

Description: These rounds contain a lethal poison that is pumped into the bloodstream upon entering the body. When damage by a weapon with this trait, injured targets to make a DC 8+ X Endurance check or instantly take 2 times X in poison damage. Armor does not apply against this damage. For every tier of this weapon beyond Tier 1, this weapon increases its (X) value by 3.

Radiation Shielding

Description: The wearer of this armor is immune to the penalties dealt by ambient radiation, but not the damage.

Recoil

Description: Attacks with this weapon suffer a -5 penalty if the character attacked with the weapon in the previous round, unless they are wearing powered armor.

Rending (X)

Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack by up to 20. Any rending over 20 converts one-to-one into base

damage for the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Scope

Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack overage is double their instinct, as long as they are only firing a single shot. These bonuses do not function on an action move. Finally, the scope can be used as standard action to perform spotter action.

Self-Medicating

Description: This armor automatically contains a supply of chemicals that can be activated as a minor action. The suit can contain up to five injection-based chemicals, such as Combat Stimulants and Painkillers. The armor can only automatically apply one chemical per round. Chemicals can be replenished as a move action.

Silent

Description: This weapon produces very little sound when fired, due to not working off of explosive energy. When firing the weapon while sneaking, it does not automatically reveal the attack, instead forcing enemies to make standard perception tests to notice the character.

Smashing

Description: This weapon gains a point of penetration for every 3 points of the wielder's strength.

Smashing Penetration

Description: This weapon has a penetration value of 2, plus 1 per 3 points of the character's strength. The base penetration value of this weapon increases by 1 each tier upgraded.

Smoke

Description: When fired at a target area, the region is filled with thick, clogging smoke. All creatures and characters within the smoke cloud gain total concealment from attacks outside the cloud. However, all biological targets without environmentally sealed armor must hold their breath while within the cloud or begin to suffocate. The cloud disperses after 3 rounds, or after 2 rounds if there is a heavy wind.

Spread

Description: When fired against adjacent targets, this weapon gains the Hailfire (3) weapon trait. When fired at short range, the weapon gains the Hailfire (2) weapon trait. When fired at medium range, the weapon gains the Hailfire (1) weapon trait.

Tornado Torrent

Description: This weapon fires at such an extreme rate, that it uses up four times as much ammunition when it attacks. Therefore, when it makes a focused burst attack, it uses up 40 shots. When it makes an enlarged area burst, it uses up 80 shots.

Triple-linked

Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. As long as the character does not aim on their turn, a triple-linked weapon gains the Hailfire (2) special rule. The weapon uses three times as much ammunition for each attack.

Twin-linked

Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. As long as the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule. The weapon uses twice as much ammunition for each attack.

Unarmed

Description: This is an attack with the body of the character, such as a kick or punch. Unarmed weapons benefit from any talent that increases unarmed

effectiveness. Furthermore, a character is always considered to be armed with an unarmed weapon and can dual-wield using unarmed as a secondary attack even if the primary attack is also unarmed.

Unstoppable

Description: If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues on and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target.

Versatile

Description: This weapon can be used in either one or two hands. If used in two hands, the weapon changes its attack speed to be one category lower, and gains penetration (4) and +2 accuracy.

Very Cumbersome

Description: Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

New Weapons

This section includes a selection of new weapons that add new options to the players. This includes stealth weapons, poisoned weapon, experimental prototypes, and weapons designed for taking down aircraft.

Pistols

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Hand Cannon	22	Medium	+1	Average	6	4,000
Needle Pistol	10	Medium	+2	Average	15	1,500

Rifles

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Automatic Shotgun	16	Short	-1	Fast	12	8,000
Crossbow	30	Medium	+0	Slow	5	400
Flak Rifle	16	Long	+0	Average	24	10,000
Needle Rifle	12	Long	+3	Average	10	6,000

Heavy Weapon

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Flak Cannon	21	Distant	+0	Auto	40	30,000
Infernal Flamethrower	26	Special	+0	Fast	15	8,000

Explosives

Weapon Name	Damage	Range	Accuracy	Cost
Napalm Grenade	30	Short	-2	300
Pulse Grenade	30	Short	-2	1,250
Smoke Grenade	---	Short	-2	100
Tear Gas Grenade	---	Short	-2	150

Melee

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Directorate Boarding Saw	32	Melee	-1	Slow	---	15,000
Power Glove	20	Melee	+0	Fast	---	5,000
Promethean Blade	19	Melee	+0	Average	30	6,000
Sonic Hammer	35	Melee	+0	Slow	---	10,000

Weapon Details

Automatic Shotgun

Two-handed Rifle

Base Cost: 8,000 credits

Components: 25 Generic, 25 Weapon, 5 Framing

Creation DC: 24

Creation Time: 8 hours

Damage: 16

Accuracy: -1

RoF: Fast

Range: Short

Shots: 12 Shells

Power Rating: +3

Weight: 20lbs

Special Traits: Spread, Long Reload, Recoil

Description: The automatic shotgun is a variant that releases many shells with a single squeeze of the trigger. While not firing at quite the rate of a machine gun or assault rifle, the caliber of explosive shells emitted are nonetheless impressive when released in a fast spray. The bulk of the weapon has the downsides that it is more difficult to use at adjacent foes, and its recoil is difficult to sustain without powered armor.

Crossbow

Two-handed Rifle

Base Cost: 400 credits

Components: 20 Generic, 1 Framing

Creation DC: 10

Creation Time: 2 hours

Damage: 30

Accuracy: +0

RoF: Slow

Range: Medium

Shots: 5 Bolts

Power Rating: +4

Weight: 12lbs

Special Traits: Scope, Silent

Description: Crossbows are an ancient design, a weapon that uses propulsion and mechanisms to launch a bolt, an arrow-like projectile, at high speeds towards a target. These bolts are incredibly painful if they hit, and the lack of gunpowder used means that the weapon is completely silent. Furthermore, crossbows are extremely cheap and easy to produce, and the projectile is quite dangerous.

Directorate Boarding Saw

Two-handed Melee Weapon

Base Cost: 15,000 credits

Components: 50 Generic, 8 Weapon, 5 Framing, 10 Electronic, 3 Robotic

Creation DC: 26

Creation Time: 24 hours

Damage: 32

Accuracy: -1

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +4

Weight: 20lbs

Special Traits: Penetration (6), Rending (6), Heavy Melee Weapon

Description: The directorate boarding saw is a powered tool that uses high frequency, spinning, monomolecular blades to cut clean through a reinforced wall or bulkhead. They were brought into the sector by the United Earth Directorate, but like much of the directorate's advanced technology it is now reproduced in the Koprulu Sector. Many terrans have even come to use these devices as gruesome, yet highly effective melee weapons.

Flak Cannon

Two-handed Heavy Weapon

Base Cost: 30,000 credits

Components: 20 Generic, 25 Weapon, 10 Framing

Creation DC: 28

Creation Time: 24 hours

Damage: 21

Accuracy: +0

RoF: Auto

Range: Distant

Shots: 40 Flak Shots

Power Rating: +3

Weight: 40 lbs

Special Traits: Penetration (3), Rending (3), Flak Shot, Spread, Heavy, Recoil

Description: Flak Cannons are heavier duty versions of the flak rifle, although used for the same purpose of launching destructive shrapnel into the air to disrupt enemy aircraft. The flak cannon fires at a much faster rate, however, and can tear apart both flyers and personnel with extreme prejudice.

Flak Rifle

Two-handed Rifle

Base Cost: 10,000 credits

Components: 20 Generic, 15 Weapon, 5 Framing

Creation DC: 25

Creation Time: 10 hours

Damage: 16

Accuracy: +0

RoF: Average

Range: Long

Shots: 24 Flak Shots

Power Rating: +3

Weight: 25 lbs

Special Traits: Rending (3), Flak Shot, Spread, Recoil

Description: Flak Rifles are a rare infantry weapon, specifically designed to shoot down flying targets. It fires an explosion of shrapnel that is designed to strike aircraft moving at high velocities, causing terrible damage to a wing or engine. They are also valuable in close range, as their spread can tear apart close targets, like a shotgun.

Hand Cannon

One-handed Pistol

Base Cost: 4,000 credits

Components: 15 Generic, 12 Weapon, 1 Framing

Creation DC: 20

Creation Time: 4 hours

Damage: 22

Accuracy: +1

RoF: Average

Range: Medium

Shots: 6 Extreme Slugs

Power Rating: +4

Weight: 7lbs

Special Traits: Recoil

Description: Hand cannons are a high caliber pistol that uses heavy rounds designed for armor penetration. These weapons fire a slug with tremendous power, especially for a pistol, and have a recoil that can dislocate arms. They are typically used as side arms for warriors wearing powered armor.

Infernal Flamethrower

Two-handed Heavy Weapon

Base Cost: 8,000 credits

Components: 20 Generic, 20 Weapon, 6 Framing

Creation DC: 26

Creation Time: 12 hours

Damage: 26

Accuracy: +0

RoF: Fast

Range: Special

Shots: 30 fuel

Power Rating: +4

Weight: 30 lbs

Special Traits: Line (20), Hailfire (1), Flames, Energy Damage, Long Reload, Close Quarters

Description: The infernal flamethrower is a UED modification of the original flamethrower, except that it fires its flaming projections at a much higher temperature, therefore burning more. Furthermore, the infernal flamethrower fires in a column of fire, rather than spreading out in fountain of flame.

Napalm Grenade

Thrown Explosive

Base Cost: 300 credits

Components: 5 Generic, 10 Weapon

Creation DC: 18

Creation Time: 30 minutes

Damage: 30

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5lbs

Special Traits: Burst (2), Flame, Energy Damage, Grenade, Delay

Description: Napalm Grenades are a specialty type of grenade designed for use against biological opponents. It creates a massive blast of fire, searing everything within the radius and setting everything on fire. This weapon has seen increased use since the Zerg invasion, as it is indispensable at pushing back a Zerg advance.

Needle Pistol

One-handed Pistol

Base Cost: 1,500 credits

Components: 12 Generic, 8 Weapon

Creation DC: 18

Creation Time: 4 hours

Damage: 10

Accuracy: +2

RoF: Average

Range: Medium

Shots: 15 Micro-Needles

Power Rating: +3

Weight: 3lbs

Special Traits: Fast Reload, Silent

Description: Needle Pistols are a niche weapon that fire small, barbed, poison containing capsules that inject a poison into their target. They are an assassin's weapon, used to discreetly kill targets in a crowd without much bloodshed or noise.

Needle Rifle

Two-handed Rifle

Base Cost: 6,000 credits

Components: 16 Generic, 12 Weapon

Creation DC: 22

Creation Time: 6 hours

Damage: 12

Accuracy: +3

RoF: Average

Range: Long

Shots: 10 Needles

Power Rating: +3

Weight: 8lbs

Special Traits: Scope, Silent

Description: Needle Rifles, like the smaller pistols, are excellent assassin weapons. Their projectiles are barely noticeable, fly completely silently, are pinpoint accurate, and carry a lethal dose of poison that will surely drop a formidable target within a minute.

Power Glove

Unarmed Melee Attack

Base Cost: 5,000 credits

Components: 5 Generic, 5 Weapon, 1 Framing, Robotic 3

Creation DC: 28

Creation Time: 4 hours

Damage: 20

Accuracy: +0

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Smashing Penetration, Unarmed, Heavy Melee Weapon

Description: The power glove is an enhanced gauntlet for a suit of powered armor. It allows significantly increased punch power, empowering a fist with a piston-powered battering ram. It greatly increases striking power, but it only functions when mounted on powered armor.

Promethean Blade

Versatile Melee Weapon

Base Cost: 6,000 credits

Components: 10 Generic, 10 Weapon, 6 Framing, 2 Electronic

Creation DC: 28

Creation Time: 10 hours

Damage: 19

Accuracy: +0

RoF: Average

Range: Melee

Shots: 30 attack (see Flame Strike)

Power Rating: +3

Weight: 12lbs

Special Traits: Flame Strike, Defensive, Versatile, Heavy Melee Weapon

Description: A weapon designed for fighting infested humans in close combat, this weapon is commonly used by mercenaries who specialize in fighting Zerg. The sword connects to a fuel tank, which can be ignited to wreath the blade in fire, reducing enemies to cinders or even scarring vehicles and heavy constructs.

Note: This weapon can be used with the Knife Master I-II talents

Pulse Grenade

Thrown Explosive

Base Cost: 1,250 credits

Components: 5 Generic, 5 Weapon, 5 Electronic

Creation DC: 25

Creation Time: 30 minutes

Damage: 30

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5lbs

Special Traits: Penetration (5), Burst (3), Stun, Energy Damage, Grenade, Delay

Description: Pulse grenades are typically used by Dominion Spec Ops forces as a first strike weapon. They release an explosive electronic charge that is highly damaging and fries' neural impulses, briefly stunning their victims and preventing them from reacting quickly.

Smoke Grenade

Thrown Explosive

Base Cost: 100 credits

Components: 5 Generic, 2 Weapon

Creation DC: 15

Creation Time: 30 minutes

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5lbs

Special Traits: Burst (3), Smoke, Grenade, Delay

Description: Smoke Grenades are invaluable tools used to cover an area with thick smoke, making attacks difficult and breathing hazardous for those within. They are often used to scatter enemies out of cover, or as a defensive screening to protect retreating allies.

Sonic Hammer

Two-handed Melee Weapon

Base Cost: 10,000 credits

Components: 20 Generic, 5 Weapon, 10 Framing, 20 Electronic

Creation DC: 32

Creation Time: 24 hours

Damage: 35

Accuracy: +0

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +5

Weight: 17lbs

Special Traits: Penetration (10 versus Constructs), Smashing Penetration, Cleaving (1), Heavy Melee Weapon

Description: This heavy weapon is typically used to clear debris, rock, and rubble from an area. It is a large, two-handed hammer that releases a sonic pulse upon striking, blasting an area with piercing sound waves. This weapon finds the most use with the forces of the Kel-Morian Combine.

Tear Gas Grenade

Thrown Explosive

Base Cost: 150 credits

Components: 20 Generic, 15 Weapon, 5 Framing

Creation DC: 15

Creation Time: 30 minutes

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5lbs

Special Traits: Burst (3), Blinding Gas, Grenade, Delay

Description: Tear Gas grenades are used for crowd control, to provide cover and debilitate targets. They are often used instead of fragmentation grenades when they are trying to be non-lethal, especially when looking to capture. While typically used by security officials for riot control, they are also usefully against beasts and Zerg.

New Ammunition

This section includes new ammunition types, some for preexisting weapons and some for the new equipment listed in this chapter.

Ammunition	Ammunition Category	Cost (for 1)	Special
Crossbow Bolt	Bolt	10	Rending (2)
Toxin Bolt	Bolt	200	Rending (2), Poisonous Round (8)
Explosive Bolt	Bolt	200	Penetration (5), Burst (1)
Incendiary Bolt	Bolt	150	Penetration (10), Flames, Energy Damage
Micro-Needle	Micro Needle	30	Poisonous Round (5)
Needle	Needle	50	Poisonous Round (10)
Slug Shell	Shell	6	Increased Range, Shotgun Slug
Hellfire Shell	Shell	40	Energy Damage, Flames
Napalm Rocket	Rocket	400	Burst (4), Flames, Energy Damage

Ammunition Details

Crossbow Bolt

Bolt

Base Cost: 10 credits each

Special Traits: Rending (2)

Description: This is a typical crossbow bolt for use with any crossbow.

Explosive Bolt

Bolt

Base Cost: 200 credits each

Special Traits: Penetration (5), Burst (1)

Description: This crossbow bolt is tipped with a miniature grenade, which explodes on contact with its target. This allows a crossbow to be used as a stealth rocket launcher.

Hellfire Shell

Shotgun Slug

Base Cost: 40 credits each

Special Traits: Flames, Energy Damage

Description: The hellfire shell is a shotgun round filled with combustible fuel, that causes the shotgun to release a gout of fire when released. It gives the shotgun the ability to burn and incinerate foes, instead of merely damaging them.

Incendiary Bolt

Bolt

Base Cost: 150 credits each

Special Traits: Penetration (10), Flames, Energy Damage

Description: This crossbow bolt designed to burst into fire upon use, igniting its targets and smothering them with flames.

Micro-Needle

Micro-Needle

Base Cost: 30 credits each

Special Traits: Poisonous Rounds (5)

Description: Small and compact, this poisoned filled dart can be fired from a needle pistol with great stealth, and still contains enough poison to drop a healthy man.

Napalm Rocket

Rocket

Base Cost: 400 credits each

Special Traits: Burst (4), Flames, Energy Damage

Description: This rocket is designed to explode into a blast of flame. It is designed for use against Zerg, and driving enemies out of their cover.

Needle

Needle

Base Cost: 50 credits each

Special Traits: Poisonous Rounds (10)

Description: This poison filled dart is designed for use with a needle rifle. It contains a highly lethal dose of poison.

Slug Shell

Shotgun Slug

Base Cost: 6 credits each

Special Traits: Increased Range, Shotgun Slug

Description: The alternative to the standard shotgun shell filled with pellets, the slug is a single, steel slug that hits with greater range and greater force. They are superior for penetration and range but do less damage to close opponents.

Shotgun Slug: This weapon loses the Spread weapon trait. However, it gains +5 damage, +2 penetration, and +1 base range.

Toxin Bolt

Bolt

Base Cost: 200 credits each

Special Traits: Rending (2), Poisonous Rounds (8)

Description: This crossbow bolt has a poison filled injector tip, not indifferent than a needle rifle. Unlike a needle gun, it still packs a heft punch if it hits.

New Armor

Several new types of powered armor are available to the warriors of the Koprulu Sector, including armors native to other governments, such as the Combine or Protectorate.

Armor Name	Class	Damage Resistance	Defense Modifier	Cost
CMC-400 Elite	Super Heavy	16 damage resistance	-3	16,000
Protectorate Powered Infantry Armor	Super Heavy	17 damage resistance	-4	22,000
Ripper Repurposed Combat Armor	Super Heavy	12 damage resistance	-2	8,000
Shadowblade HES	Heavy	7 damage resistance	-0	NA

Armor Details

CMC-400 Elite

Super Heavy Armor

Base Cost: 16,000 credits

Components: 125 Generic, 70 Electronic, 30 Framing, 20 Robotic

Creation DC: 32

Creation Time: 72 hours

Damage Resistance: 16

Defense Penalty: -3

Resistance Rating: +4

Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Gravity Boots, Binoculars, Navigation Unit, Digital Uplink, Protective Mask, Equipment Belt, Backpack

Ability Score Bonuses: Strength+3, Instinct +3

Weight: 400lbs

Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (4)

Description: An upgraded suit of CMC-400 armor, the Elite pattern is less bulky and a close fit around the body, more closely resembling standard non-powered tactical armor. It has a separate helmet from the main armor, and its digital hub is more advanced, giving a greater showing of what is going on around the wearer. While it gives less augmented strength than standard CMC-400 armor, the bonus to accuracy, precision, and the lighter bulk makes it more attractive for combat veterans.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +4 damage resistance and +1 instinct from the upgraded gravity boots, digital uplink, and protective mask.



Protectorate Powered Infantry Armor

Super Heavy Armor

Base Cost: 22,000 credits

Components: 125 Generic, 70 Electronic, 30 Framing, 30 Robotic

Creation DC: 32

Creation Time: 72 hours

Damage Resistance: 17

Defense Penalty: -4

Resistance Rating: +4

Mounted Gear: Flashlightx2, Geiger Counter, Communicator, Gravity Boots, Binoculars, Navigation Unit, Digital Uplink, Equipment Belt, Backpack

Ability Score Bonuses: Strength+4, Instinct +2

Weight: 500lbs

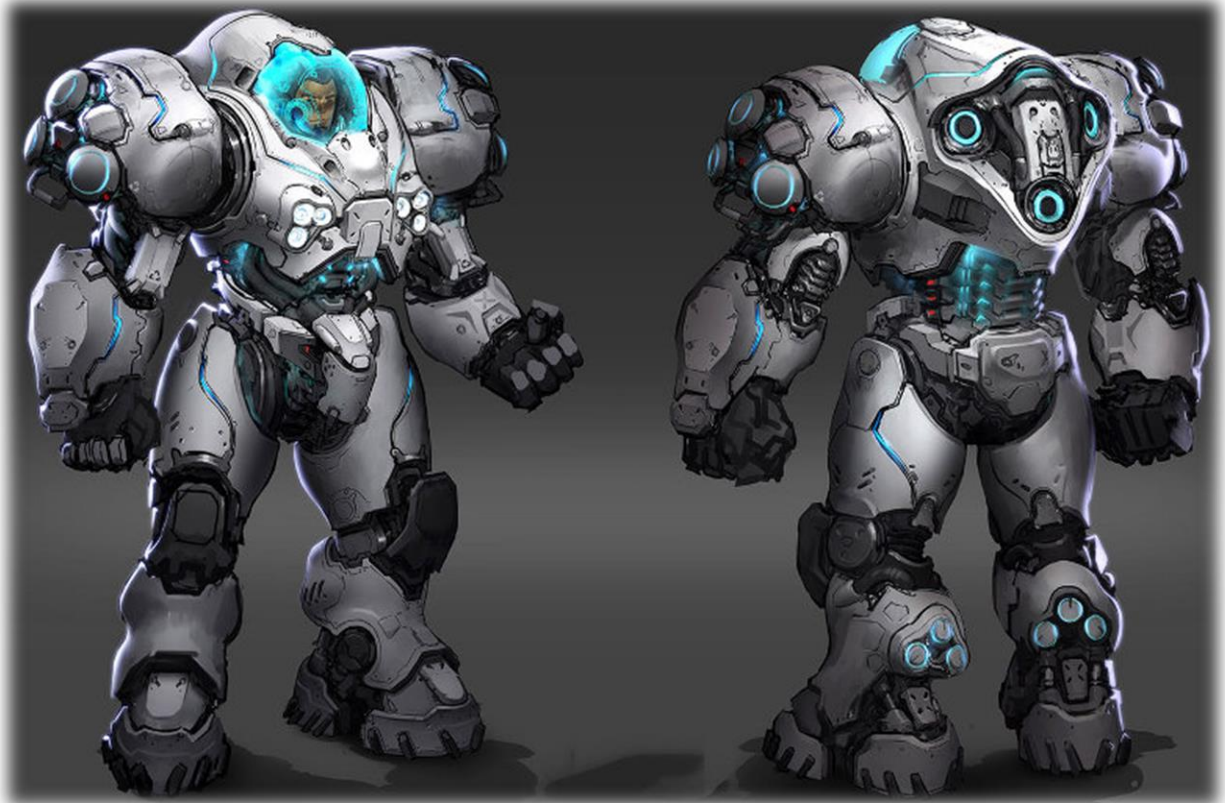
Special Traits: Powered Armor, Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Advanced Systems, Fall Protection (4)

Description: The premier powered armor, designed for the elite soldiers of the Umojan Protectorate, is a masterpiece of engineering, with highly tuned subsystems, advanced energy shielding, and an improved interface. It does not have the self-medicating systems of Dominion armor, as the Protectorate tries to prevent their soldiers from loading up on drugs in combat, in order to maintain discipline.

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

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

Tier 3 Special Note: At tier 3, this armor's mounted gear does not improve because it is already maximum tier from the Advanced Systems rule.



~Art by Joe Peterson (<https://joepeterson.artstation.com/>)

Ripper Repurposed Combat Armor

Super Heavy Armor

Base Cost: 8,000 credits

Components: 80 Generic, 35 Electronic, 25 Framing, 10 Robotic (or half cost if there is a CMC-200, 300, or 400 to start from, even broken is acceptable)

Creation DC: 26

Creation Time: 72 hours

Damage Resistance: 12

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Geiger Counter, Communicator, Gravity Boots, Backpack

Ability Score Bonuses: Strength+4, +2 base movement speed

Weight: 250lbs

Special Traits: Powered Armor, Cumbersome, Elemental Protection, Radiation Shielding, Self-Medicating, Oxygen Supply

Description: The Ripper Repurposed Combat Armor is armor that was stolen from the Confederacy during the Guild Wars, and then refitted to aid Kel-Morian rippers in their sabotage attacks. It has less plating than typical CMC armor, but is refitted with enhanced mobility and jump jets on the boots, allowing it to propel the wearer forward at an increased speed.

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

Tier 3 Special Note: At tier 3, this armor gain an additional +2 damage resistance from the upgraded gravity boots

Shadowblade Hostile Environment Suit

Heavy Armor

Base Cost: NA

Components: Cannot be Crafted

Damage Resistance: 7

Defense Penalty: -0

Resistance Rating: +3

Mounted Gear: Communicator

Ability Score Bonuses: Strength +3, Agility +3

Weight: 15lbs

Special Traits: Elemental Protection, Radiation Shielding, Shadowed, Oxygen Supply, Personal Cloaking, Armor Decay

Description: The Shadowblade Hostile Environment Suit was designed for Project Shadowblade, as an outfit for the next generation of ghosts, the spectres. The covert project was shut down, but the spectres continued to operate in the shadows. Their organization still possesses these suits and distributes them to their members. They are similar to the standard HES suit used by ghosts, but given even more greatly enhanced speed and strength, and is designed to be even more silent and difficult to detect. These suits are incredibly rare and are not available for purchase. They will occasionally show up on a black-market auction house, where their price could range anywhere from fifty thousand credits to a million.

New Gear

Weapons and armor are the bread and butter of combat, but there is more to surviving the StarCraft RPG than just that. Gear is the miscellaneous equipment that characters bring around to help them overcome obstacles, survive hazards, and defeat their enemies.

Item Name	Type	Description	Weight	Cost
Bio-Mechanical Nanites	Expendable	Quickly heals or repairs a target for a minute or longer	0.1lbs	200
Holographic Projector	Worn	Creates a realistically, holographic replica of the character that can fool enemies	2lbs	10,000
Micro Scanner	Carried	Remotely surveys an area and sends information back to user	1lb	2,000
Quick Loader	Carried	Allows gradual reload weapons to be reloaded very quickly	0.5lbs	20
Portable Laser Drill	Carried	Uses energy to drill through inanimate objects	40lbs	5,000
Protective Energy Barrier	Worn	Projects an energy shield that projects the using character from damage	2lbs	8,000
Psiweave	Worn	Psionic item used to disguise	0.5lb	2,000
Tactical Mask	Worn	Headgear that gives enhanced vision and tactical information	2lb	600

Gear Details

Bio-Mechanical Nanites

Expendable Gear

Base Cost: 200 credits

Weight: 0.1lbs

Components: 2 Generic, 10 Robotic

Creation DC: 28

Creation Time: 8 hours

Tier 1: It takes a standard action to use a vial of nanites on an adjacent target. Once applied, the target heals 5 hit points at the start of each of their turns for 1 minute. This works on either living or mechanical targets. Every 5 rounds the nanite is active, the character can spend a healing threshold (if they are biological) to remove 1 crippling wound point from any location.

Tier 2: As tier 1, except the nanite heals 10 hit points per round, and lasts 2 minutes.

Tier 3: As tier 2, except the nanite lasts 3 minutes, and heals a 1 crippling wound to every wound location every 5 rounds, instead of just one location. However, the nanites cost a healing threshold every 5 rounds if the character has is healing crippling wounds at each of those intervals.

Description: Bio-Mechanical Nanites are a series of nano bots that are usually kept within a vial of small jar. From the outside, they look like liquid mercury. Once poured on a target, the nanites activate and begin to actively repair the target's frame. The nanites are equipped to work on either biological targets or machines and have equal capacity to mend torn flesh or repair hull damage and circuitry.

Holographic Projector

Worn Gear

Base Cost: 10,000 credits

Components: 5 Generic, 50 Electronic

Creation DC: 28

Creation Time: 8 hours

Weight: 2lbs

Tier 1: This device, when worn on the person, resembles a belt or harness with an electronic device mounted on it. It can be activated as a minor action. Once it is, a mirror reflection of the character appears in their square. The hologram gains a full turn worth of actions after the character using it acts. It can replicate any form of action, but since the hologram is only semi-real, it cannot actually interact with anything. It does not respond to being hit or attacked, therefore a DC 15 perception check against a struck hologram will reveal is not real. In addition, a spotter action can be used to reveal that the decoy is an illusion. The hologram must remain within 6 squares of the character. The holographic projector can maintain the hologram for up to 10 rounds of use, before its power cell needs to be replaced. It uses a tier 1 power cell. Due to the size and bulk of the holographic projector, it replaces one of the character's equipment belts when worn

Tier 2: As tier 1, except the projector requires a tier 2 power cell to use and lasts for 20 rounds of use. In addition, the hologram reacts to bullet fire, acting as though it were hit. Therefore, standard perception checks are unsuited for realizing it is a hologram. Realizing it is a hologram requires a detector action, that still requires a DC 15 perception check to realize it is a decoy. The hologram must remain within 15 squares of the character.

Tier 3: As tier 2, except the energy barrier requires a tier 3 power cell to use and has lasts for 30 rounds of use. In addition, the character can have two active holograms up at once, though it uses up twice as much battery this way. Finally, enemies using detector action must still succeed DC 30 perception checks to realize the decoy is a hologram. The hologram must remain within 30 squares of the character. It is substantially larger than a normal holographic projector, thus it requires the character's backpack slot to wear.

Description: The Holographic Projector is an advanced device used for projecting an illusion of an individual to fool enemies. It was originally designed for politicians that feared an assassin's bullet, but has since been produced for adventurers and special forces who wanted an edge in combat. The projector creates a mobile, light-powered replica of the character that is controlled by the projecting character.

Micro Scanner

Carried Gear

Base Cost: 2,000 credits

Components: 2 Generic, 20 Electronic, 1 Framing, 5 Robotic

Creation DC: 25

Creation Time: 12 hours

Weight: 1lbs

Tier 1: When a Micro Scanner is activated, it begins to hover through an area and visually record all of its findings. The scanner flies at a speed of 4 squares per round and counts as Hidden. It reports all its findings back to its user, usually via a digital uplink or hand-held device. The Micro Scanner has a Perception bonus of +10 for determining whether it notices something. When charged off of a basic power cell, the Micro Scanner can last for 30 minutes. Micro Scanners have 2 hit points, 25 defense, and 10 damage resistance.

Tier 2: As tier 1, except the micro scanner moves at 5 squares per round, counts as being Cloaked, and has a perception bonus of +15. The microscanner performs a spotter action at the end of each of its turns.

Tier 3: As tier 3, except the scanner moves at 6 squares per round, and even characters who make a detector action must succeed a DC 30 perception check to notice the microscanner. Finally, the microscanner performs a detector action at the end of each of its turns.

Description: Micro Scanners are invaluable tools to spies and explorers and allow their user to survey areas before entering into them. They fit in the palm of a hand and send all acquired information back to the HUD of the character that activated them. Small and discreet, they aid in information gathering, and help prepare for dangerous encounters ahead.

Portable Laser Drill

Carried Gear

Base Cost: 5,000 credits

Components: 20 Generic, 20 Weapon, 30 Electronic, 15 Framing

Creation DC: 28

Creation Time: 36 hours

Weight: 40lbs

Tier 1: A portable laser drill is mounted as a full round action, and, when set, fires into a surface. The laser drill does 20 damage to a surface or object per round with the Piercing weapon trait. The laser has a range of 10 squares, and automatically hits the stationary object it is aimed at. In an encounter, it acts of an initiative of 5. If a biological target is pushed in its path, it makes a +8 attack against them on its turn. If it hits, they take the damage instead. If it misses, it attacks the next target in its line. If there are no more targets, it continues attacking the object it is aimed at. The laser drill is a mounted item and cannot be wielded like a weapon. It is a small sized object that takes 3 full-round actions to set up.

Tier 2: As tier 1, except the laser drill increases to 40 damage per round, and gains a Rending (5). Its range increases to 20 squares. It is a medium-sized object that takes 5 full-round actions to set up. It has triple the normal weight

Tier 3: As tier 2, except the laser drill deals 60 damage per round, and gains Rending (10). Its range increases to 30 squares. It is a large-sized object. It takes 1 minute to set up. It has quintuple the normal weight.

Description: The Portable Laser Drill is a mounted laser projector that drills through any surface that it is put against. It is used to cleave through bulkheads, debris, and cave ins. It is highly dangerous to get in front of, and can be used as a hazard, destroying any limbs that pass before it.



Protective Energy Barrier

Worn Gear

Base Cost: 8,000 credits

Components: 5 Generic, 50 Electronic

Creation DC: 28

Creation Time: 8 hours

Weight: 2lbs

Tier 1: This device, when worn on the person, resembles a belt or harness with an electronic device mounted on it. It can be activated as a minor action. Once activated, it gives the user a personal energy shield, with a Shield Pool of 50. The PEB does not regenerate energy shields on its own. It gains its power from inserting a tier 1 power cell into the device. To recharge the shield pool, a new, fully charge, power cell must be place within it. Due to the size and bulk of the PEB, it replaces one of the character's equipment belts when worn and cannot be used with powered armor. Replacing the power cell is a move action.

Tier 2: As tier 1, except the energy barrier requires a tier 2 power cell to use and has a Shield Pool of 100.

Tier 3: As tier 1, except the energy barrier requires a tier 3 power cell to use and has a Shield Pool of 150. It is substantially larger than a normal PEB, thus it requires the character's backpack slot to wear.

Description: The Protective Energy Barrier, also known as the Personal Barrier or PEB, is portable energy shield that can protect the wielder from harm and attacks. These devices are very rare and heavily regulated. They are most commonly used by government operatives and officials, such as ghosts, wranglers, and politicians who need personal protection out in the open. They are rather inefficient compared to protoss energy shields, and require newly charged plasma cells to recharge, rather than recharging on their own.

Note: These energy shields can be recharged by psionic powers, such as *Energize Shields*. However, if the shield is reduced to 0 shield points, then the battery is 'fried' and it cannot be recharged or refilled without inserting a new battery.

Psiweave

Worn Gear

Base Cost: 2,000 credits

Components: Cannot be crafted

Weight: 0.5lbs

Tier 1: When worn, this mask can allow the character to disguise as another individual. It only functions when worn by a Psionic individual. Activating the mask requires a DC 20 Psionics check, and costs 1 energy fatigue, plus 1 energy fatigue for every minute it is sustained. All onlookers of the character must make a perception test versus the characters Psionics check to determine something is amiss. The character gains a +5 bonus on their psionics check to disguise themselves. Note that the Psiweave only disguises the user's face.

Tier 2: As tier 1, except the mask gives a +10 bonus on the Psionics check to disguise. The psi weave covers the full-head, not just the face, so it can mimic hair styles and headgear

Tier 3: As tier 2, except the psiweave is a full-body suit, that can disguise their entire body. For this to function, the character must not be wearing any armor and must have the most minimal of clothing. It also only requires energy fatigue every hour, instead of every minute.

Description: The Psiweave is a malleable, psychic attuned mesh, that is transformed through the effort of thought. It is used completely reflect the appearance of another individual. Only psionic terrans can make use of a Psiweave. It adds in disguises and attempts to conceal one's identity, and is commonly used by the Umojan Shadowguards.

Quick Loader

Worn Gear

Base Cost: 20 credits

Components: 3 Generic

Creation DC: 12

Creation Time: 1 hour

Weight: 0.5lbs

Tier 1: This item is a cylinder that stores ammunition that allows you to quickly reload a Light Revolver or Heavy Revolver. Chose what type of weapon this is for when gained. Once this device is loaded, the weapon that goes with it can be reloaded as a move action instead of a gradual reload action mechanic. Variations of the quick loader can be made for any pistol that uses slugs and has a gradual reload, including revolvers that have upgraded capacity. Loading a quick loader functions as a gradual reload weapon.

Tier 2: This item functions as Tier 1 but is instead designed for either Shotguns or Military Shotguns. It has twice the normal weight.

Tier 3: This item functions as Tier 1 but is instead designed for either Grenade Launchers or Shoulder Mounted Rocket Batteries. It has ten times the normal weight.

Description: The quick loader is a cylinder or set of tubes designed to be pre-loaded, so they can in turn be used to quickly reload weapon that must be hand fed to reload. These items are cheap, and crucially important for reloading weapons such as revolvers, shotguns, and grenade launchers in the middle of battle.

Tactical Mask

Worn Gear

Base Cost: 600 credits

Components: 10 Generic, 10 Electronic, 1 Framing

Creation DC: 20

Creation Time: 4 hours

Weight: 2lbs

Tier 1: These masks are commonly used by ghosts and other cover operatives. When the character is stationary and spending a full-round action to zoom in, they give a +5 bonus to perception checks, and have 30 squares of darkvision and ignore concealment penalties from darkness within this range. In addition, the character can magnify with the mask to make spotter actions as a full-round action. The mask is powered by its connection to the armor the character is wearing. Therefore, to benefit from the mask, the character must be wearing one of the following suits of armor: Combat Body Suit, Hostile Environment Suit, or Shadowblade Hostile Environment Suit. A character cannot wear both a Tactical Mask and a Protective Mask.

Tier 2: As tier 1, except the bonus to perception checks increases to +10. The mask also comes with a Tier 1 Digital Uplink built into it and provides 1 hour of useable air when without oxygen. The useable air reserves replenish after 10 minutes in an environment with oxygen, or by refilling it off an air tank.

Tier 3: As tier 2, except the bonus to perception checks increases to +20, the base digital uplink is increased to Tier 2. In addition, the mask's visor also gain infrared, allowing them to see living creatures even through cover. Finally, the mask can make detector actions as a full-round action instead of spotter actions.

Description: The tactical masks were originally designed for use with the Hostile Environment Suits for use by ghost operatives. While they do not give the defensive value of a protective mask, they give enhanced vision and detection, as well as having a tactical display uplink on them. Combined with a full body suit, these ominous masks have contributed to the frightful and inhuman appearance and reputation of covert operatives.

Item Upgrades

All weapons and armors are customizable. Items can be customized using certain upgrades. To utilize an upgrade, the character must purchase all necessary parts to install the upgrade. Afterwards, a Science skill check is required to install the upgrade to the weapon.

The upgrade stacks with all other traits of the weapon and armor, including bonus from an increased tier. For example, a Tier 2 weapon with an Increased Potency has its damage increased by 2 power ratings, one from the tier and one from the upgrade. Remember, more advanced machines require more advanced components. The components used to upgrade the item must be the same tier or higher than the weapon. This is simply a matter of price and rarity: a tier 3 scope is the same as any other scope, only it can be used on a rifle of up to 3rd tier and it costs 6,000 credits rather than 500.

Their equipment tier of the item determines how many slots of upgrades it can generally support. Tier 1 items have two upgrade slots. Tier 2 items have 4 upgrade slots. Tier 3 items have 6 upgrade slots.

Below are the new upgrades for weapons and armors.

Upgrade Name	Description	Compatibility	Component Cost	DC
Apollo Reactor	Psionic Terran automatically restores energy fatigue every turn	Heavy Armor, Super Heavy Armor	5,000	30
Automated Medical Delivery System	Heals all allies within short range of 5+ user's medicine skill ranks	Super Heavy Armor	8,000	30
Cloaking Field	Gains built in cloaking capability for limited amounts of time	All Armors	15,000	30
Cluster Grenade	Grenade explodes into smaller grenades, effecting a larger area with hailfire, but less damage	Any Grenade	1,500	25
Collapsible	Weapon breaks down into smaller pieces, making it easier to conceal	Pistol, Rifle	400	20
Empowered Firepower	+2 penetration	Pistol, Rifle, Heavy Weapons (except grenade and rocket weapons)	500	20
Empowered Servos	Armor's bonus strength increases by +2	Super Heavy Armor	2,500	28
Extra Dense Plate	+2 Resistance Ratings of armor, but wearer is greatly slowed	Super Heavy Armor	5,000	25
Extra Enhancement	+1 strength, +1 agility	Combat Body Suit, Hostile Environment Suit	2,500	30
Flexible	Reduces defense penalty by 2	All Armors	500	20
Jagged	Grants melee weapon rending value equal to double weapon tier	Melee Weapons (excluding Stunner and Psi-Blade)	500	20
Laser Targeting System	Reduces accuracy penalties to attack rolls by half, +1 accuracy while aiming	Pistol, Rifle, Heavy Weapons	2,000	25
Phosphorus	Flaming weapon takes penalty to setting targets on fire, but Blinds and makes flaming targets glow	Weapon with the Flames trait	1,000	20
Promethean Jets	Increases the range of the weapon by Line (+4) or Cone (+2)	Flamethrower, Infernal Flamethrower	500	25
Spinning Shrapnel	+2 penetration and rending for flak weapons	Flak Pistol, Flak Rifle, Flak Cannon	1,000	25

Upgrade Details

Apollo Reactor

Heavy Armor, Super Heavy Armor

Base Cost: 5,000

Components: 30 Generic, 4 Framing, 30 Electronic, 5 Robotic

Creation or Addition DC: 30 Creation Time: 48 hours

Benefit: The Apollo Reactor is advanced technology that supplies both the suit and the individual wearing it with additional surges of energy from a uranium core. A psionic terran who wears armor with an Apollo Reactor recovers 1 energy fatigue each turn.

Automated Medical Delivery System

Super Heavy Armor

Base Cost: 8,000

Science DC: 30

Benefit: An alternate, supporting version of the arm mounted medical delivery system, the automated MDS goes on the back of powered armor and provides healing to all allies in a small area around you. Using the MDS is a minor action that targets all allies within short range. By using the MDS, all allies lose a healing threshold but regains 5 + the user's medicine skill ranks hit points as the nano-machines repair their body even through powered armor. Tier 2 armor doubles the healing, and tier 3 armor triples the healing. The MDS expends 1 unit of nanites every healing attempt and can carry nanite units equal to 10x the tier of the armor. A single unit of nanites costs 100 credits. Reloading the MDS is a standard action. The automated MDS scales with all abilities that effect an MDS, except those that increase its range. Because it is on the back of the powered armor, it does not interfere with used weapons.

Note: You cannot use both this upgrade and a shoulder mounted rocket battery. You cannot give this upgrade to a suit of powered armor with the Bulky trait. If the powered armor also has a medical delivery system upgrade, the cost is reduced by half, before tier modifiers, and it can be used in the same action as the MDS. A target can benefit from both a MDS and automated MDS in the same round, and count it as only a single healing threshold used.

Cloaking Field

All Armors

Base Cost: 15,000

Components: 10 Generic, 2 Framing, 60 Electronic

Creation or Addition DC: 30

Creation Time: 48 hours

Benefit: The armor now has a built-in stealth field generator, allowing it to cloak for a limited amount of time. It allows an individual to cloak without requiring psionic ability. The armor only has 6 energy, +2 energy for every tier the armor is above the 1st. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the character is cloaked. Once the character reaches 0 energy, its cloaking breaks. Every round the character is not cloaked, it recovers 1 energy.

Cluster Grenade

All Grenades

Base Cost: 1,500

Components: 5 Generic, 12 Weapon, 2 Framing, 10 Electronic, 1 Robotic

Creation or Addition DC: 25

Creation Time: 4 hours

Benefit: The grenade has been rebuilt as a cluster grenade. When it is thrown, it explodes into a cluster of small grenades that spread the blast across a larger area. The child grenades are less individually powerful than normal, but together than can cause great devastation. A cluster grenade has x3 the normal burst area, gains Hailfire (2), but deals 15 less base damage. Therefore, a basic fragmentation grenade with this trait has a Burst (6) area, deals 25 base damage, and has Hailfire (2).

Collapsible

Any Pistol or Rifle

Base Cost: 400

Components: 10 Generic

Creation or Addition DC: 20

Creation Time: 1 hours

Benefit: This weapon is designed to be taken fully apart and disguise itself as spare parts, to better disguise itself from searches. The weapon can be reassembled and fired as needed. Taking apart or assembling the weapon takes 1 minute for pistols or 3 minutes for rifles. When the weapon is disassembled, it requires a DC 20 science check to realize the parts belong to a weapon. This DC increases by 5 per tier of the weapon. However, because of the modified nature of the weapon, its attack accuracy is reduced by 1.

Empowered Firepower

Any Pistol, Rifle, or Heavy Weapon (except grenade and rocket weapons)

Base Cost: 500

Components: 5 Generic, 10 Weapon

Creation or Addition DC: 20

Creation Time: 8 hours

Benefit: The weapon has been upgraded to have a harder punch when it fire. It may have been designed for a more clean and direct shot, burn hotter, or release projectiles faster than before. Whatever the reason, this weapon is more difficult to resist and gains +2 penetration.

Empowered Servos

Super Heavy Armor

Base Cost: 2,500

Components: 5 Generic, 20 Electronic, 10 Robotic

Creation or Addition DC: 28

Creation Time: 12 hours

Benefit: The power armor has been enhanced to have even more powerful robotic frames and servos capable of handling greater weight. The armor increases its bonus to strength by +2.

Extra Dense Plate

Super Heavy Armor

Base Cost: 5,000

Components: 50 Generic, 40 Framing, 5 Robotic

Creation or Addition DC: 25

Creation Time: 24 hours

Benefit: The power armor has been upgraded to have extra layers of armored protection made of materials usually designed for starship bulkheads. It makes the wearer nearly indestructible but lacking in mobility and speed. The upgrade gives the armor +2 Resistance Ratings to damage resistance (+8 damage resistance) but comes at a massive penalty to speed. The wearer of the armor cannot shift, sprinting, or evade, and takes a -2 penalty to their movement speed. In addition, the armor's defense penalty increases by 3. The powered armor also doubles in weight.

Extra Enhancement

Combat Body Suit, Hostile Environment Suit, or Shadowblade Hostile Environment Suit

Base Cost: 2,500

Components: 10 Electronic, 10 Robotic

Creation or Addition DC: 30

Creation Time: 18 hours

Benefit: This upgrade enhances a suit's augments to muscular strength and speed. The armor increases the bonus to strength and agility by +1.

Flexible

All Armors

Base Cost: 500

Components: 20 Generic, 2 Framing, 5 Electronic

Creation or Addition DC: 20

Creation Time: 6 hours

Benefit: This upgrade lightens the frame and the design of the armor, so it is easier to wear and move in with no loss of durability. The armor reduces its defense penalty by 2, to a maximum of 0.

Jagged

Melee Weapon (excluding stunner and Psi-blade)

Base Cost: 500

Components: 5 Generic, 2 Weapon

Creation or Addition DC: 20

Creation Time: 1 hour

Benefit: This upgrade enhances the wounding power of a melee weapon, using methods such as a jagged, serrated blade or spikes that emit from the weapon on the press of a trigger. This increases the rending value or grants a rending rating of 2 per weapon tier.

Laser Targeting System

Pistols, Rifles, Heavy Weapons

Base Cost: 2,000

Components: 5 Generic, 3 Weapon, 5 Electronic

Creation or Addition DC: 25

Creation Time: 2 hours

Benefit: This upgrade adds a laser targeter to the weapon that helps guide fired projectile towards the target. This weapon gains +1 accuracy when aiming, on top of any other modifiers to aiming. In addition, while aiming with this weapon, attacks only suffer half the normal penalty from modifiers on the attack roll, such as range increments, concealment, and other factors. For example, if firing beyond the normal range increment into concealment would normally be a -10 penalty, would instead be a -5 penalty.

Phosphorus

Any Weapon with the Flames trait

Base Cost: 1,000

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

Creation or Addition DC: 20 **Creation Time:** 2 hours

Benefit: The weapon is loaded with white hot phosphorous, which produces brilliant light and burns its victims at the same time. The weapon gains the Blind weapon trait. Any target that is set on fire by this weapon glows brightly and disperses any darkness around them. They cannot gain any benefit from concealment or total concealment while glowing in this way. Only blinded targets still suffer concealment against them. However, this weapon suffers a -5 penalty to its attack roll against toughness for setting targets on fire or blinding them.

Promethean Jets

Flamethrower or Infernal Flamethrower

Base Cost: 500

Components: 12 Generic, 6 Weapon, 6 Electronic

Creation or Addition DC: 25 **Creation Time:** 2 hours

Benefit: The flamethrower has been updated to hurl flame over a larger area. If this is attached to flamethrower with a cone area, it gains +2 to the cone. If the flamethrower has a line area, it gains +4 area to the line.

Spinning Shrapnel

Flak Pistol, Flak Rifle, Flak Cannon

Base Cost: 1,000

Components: 6 Generic, 6 Weapon

Creation or Addition DC: 30 **Creation Time:** 2 hours

Benefit: The flak weapon has been upgrade to increase the speed in which the flak shrapnel is fire, and give it a spin that causes it to leave grievous wounds. The weapon gains +2 penetration and +2 rending.

Experimental Item Upgrades

In addition to the more common item upgrades, there are also experimental, prototype upgrades that are used by only the most extreme craftsmen. These item upgrades are generally not available for purchase and cannot be crafted or added to an item except by a character with the Weaponsmith specialization. Therefore, **a StarCraft adventurer cannot generally make use of these upgrades unless there is a Weaponsmith in the party**, or they know someone who is a Weaponsmith. While these upgrades are generally not purchasable, they are listed with a price in case they find a skill engineer who is willing to sell his services.

Some of these experimental upgrades target special ammunition instead of weapons. Specialty ammunition requires the base ammunition that is being modified. Crafting ammunition requires 1 hour to create 10 specialty rounds.

As these are mostly prototype upgrades, most of these have both a benefit and a drawback. Aside from their limited availability, they function the same as any other upgrade.

Upgrade Name	Description	Compatibility	Estimated Upgrade Cost	DC
Chainsaw	Hailfire (+1), Rending (3), Heavy weapon trait, cannot benefit from Sneaking	Melee Weapon	7,500	30
Drilling Slugs	Penetration (+3), Rending (+3)	Light, Medium, Heavy, or Extreme Slugs	500	30
Electrical Field	Stun weapon trait, +1 power rating of damage; deals damage to user	Melee Weapon	10,000	25
Empowered Shotgun	Penetration (+5), Unstoppable weapon trait, decreases in weapon attack speed	Shotgun (any)	5,000	20
Explosive Shot	Burst (+1), -2 Power Ratings of Damage	Explosive Canister, Shredder Canister, or Gauss Spike	250 per canister or spike	28
Fusion Bomb	Burst (+5), Penetration (+10)	Fragmentation Grenade or Demolition Charge	5,000	25
Maximum Firepower	+2 Power Ratings of Damage, Half the Ammunition Capacity, becomes a Gradual Reload weapon	Rifle	7,500	30
Rapid Receiver	Weapon becomes automatic, can make number of strikes equal to Agility; -2 base accuracy	Pistol	3,000	20
Rocket Pod	Can fire 2 missiles, one missile against two separate targets, one attack roll for both missiles against both separate targets	Rocket Launcher	10,000	20
Tracking Canister	With Laser Lock, Canister gains +10 accuracy and ignores cover, doubles attack overages; -4 damage	Canister (any)	500 per canister	25
Triple-linked	Triple-linked and Heavy weapon traits	Any weapon	10,000 plus weapon cost	20
White Plasma Igniter	Penetration (+10), Uses up 3 fuel with every strike	Flamethrower	10,000	25

Upgrade Details

Chainsaw

Melee Weapon (except Stunner or Psi Blade)

Estimated Base Cost: 7,500

Components: 10 Generic, 1 Framing, 5 Electronic

Creation or Addition DC: 30

Creation Time: 2 hours

Benefit: The melee weapon has been updated with a cumbersome, yet highly deadly rotating saw blade. The rotating blade can be activated as a free action. While the rotating blade is active, the weapon gains Hailfire (1) and Rending (+3). However, while the blade is active the character cannot gain the Hidden condition, and when Cloaked they only count as Hidden. In addition, the weapon gains the Heavy trait, meaning it takes a -5 penalty to attack accuracy in which the character moved or evaded.

Drilling Slugs

Light, Medium, Heavy, or Extreme Slugs

Estimated Base Cost: 500 per slug

Components: The base slug type, 2 Generic, 2 Electronic, 2 Robotic

Creation or Addition DC: 30

Creation Time: 2 hours per 10

Benefit: The bullets have been upgraded to be robotic projectiles with drilling tips. Upon contact with a surface, they automatically begin to drill through metal, flesh and bone, causing extreme damage and pain. Drilling slugs have Penetration (+3) and Rending (+3).

Electrical Field

Melee Weapon

Estimated Base Cost: 10,000

Components: Stunner the same tier as the weapon modified, 3 Generic, 5 Electronic

Creation or Addition DC: 25

Creation Time: 4 hours

Benefit: This weapon has a crackling electrical field that causes intense disruption and pain when wielded. The weapon deals +1 power rating of damage and gains the Stun weapon trait. However, when attacking with this weapon, the wielder takes 10 damage, +5 damage for every additional strike made with this weapon (Penetration 5 versus self).

Empowered Shotgun

Any Shotgun

Estimated Base Cost: 5,000

Components: 10 Generic, 10 Weapon

Creation or Addition DC: 20

Creation Time: 1 hour

Benefit: The shotgun has such greatly enhanced firepower that it can fire straight through enemies and hit those behind them. The shotgun gains Penetration (+5) and the Unstoppable weapon trait. However, its attacks speed reduces one level (fast to average, average to slow, etc). If the weapon already has a slow attack speed, its ammunition capacity is reduced by half.

Explosive Shot

Explosive Canister, Shredder Canister, or any Gauss Spike

Estimated Base Cost: 250 per canister or spike

Components: The base ammunition type, 1 Generic, 2 Weapon

Creation or Addition DC: 28

Creation Time: 1 hour per 10

Benefit: The chosen projectiles are designed to explode upon hitting a target. However, they have less stopping power. The chosen ammunition gives the weapon Burst (+1) but deals -2 power ratings of damage.

Fusion Bomb

Fragmentation Grenade or Demolition Charge

Estimated Base Cost: 3,000

Components: Tier 3 Power Cell, 1 Framing, 20 Weapon

Creation or Addition DC: 25

Creation Time: 1 hour

Benefit: The explosive charge has been attached to a micro fusion reactor to transform the weapon into a miniature nuclear weapon when thrown. This devastating upgrade gives the weapon the Penetration (+10) and Burst (+5) weapon traits.

Maximum Firepower

Any Rifle

Estimated Base Cost: 7,500

Components: 2 Framing, 5 Generic, 10 Weapon

Creation or Addition DC: 30 **Creation Time:** 2 hours

Benefit: The weapon has been upgraded to have the maximum possible fire strength that it can have. The weapon gains +2 power ratings of damage. However, much of its ammunition capacity has been diverted to empowering the firing mechanism. The weapon only holds half as much ammunition, and gains the Gradual Reload weapon trait. It loses any reloading-based weapon traits it previously possessed.

Rapid Receiver

Any Pistol

Estimated Base Cost: 5,000

Components: 5 Generic, 5 Weapon

Creation or Addition DC: 20 **Creation Time:** 1 hour

Benefit: The pistol has been upgraded to fire at any extreme rate of fire, at the penalty of base accuracy. The pistol becomes an automatic weapon (if it was not one already) and can make a number of strikes equal to agility, rather than 1 +1/3 agility. However, the weapon suffers -2 base accuracy.

Rocket Pod

Rocket Launcher

Estimated Base Cost: 10,000

Components: 5 Framing, 10 Weapon, 5 Robotic

Creation or Addition DC: 20 **Creation Time:** 2 hours

Benefit: The rocket launcher has an additional launch port on it that allows it to fire two rockets at once. When it does so, each rocket must be against different targets. Roll one attack roll for both shots, but otherwise resolve the attacks individually.

Tracking Canister

Canister (any)

Estimated Base Cost: 500 per canister

Components: The base ammunition type, 5 robotic, 5 electronic

Creation or Addition DC: 25 **Creation Time:** 1 hour per 10

Benefit: The tracking canister gains the benefit of the canister rifle's laser lock. Once a laser lock has been applied against a target, these canisters will home in on the target of that weapon's laser lock. In doing so, the canister gains +10 accuracy, ignores all cover bonus to defense, and gains twice normal possible attack overages. However, the canister has less explosives in it, and deals 4 less damage.

Triple-linked

Any Pistol, Rifle, and Heavy Weapon

Estimated Base Cost: 10,000 + cost of the weapon

Components: Twice the cost of the base weapon, 2 Framing

Creation or Addition DC: 20 **Creation Time:** 3 hours

Benefit: This powerful upgrade gives the weapon three barrels in which to shoot from, while making it more heavy and bulky. The Weapon gains the Triple-linked and Heavy weapon traits. The weapon also suffers a -5 accuracy penalty if it is not vehicle mounted.

White Plasma Igniter

Flamethrower (any)

Estimated Base Cost: 10,000

Components: 1 Framing, 10 Generic, 10 Electronic

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: This upgrades the flamethrower to release white-hot torrent of plasma that is exceedingly more dangerous than a normal promethean spray. The flamethrower gains Penetration (+10). However, its inefficiency makes it use up 3 fuel with every strike it makes.

Chapter 5: Expanded Terran Psionics

Terran Psychic Classifications

There are many different types and magnitudes of Psionic spell casters. The general strength of a Psionic character is noted by their Psi Level. This is a number, usually 1-10, that gauges their Psionic potency and training, and the power of their manifestations. Beyond the Psi Level, or PL, is their mental development, or what type of psychic they are. This determines the maximum PL they can reach, and how elaborate of Psionic Powers they have access to. Below is a listing of the common recorded Terran psychic types.

Psychic Type	Maximum PL	Psionic Disciplines Accessed
Terran Wrangler	4	Psionic Detection
Basic Terran Telepath	4	Psionic Detection, Telepathy, Cloaking, Augmentation
Advanced Terran Telepath	6	Psionic Detection, Natural Mind Reading, Telepathy, Cloaking, Augmentation
Terran Telekinetic	8	Psionic Detection, Natural Mind Reading, Telepathy, Cloaking, Augmentation, Telekinesis
Terran Psychokinetic	10	Psionic Detection, Natural Mind Reading, Telepathy, Cloaking, Augmentation, Telekinesis, Energy

New Ghost Rules

Ghosts are government agents, psychic children taken from their families as youths and ruthlessly trained to be the ideal covert operatives. Ghosts are psionically trained assassins, spies, operatives, and special forces. They have been used largely by the Confederacy and Dominion governments, but the United Earth Directorate was known to have them as well and similar forces have been found serving the Umojans.

The Core Rulebook had basic rules for the ghost background and neural implants, making them playable character options. However, this section contains much more in-depth rules for playing as ghosts and their rogue offshoots; the spectres.

Requisitioning Gear

Ghosts are sworn government operatives. Their lives are centered around their service. Therefore, they usually do not bother collecting credits or wealth, as their government provides them with what they need. For this, they keep track of a resource known as requisition, which is the ghost's allotted number of credits worth of gear they can borrow from their leaders.

For the full details on military personnel requisitioning gear from their employers, see the Military Requisitioning Gear rules on page 138 of Chapter 7: New Game Mechanics.

Ghost Hostile Environment Suit

An iconic part of the ghost is their special armor, the Hostile Environment Suit, that gives them both their mysterious appearance and their cloaking capability. Ghosts begin at level 1 with a Tier 1 HES without needing to requisition a suit. In addition, a HES suit will always be supplied to the character in case they somehow lose access to theirs.

Because of the special availability of these suits, a character cannot purchase a higher tier suit (although they can purchase upgrades to apply to their suits). Starting at level 10, the player will be assigned a special mission of important significance and extreme danger. This mission should be challenging, and feature enemies and traps in the level range of the player. If they complete the mission, they will be granted a Tier 2 Hostile Environment Suit. If they fail, they will be able to perform another escalation mission the next time they level up.

At level 20, they will be provided with another mission at even greater stakes and danger. If they complete this mission, they will receive a Tier 3 Hostile Environment Suit.

Unrestricted Ghosts

To control their ghost operatives, governments have used routine memory wipes and restrictive neural implants in their operatives. However, this process has gone out of practice in the new terran government ruled by Emperor Valerian Mengsk. He instills a level of trust and compassion for his ghosts. Therefore, new-age ghosts can go without neural implants. They may occasionally undergo memory wipes, but the procedure has become refined enough that the ghosts do not lose any combat prowess.

Game Masters should be wary that waving this restriction will give ghost player characters a significant edge compared to other terran, especially at low levels.

Ghost Combat Training

A new talent is available for ghost and spectre characters to reflect the special training that they have. Their training teaches them to use their psionic ability to augment their enhanced military training.

Ghost Combat Training I-IV

Requirements: Ghost Background, Psi Level 2/3/4/6, Tactics 4/5/6/8

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

Training Feature	Benefit
Absorption Field	At the start of each turn in an encounter, ghost gains 2x PL temporary hit points. These do not stack round per round. Must be wearing HES.
Covert Ops Training	Whenever the character purchases new skill points, they gain +2 skill points that can only be placed in prowess skills
Critical Strikes	Ghost adds their PL to penetration with all attacks; wielded Canister Rifles gain the Unstoppable trait
Psionic Reflexes	While wearing HES, increases armor's bonus to agility by ½ PL.

The Dark Operatives of Project Shadowblade: Spectres

Spectres are an advanced form of ghost whose origins began with Project Shadowblade before the Second Great War. Shadowblade was designed to introduce the next generation ghost for the Dominion special forces. Applicable ghost candidates were induced into a special chemical process involve a psycoreactive gas, terrazine, and jorium crystals as a stabilizing agent. The ghost would enter a process known as psi indoctrination to transform them from a ghost into a spectre.

The ghosts who went through this process became incredibly powerful psychic warriors. However, the effects of the process caused great mental instability. Spectres were noted for their odd behaviors: ritualistic beliefs, hallucinations, talking to themselves, or psychopathic bloodlust. Many spectres went rogue once the process started, becoming enemies of the very Dominion that enhanced them. Because of this, Project Shadowblade was shut down, but the spectres lived on.

Spectres continued to exist in the Dominion. They live in their own communities, forming as a freelance covert ops paramilitary operation. One of the greatest spectres, Gabriel Tosh, serves as the de facto leader of this organization. In addition, the Moebius Foundation continued to produce spectre agents for its own purposes under the direction of Doctor Narud during the Second Great War.

Ghost players might seek out the psi indoctrination process to become spectres. They might be renegade ghost that seek to join in with a group of spectres, or they might be ghosts assigned to the Moebius Foundations. Once they undertake the process, it is irreversible. They will find themselves with great psionic power, but also extreme physical and mental instability.

Becoming a Spectre

Becoming a spectre involves finding the right groups and proving worthy of the psi indoctrination process. Only psionic terrans with the Ghost background can become spectres. The indoctrination procedure takes about a day. Once the player emerges, they gain the Spectre Enhancement talent as a bonus talent. This talent gives them a powerful psionic boon, but also gives them a fatal flaw.

Spectre Enhancement

Requirements: Ghost Background, must have undertaken the Spectre Psi Indoctrination procedure

Benefit: The character has undergone the specter enhancement process and has gained both a psionic enhancement and a drawback. They chose what enhancement they gain when they take this talent, but randomly roll on the spectre drawback table to determine which penalty they receive. This talent can be taken multiple times; each time select an enhancement and roll for a random drawback. Reroll if you have get a drawback you already possess.

When you take the spectre enhancement talent, select one of the following results. A single result cannot be selected more than once.

Enhancement	Benefit
Ascension	The character increases 1 psionic mastery level. Therefore, if they were a Basic Telepath they would become Advanced Telepathy. Likewise, Advanced Telepaths become Telekinetics, and likewise Telekinetics become Psychokinetics
Conjure Energy	Regardless of what level of psionic mastery the character is, they gain access to either the Pyromancy or Energy psionic disciplines.
Infinite Energy	The character recovers from energy fatigue very quickly. They lose two points of energy fatigue every round at the start of their turn.
Peerless Invisibility	The character is nearly impossible to detect. When cloaking and wearing their Shadowblade Hostile Environment Suit, the character is immune to psionic detection, and enemies using detection to locate them must still succeed a perception check to detect them. The DC for the perception check is 12+ spectre's Psi Level + Spectre's ranks in psionics.
Strength and Focus	While wearing the Shadowblade Hostile Environment Suit, the spectre channels their psionic power into increasing their strength, speed, reflexes, and power. While wearing their armor, they add +2 to defense, toughness, damage resistance, damage threshold, and attack accuracy.
Void Connection	Through psionic ascension, the spectre has made a connection with the Void. They gain either the Void or Corruption psionic power sources, modifying how their energy psionic powers manifest. In addition, any weapon or ammunition they use that has the Psionic trait gains Psionic Weapon Origin trait that associates with their Psionic Power Source (see Psionic Power Sources later).

Roll on the following table to determine which drawback you receive as per of your procedure. Reroll any results you have already received if you take the talent multiple times.

Roll	Drawback	Effect
1-3	Burnout	The character's body, and brain in particular, is not built to handle the level of power the character routinely manifests. Whenever the character manifests or sustains a psionic power, they take piercing psionic damage equal to the power's unmodified energy fatigue cost for manifesting or sustaining, as appropriate.
4-6	Broken Mind	Constant exposure to terrazine has left the spectre's mind shattered and highly unstable. They are easily rattled and often despair. At the start of every one of their turns in an encounter, the character loses a morale level. If the character has the cynic talent, they instead only gain half as many temporary hit points from all sources
7-10	Hallucinations	The character sees hallucinations of other people. Often it is people they know or knew, but it is always a reflection of their subconscious. They are so busy listening to their hallucinations they cannot gain another character's leadership combat augmentation in an encounter. Furthermore, they occasionally get distracted by the mirages. If they ever roll a 1 on a check in an encounter, their action does not go off and their turn immediately ends.
11-14	Odd Behavior	The character adopts many peculiarities in personality and attitude, such as speaking to themselves in third person, using nonsense words, rambling, or referring to a fictitious spirit or deity that follows them around. The spectre suffers disadvantage on all influence and leadership checks, and cannot benefit from tactics combat augmentations.
15-17	Permanent Fever	The character physical body has been crippled by the exposure to too much terrazine. They suffer -2 to their fortitude ability score and suffer disadvantage on all endurance checks. If this effect reduces their fortitude to 0, they are instantly killed by the process and cannot be resurrected. Not everyone survives the Psi Indoctrination procedure.
18-20	Raging Psychic	The character cannot control the huge amounts of psionic energy swelling in them. The character always overcharges their psionic powers on a natural 1-4, regardless of their morale level or any other abilities or specializations that they have.

Spectres and Equipment

Spectres that still attach themselves to a major military organization, such as Tosh's band or the Moebius Foundation can still requisition gear in the same manner as ghosts. Some of these institutions might have more finite resources available than the whole of the Dominion government but should still be able to meet the needs of player characters in the majority of instances.

Upon joining the spectres, the player will be gifted a Shadowblade Hostile Environment Suit. The suit is an upgraded variation on what ghosts use. If the character is 10th level or higher, they gain a Tier 2 suit. If they are 20th level or higher, they gain a Tier 3 suit. Like ghosts, spectres can undertake special missions at levels 10 and 20 to receive upgraded versions of their suit. Shadowblade HES are very rare and heavily restricted and are usually not available outside spectre organizations.



Psionic Power Source

There is a unique set of psionic traits known as the Psionic Power Source. The power source shows where the character draws their energy and psionic power from.

Terrans generally do not have a psionic power source. Instead, they manipulate minds and matter through pure mental effort. However, certain circumstances can connect a psionic terran to psionic power source. Namely, the Void Connection psionic trait can connect the terran to either the Void power source, or the energy's of Amon's corrupted Void, known as the Corruption power source.

The power source determines two major factors. The first is what types of psionic weapons the character can utilize. Any weapons the character uses that have the psionic power source gains the Psionic Weapon Origin trait below. The psionic Weapon Origin gains a different benefit based on what power source the character uses. Therefore, whenever the character with the Corruption power source uses a psionic weapon, it gains the benefits of a Bane weapon trait.

The second major factor modified by the power source is the character's affinity with Energy psionic powers. Again, terran characters do not normally have access to the Energy psionic discipline, but spectres have multiple ways of giving terran psychics access to Energy powers. The psionic power source modifies the powers from the Energy psionic discipline based on the parameters. Every energy power has a modification based on whether it comes from the Void or Corruption psionic disciplines.

Other psionic power sources exist, namely Khala and Purity. However, these sources are unavailable to terran psychics.

Psionic Weapon Origin (Terran)

Description: When the character with access to a psionic power source uses a weapon with the Psionic Trait, they gain access to a special benefit depending on their psionic power source.

Weapon Type	Psionic Power Source	Special Trait
Bane	Corruption	Weapon attack ignores energy shield's shield armor and deals 2 bleed damage on successful hit against hit points
Warp	Void	The weapon deals bonus damage equal to the caster's Psi Level.

Wranglers

'Wrangler' is the common term for terrans that possess latent psionic ability but are not actually telepathic and cannot manifest psionic powers. Their primary ability is being able to detect the psionic signal put out by other individuals. This manifests in a variety of different ways, such as seeing invisible psionic pulses, lights where psionic energies manifest, noises that denote psionics, or getting a headache when psychics are near.

Wranglers are called such because they are used by governments to find psychics or 'wrangle' them up. They are used to track and contain dangerous psychics or recruit candidates that might be ideal for the ghost program. Therefore, sanctioned wranglers serve as a government police force against psychic individuals and as recruiters for the ghost program.

Despite lacking true psionics, skill wranglers have been able to direct their own psionic energies towards subtle and useful purposes. These are represented in wrangler specializations, as described here. Every wrangler specialization has a default benefit, and extra benefits from increasing your wrangler power. Increasing wrangler power is done through increasing Psi Level and purchasing ranks in the Wrangler Power talent.

This section details the Wrangler Power talent, as well as the different wrangler specializations that are available. Note that these specializations are not available to normal terrans, nor are they available to psionic terrans other than wranglers. More powerful psychics never learn to direct their energies in such subtle manners, nor can they without causing harm to others.

Wrangler Talent

This is the talent responsible for increasing in wrangler power level.

Wrangler Power I-III

Requirements: Psionics 3/5/7, Psi level 2/3/4, Terran Wrangler, Any Wrangler Specialization

Benefit: The character has honed the tricks they have learned from their psionic talents. The character gains the benefit from the Wrangler Power I listed in any Wrangler Specializations the character has. This talent has multiple ranks, each having a higher psionics and psi level requirement. With the second and third ranks of this talent, the character also gains the benefits from the Wrangler Power II and Wrangler Power III respectively.

Wrangler Specializations

Terran Wranglers lack the ability to manifest psionic powers the way that other psionic characters do but instead may find unusual tricks that they can perform instead. These specializations may only taken by psionic Terran Wranglers, and all give benefits to the different ranks of the Wrangler Power talent.

Calm Bringer

Requirement: Terran Wrangler

Ability Score: +1 fortitude

Talent: Guarded Mind

Focus Skill: Stealth OR Mental Training

Special Ability (Calm Field): The character has a unique ability to stabilize and weaken psionic energy around them. As a free action within a radius around you, you may mask all creatures in the area from psionic detection and give them the benefit of the thought blocking. The radius is adjacent targets at psi level 1, short range and psi level 2, medium range at psi level 3, and long range at psi level 4. Psionic Attacks targeting creatures affected by your aura suffer an accuracy penalty equal to your psi level.

Wrangler Power Level	Benefit
Wrangler Power	Creatures affected by your calm are harder to affect with psionic attacks; any attack that uses the psionic skill used against those affected by your aura suffer a penalty to accuracy equal to twice your psi level. Creatures affected in this way also use the better of your resolve or their own. In addition, you treat your psi level as twice as high for the purpose of psionic damage resistance and thought blocking, and finally you add your psi level to resolve.
Wrangler Power II	You may choose what creatures are affected by the different effects of your Calm Field as a free action. In addition, your psionic detection not only locates psionic creatures, but now also locates psionic effects and their target(s). To identify a psionic affect detected in this manner perform a psionic skill check as a minor action against the original manifestation DC of the power (other effects have a DC determined by the GM). Finally, you may disrupt psionic effects: as a standard action you may select a target within your aura that is affected by ongoing psionic effects and perform an opposed psionics skill check against the original manifester(s) of those powers. If you succeed all such affects immediately end.
Wrangler Power III	The character may further dampen the abilities of other psionic creatures in his calm field. Any such creatures you choose gain energy fatigue each round equal to your psi level on your turn.

Empathic Healer

Requirement: Terran Wrangler

Ability Score: +1 intelligence

Talent: Surgical Precision

Focus Skill: Medicine OR Influence

Special Ability (Empathic Scan): The character is particularly tuned to the injuries of those around them. You may spend a minor action to empathically scan a target with at least one crippling wound within medium range; the next time you heal hit points to that target before the end of your next turn, heal additional hit points equal five times your Psi level.

Wrangler Power Level	Benefit
Wrangler Power	As a minor action the character can perform an empathic touch to heal allies; you may touch a living creature within its natural reach to take some of its wounds through a psionic link. Both the healer and the target must both spend a healing threshold, and the healer rolls a medicine skill check healing the target of that many hit points, while taking damage equal to half the medicine skill check result – damage taken in this way ignores all damage resistance, bypasses any temporary hit points, and cannot cause crippling wounds.
Wrangler Power II	Empathic scan now grants bonus healing equal to 10 times your psi level. You may treat living creatures below half hit points as if they had a crippling wound. The character's Psionic detection also locates living creatures with crippling wounds. You gain advantage on influence tests against targets that have crippling wounds.
Wrangler Power III	Your empathic touch ability now work at up to short range and now heals the target for twice the medicine skill check result. The damage that you take remains at half of the medicine skill check result. Furthermore you do not spend one of your healing thresholds if the medicine skill check result was a natural 12 or higher.

Gifted Hunter

Requirement: Terran Wrangler

Ability Score: +1 instinct

Talent: X-Factor Training

Focus Skill: Perception OR Survival

Special Ability (Hunter's Quarry): The character's psionic senses may 'attune' to the psychic imprint of other individuals. As a minor action, you may "mark" a living target within your psionic detection range. The target is treated as if they had your psi level for the purposes of your psionic detection special ability, and you know precisely what square they are in if the target is within medium range. If they target is already thought-blocking or performs a thought-blocking action on their turn you must succeed a psionic attack roll against their resolve to affect them or keep them affected. You gain the ability to perform spotter or detector actions as a minor action, but only against your marked target; these do not get shared with allies via a digital uplink. If you make a spotter action against a marked target, they are flat-footed against you that turn if you attack. You may only have one marked target at a time. If the target leaves your psionic detection range, they are no longer marked. You may 'unmark' a target at any time as a free action. This ability may not affect constructs. You gain a bonus to accuracy against marked targets equal to your psi level.

Wrangler Power Level	Benefit
Wrangler Power	You may now pinpoint marked targets within long range. If you give up your turn to ready a ranged attack, that attack gains the bonus as if you had aimed. If you give up your turn to ready a melee attack, you may treat that attack as a heavy strike.
Wrangler Power II	You may have a number of targets marked equal to your psionic skill ranks. You may mark a number of targets at a time equal to your psi level (not to exceed your maximum number of marked targets). Spotter and detector actions from this specialization affect all marked targets. You may make melee opportunity attacks against marked targets that attempt to shift in your reach. You may now pinpoint marked targets within distant range.
Wrangler Power III	You marked targets gain no concealment against you, and may perform detector actions against marked targets as a free action. You may now pinpoint marked targets within remote range. You gain a bonus to damage against marked targets equal to your psi level.

Sympathic Naturalist

Requirement: Terran Wrangler

Ability Score: +1 intelligence

Talent: Universal Knowledge

Focus Skill: Survival OR Lore

Special Ability (Nature's Bounty): The character has an innate sense guiding them to the places of natural bounty. Whenever you are in any area that can support plant or animal life (DM's discretion) then whenever the character makes survival checks for Finding Food, the character generates additional day's or individual's worth of food and water for each psi level they possess. While you remain in wild terrain you ignore one point of fatigue per psi level. You add your psi level to your fortitude.

Wrangler Power Bonuses:

Wrangler Power Level	Benefit
Wrangler Power	You gain advantage on Identify Weakness lore checks. You also ignore difficult terrain caused by natural terrain and hazards.
Wrangler Power II	The character may add twice their psi level to endurance checks to resist poisons and diseases, endure extreme temperatures, and purge chemicals.
Wrangler Power III	The character may use their psionic link to the living world around them that they may attempt to use persuasion on creatures they cannot speak with. When using the Animal Handling skill variation of the Survival skill, the character gains a bonus to the check equal to 5x their PL. This may not be used on creatures with an intelligence higher than 1 or on commanded zerg. You also add your psi level to your number of healing thresholds.

Wrangler Advanced Specializations

Wrangler Advanced Specializations allow wrangler characters to further focus their latent psionic energies in new ways. Many of these advanced specializations scale than normal base on wrangler power based on other talents the wrangler takes. This increases their Mastery Level for that specialization.

Master of Body

Requirement: Terran Wrangler

Focus Skill: Durability

Special Ability (Strengthened Self): The character's wrangler abilities are focused inward, giving them a great deal of control over their own body especially when combined with a mixture of exercise and martial arts training. You gain additional hit points per rank of durability equal to your psi level. In addition, you gain additional bonuses based on your level of the wrangler power talent and half the total number unarmed training talents you have (this total referred to below as mastery level). Unarmed Training includes the Military, Martial, and Discipline unarmed training talents.

Wrangler Power Bonuses:

Mastery Level	Benefit
2	You gain a bonus to damage reduction equal to your mastery level when you are wearing light or no armor.
4	You add your psi level to the damage done by unarmed attacks and half your psi level to your damage threshold (min 1).
5	You add your agility and mastery level together to determine your effective agility for the purposes of determining your speed and shift speed.
6	While wearing light or no armor you gain 20 temporary hit points every round (this works like the Impact Cushion item trait, and as such does not stack).

Psionic Recruiter

Requirement: Terran Wrangler

Focus Skill: Influence OR Leadership

Special Ability (Peaceful Mind): While you are not thought blocking, you gain advantage on influence and leadership checks on psionic characters. You also double the range of your psionic detection and automatically identify the psi level and psionic classification of all psionic entities in your psionic detection range. You gain additional bonuses with increased ranks of wrangler power plus one for every 3 ranks in Mental Training (referred to below as mastery level).

Wrangler Power Bonuses:

Wrangler Power Level	Benefit
Mastery Level 2	You add your mastery level to your damage threshold for the purpose of suffering wounds from psionic powers. You add your Psi level to leadership and rally attempts when you are leader a psionic character.
Mastery Level 4	Your thoughts and emotions cannot be read or influenced by psionics. You are immune to mind control (such as Compulsion and Command).
Mastery Level 5	You add your mastery level to gather information checks to find the presence of a psionic character who is hiding in a community, and to persuasion and combat influence attempts against psionic terrans.
Mastery Level 6	Terran Psionic characters under the influence of your leadership affects recover 2 energy fatigue per round while they are at positive (non-zero) morale.

Spirit Leech

Requirement: Terran Wrangler

Focus Skill: Mental Training

Special Ability (Leech Aura): The character alters their empathic aura to drain the emotions of those near them. As a bonus action you can target a number of other living creatures up to your psi level within short range and attempt a psionics skill check against all of them. If your skill check exceeds a target's resolve, then that target loses a morale point if they have positive morale, or gains a morale point if they have negative morale.

Wrangler Power Bonuses:

Wrangler Power Level	Benefit
Wrangler Power I	Your leech aura increases to medium range, and enemies in your leech aura suffer a -5 penalty to leadership and influence tests in your aura.
Wrangler Power II	Your leech aura increases to long range, and enemies in your leech aura cannot gain morale points from rally actions if it would result in a positive morale.
Wrangler Power III	You and your allies in your leech aura do not lose morale from suffering wounds while in your leech aura.



New Psychic Disciplines and Powers

The Telepathy, Telekinesis, Augmentation, and Cloaking psionic disciplines are already described in full in the StarCraft Core Rulebook. This section contains two brand new psionic disciplines, Temporal and Energy. The Energy discipline has the modifications of each power based on psionic power source.

Powers Quick List

Power	Discipline	Requirements	Effect
Psionic Bolt	Energy	PL 3	Fires a bolt of destructive energy
Energize Shields	Energy	PL 3	Restores the casters energy shields
Psionic Burst	Energy	PL 4; Psionic Bolt	Releases destructive energy within an area
Psionic Missiles	Energy	PL 5; Psionic Bolt	Fires a collection of destructive missiles at different targets
Force Fields	Energy	PL 5	Summons a collection of energy barriers that block movement and activity
Guardian Shield	Energy	PL 6; Energize Shields	Projects a large barrier of energy that protects those within it
Psionic Wave	Energy	PL 6; Psionic Burst	Releases a colossal wave of energy that cascades over an area
Psionic Discharge	Energy	PL 6; Psionic Bolt	Releases a blast of destructive energy that jumps to nearby targets
Psionic Fury Aura	Energy	PL 6; Psionic Bolt	Caster radiates an aura of destructive energy
Psionic Blast	Energy	PL 7; Psionic Bolt	Release a long ranged orb that explodes in a wide area of destruction
Psionic Storm	Energy	PL 7	Creates a massive zone of destruction that persists over multiple rounds
Annihilator Beam	Energy	PL 10; Psionic Bolt, Psionic Blast	Releases a potent beam of energy that disintegrates everything within the area
Combust	Pyromancy	PL 2	Ignites a target on fire
Flare	Pyromancy	PL 2	Creates a large flare of light that blinds those nearby and creates light
Cinder Wave	Pyromancy	PL 3; Combust	Releases a cone of fire can ignite or stun enemies that are already on fire
Melt	Pyromancy	PL 3; Combust	Causes a construct or object to melt, rapidly losing hit points while ignoring resistance
Brimestone Form	Pyromancy	PL 4; Combust	Caster burns, dealing bonus fire damage with attacks, gaining concealment, dealing extra damage with pyromancy powers, but losing healing thresholds
Wall of Fire	Pyromancy	PL 5; Wave of Cinders	Summons a massive wall of fire that causes concealment and damage
Conflagration	Pyromancy	PL 6; Combust	Sets a massive area on fire, turning it into a natural blaze, setting creatures on fire or stunning those already on fire
Incinerate	Pyromancy	PL 6; Brimstone Form	Reduces a burning foe into ash, quickly killing them
Rain of Fire	Pyromancy	PL 8; Wall of Fire, Conflagration, Flare	A massive area begins to rain fire for several minutes, burning and setting alight characters and destroying terrain. Flaming characters in area cannot extinguish .

Energy Discipline

The following are the Energy psionic discipline powers, where a caster tries to manifest actual energy to the material universe. This energy can be used for destruction, as a power source, or simply as a barrier. Protoss are the master of manipulating psionic energy in the universe, but their exact use of it varies based on where they call their power from. Therefore, it is the energy discipline that is completely altered and changed based on the character's psionic focus.

When a protoss manifests an energy power, they manifest a variation of the power based on their psionic power source. They do not have a choice in the matter; their source of energy is automatically altered by the source of their power. Therefore, if an Aiur protoss manifests Psionic Missiles, they cast the Psionic Onslaught variant instead. If a Nerazim protoss manifests Psionic Missiles, it is transformed into the Shadow Barrage instead.

Psionic Bolt

Energy, PL 3, Instant Power

Action Type: Standard Action

Manifestation DC: 22

Range: Medium

Energy Fatigue: 6

Default Benefit: The caster releases a *Psionic Bolt*, a focused blast of psionic energy that stretches out and strikes at a target. The attack does 20 +3xPL damage on a successful psionic attack. You gain +2 to psionic accuracy when using this power.

Psi Level	Benefit
3	Default Effect
4	Power gains penetration equal to PL
5	Power becomes Long range
6	Power increases penetration to 2xPL
10	Power gains Piercing

Psionic Power Source	Power Change
Void	<i>Void Blast:</i> The power gains the twice as much penetration as normal; at Psi Level 10, it gains 5 rending. In addition, the power's range is reduced by one increment and it deals 20 +4x PL damage.
Corruption	<i>Life Drain:</i> The power only deals 12 +3x PL damage. However, upon wounding with this ability, the caster can spend a healing threshold to recover hit points equal to the damage dealt.

Energize Shields

Energy, PL 3, Instant Power

Action Type: Standard Action

Manifestation DC: 22

Range: Self

Energy Fatigue: 6

Default Benefit: The caster summons a well of energy that restores power to their own personal energy shields. This power can only be used if the caster has energy shields. The caster makes a Psionics skill test. They restore a number of shields to their Shield Pool equal to the skill test result.

Psi Level	Benefit
3	Default Effect
4	Power can target an adjacent ally, instead of self
5	Power restores twice as many shield points
6	Power can target an ally within short range
7	Power can target a number of allies within range equal to 1/3 PL. One of these targets can be the caster

Psionic Power Source	Power Change
Void	<i>Shadow Field:</i> Targeted individuals are cloaked in shadows, gaining concealment against all ranged attacks for a number of rounds equal to ½ PL
Corruption	<i>Void Strength:</i> The power not only recharges shields, but gives empowered strength as well. Targets effected with this power gains Mighty Boost (1/2 PL).

Psionic Burst

Energy, PL 4, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 24

Range: Burst centered on self

Energy Fatigue: 8

Default Benefit: The caster releases a *Psionic Burst*, which is a massive burst of psionic energy centered on the caster. This power does not harm the caster. The burst area is equal to $\frac{1}{2}$ the casters PL. The attack does 18+ 3x PL damage on a successful psionic attack, with a penetration of PL.

Psi Level	Benefit
4	Default Effect.
5	The power can be instead used to manifest in a line rather than a burst. The line has a size equal to 2xPL. Otherwise the power is the same.
6	Power's penetration increases to 2xPL. The power can be instead used to manifest a cone with a size equal to PL. Otherwise the power is the same.
10	Power gains Piercing

Psionic Power Source	Power Change
<i>Void</i>	<i>Writhing Darkness:</i> Power strangles enemies with strands of physical shadow. Targets whose defense and toughness are hit by the attack are immobilized for $\frac{1}{2}$ PL rounds. Immobilized targets cannot move, shift, or evade and are flat-footed and can escape with a dc 15 + 2xPL athletics check as a standard action. However, the power only deals 14+ 3xPL damage.
<i>Corruption</i>	<i>Dark Matter Surge:</i> The power is released in a surge of volatile dark matter that rips apart its victims. Targets who receive crippling wounds from this power suffer an amount of bleed damage equal to PL and suffer 1 strength ability damage per crippling wound dealt. In addition, the power gains Rending equal to PL. However, the power loses all penetration, and never gains Piercing.

Psionic Missiles

Energy, PL 5, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 26

Range: Long

Energy Fatigue: 8

Default Benefit: *Psionic Missiles* fires a volley of energy bolts that fly towards the enemies. The caster releases a number of bolts equal to $\frac{1}{2}$ PL +1, which must be aimed at different targets. On a successful psionic attack, the bolts do 15 +3xPL damage, with penetration equal to PL.

Psi Level	Benefit
5	Default Effect
6	Penetration increases to 2xPL
8	Psychic can choose to double the energy fatigue cost of this power, to double the number of missiles fired
10	Power gains Piercing

Psionic Power Source	Power Change
<i>Void</i>	<i>Shadow Barrage:</i> The caster can focus all missiles towards a single target. More than one missile can be aimed on a single target; instead of rolling separate attacks, add +4 accuracy and damage for each. However, you only gain $\frac{1}{2}$ your PL missiles, and the base damage of a missile is 5+ 3xPL.
<i>Corruption</i>	<i>Chaos Missiles:</i> The dark matter from these missiles avoids cover and pieces defenses. Each missile gains twice normal penetration and ignores cover and improved cover (but not total cover). In addition, if a missile surpasses defense and toughness, the target is knocked prone. However, the power's range is reduced to medium, and only deals 8+ 3xPL damage.

Force Fields

Energy, PL 5, Sustained Power

Action Type: Standard Action

Manifestation DC: 26

Range: Long

Energy Fatigue: 12

Default Benefit: The caster summons a barrier of impenetrable *Force Fields*, blocking attacks and movement. The caster summons 1 cubic square of force fields per point of Psi Level, and places them anywhere within medium range. The only restriction is each block of force field must be touch at least one other block. The force fields do not need to touch the ground or any other solid surface. These force fields block all movement, attacks, and projectiles attempting to pass through them, and characters take a -10 to perception tests to see through them. The force fields are pure energy and cannot be destroyed. The force fields last a number of rounds equal to 2xPL.

Psi Level	Benefit
5	Default Effect
6	If the caster choses, the force fields can also block line of sight
7	Power creates 2 squares of force field per PL.
8	Duration of the force fields increases to 5 rounds per PL
9	Power creates 3 squares of force fields per PL
10	The squares of force fields no longer need to be adjacent to one another.

Psionic Power Source	Power Change
Void	<i>Void Prison:</i> The void energies can be used to capture and imprison enemies. If an enemy has their entire space taken up by force field blocks, then they are imprisoned within them if the caster succeeds a psionic attack versus toughness against them. They gain a +5 accuracy bonus on this attack. Enemies within are Blinded, Stunned, and cannot suffer any damage until the force fields disappear. This power cannot be used in a target's squares unless all their squares are taken up by prison blocks. This power has a much shorter duration and only lasts a number of rounds equal to ½ PL.
Corruption	<i>Wall of Dark Matter:</i> Instead of an impenetrable force field, the caster creates a wall of destructive energies. Anything that starts its turn or moves through the wall suffers 10xPL damage. Anyone that starts or moves adjacent to one of the wall's squares suffers 5xPL damage. This damage has the Energy Damage trait.

Guardian Shield

Energy, PL 6, Sustained Power, Energize Shields

Action Type: Move Action

Manifestation DC: 28

Range: Burst centered on Self

Energy Fatigue: 6, +2 per round sustained

Default Benefit: A caster of this potent spell projects an energy shield that radiates from their person, moving with them, and protecting them and all allies from enemy attacks. This barrier functions as an energy shield with a Shield Pool equal to the caster's PLx25 and Shield Armor equal to PL. The shield is projected out in burst area centered on the caster with an area equal to 1/2 PL, and effects all attacks originating from outside the area to the targets within the area. Every character within the *Guardian Shield* shares to a single *Guardian Shield* Pool. This power takes a move action to sustain.

This power may not be manifested within the area of another guardian shield or any other form of area shield. If a character is attacked while within the area of multiple guardian shields, then the attacker may choose which shield protects the target from all of those that the attacker is outside of.

Psi Level	Benefit
6	Default Effect
7	Power's area increases to a burst equal to PL
9	Power's area increases to a burst equal to 2xPL
10	Power's shield armor increases to 2xPL

<i>Psionic Power Source</i>	<i>Power Change</i>
Void	<i>Void Armor:</i> This power does not create a defensive bubble. Instead it creates an individual energy shield to each ally within a burst equal to PL. Any damage is subtracted from this energy shield first, and each effected target has their own shield pool, instead of an overall whole shield, and that shield moves with them. The power does not need to be sustained, and instead lasts ½ PL rounds. Each energy shield is smaller, only PLx7 shield pool, and the power costs 15 energy fatigue to manifest.
Corruption	<i>Chaos Field:</i> This power charges itself by draining the essence of those within it. Enemies within the burst of the guardian shield take 2xPL damage at the start of each of their turns. This has the Piercing weapon trait. All damage dealt by the chaos field is added to the shield pool of the guardian shield, recharging it up to its normal maximum. However, the guardian shield loses all shield armor.

Psionic Wave

Energy, PL 6, Instant Power, *Psionic Burst*

Action Type: Standard Action

Manifestation DC: 28

Range: Self

Energy Fatigue: 14

Default Benefit: When the caster manifests a wave of psionic energy that falls like a tidal wave over an area. Originating from a square adjacent to the caster, this power manifests in a rectangular area of effect, a number of squares long equal to PL, and a number of squares wide equal to ½ PL. The attack does 10+5xPL damage on a successful psychic attack. This attack has an penetration equal to 2xPL.

Psi Level	Benefit
6	Default Effect
8	If caster's attack roll hits both defense and toughness, then the power staggers targets struck by it
9	Power's range increases to a number of squares long equal to 2xPL, and a number of squares wide equal to PL
10	Power gains Piercing

<i>Psionic Power Source</i>	<i>Power Change</i>
Void	<i>Astral Winds:</i> This power does not deal damage. Instead, it heals all allies within the area. It does not require an attack roll; instead, all allies within the area, as well as the caster themselves, can spend a healing threshold to recover 30+ 5xPL hit points.
Corruption	<i>Chaos Wave:</i> This power is much more powerful and destructive. Psionic wave has twice the length that it normally does. In addition, if the attack roll surpasses a target's defense and toughness, they are knocked back a number of squares equal to ½ PL. The power has an energy fatigue cost of 16.

Psionic Discharge

Energy, PL 6, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 28

Range: Medium

Energy Fatigue: 14

Default Benefit: The caster releases a *Psionic Discharge*, a crackling blast of energy that rips a target apart, and then instinctively jumps to the next target. The attack does 10 +4xPL energy damage on a successful psychic attack, with a penetration of 2xPL. Afterwards the attack jumps to another target within short range. If the attack hits, it deals the same damage again, and jumps to another target within short range. The same target cannot be attack more than once. This continues on until the attack misses, it does not have a new target to jump to, or it strikes a number of targets equal to ½ the caster's PL.

Psi Level	Benefit
6	Default Effect
7	Power can be used at long range
8	Power can jump to a number of targets equal to PL
9	Power still jumps even if it misses a target, but still counts as one of the limited number of attacks
10	Power can be used at distant range, Power gains Piercing

<i>Psionic Power Source</i>	<i>Power Change</i>
Void	<i>Hungering Void:</i> This power manifests as a devouring shadow that hunts down its prey. All attacks this power makes gains a +10 accuracy bonus, and it can strike twice as many targets as normal. However, the power generates 20 energy fatigue.
Corruption	<i>Soul Eater:</i> This power uses corrupted energies to seek out and drain targets of essence. In order to manifest his power, the caster must spend a healing threshold. The power only deals 8 +3xPL damage, but the caster heals all the damage that it deals to all targets.

Psionic Fury Aura

Energy, PL 6, Sustained Power, *Psionic Bolt*

Action Type: Move Action

Manifestation DC: 28

Range: Self

Energy Fatigue: 6, +6 per round sustained

Default Benefit: The caster surrounds himself with an aura of destructive energy. Any target passes through or ends their turn within 1 square of the caster takes 10 +3x PL damage, with no attack roll required. The hit has a penetration value of 3xPL. This power is sustained as a minor action.

Psi Level	Benefit
6	Default Effect
8	Powers area increases to any targets within ¼ PL squares of the caster
10	Power gains Piercing

<i>Psionic Power Source</i>	<i>Power Change</i>
Void	<i>Shadow Form:</i> This power conceals the character and transform them into pure darkness. While this form is active, the user is Cloaked, cannot suffer damage, and can fly at a speed of 3xPL. They cannot make physical or psionic attacks while in this form. Once the power ends, the character rematerializes in their physical form. However, the destructive energies are vastly less deadly. The fury aura only deals 3xPL damage to nearby targets, has no penetration, and loses the Piercing weapon trait.
Corruption	<i>Empowered Wrath:</i> This power channels the user's wrath as a deadly weapon of destruction. The power effects a burst area centered on the caster equal to PL, and deals 20 +6xPL damage to all within the area. However, this power harms the caster as well, and deals 10 +3xPL damage, with normal penetration, to the caster. Energy shields do not protect against the damage the caster deals to themselves.

Psionic Blast

Energy, PL 7, Instant Power, *Psionic Bolt*

Action Type: Standard Action

Manifestation DC: 30

Range: Long

Energy Fatigue: 16

Default Benefit: The caster releases a *Psionic Blast*, an explosive blast of psionic energy that explodes and incinerates an entire area. The attack does 10xPL damage in a Burst area equal to ½ PL, with a penetration of 3xPL.

Psi Level	Benefit
7	Default Effect
8	Power can be used at distant range
9	Power can be used at remote range
10	Power gains Piercing

<i>Psionic Power Source</i>	<i>Power Change</i>
Void	<i>Void Explosion:</i> This power weakens those hit by it by diminishing their life essence. The power gains rending equal to 1/2 PL, but its damage is reduced to 7xPL.
Corruption	<i>Chaos Orb:</i> This power creates a small orb that unleashes beams of destruction on those around it. The caster creates the orb adjacent to them, which then moves a number of squares equal to PL. It then makes an attack against every target that was within 5 squares of it during any part of its move or where it ended. This attack is a single psionic attack roll against all possible targets, that deals 5xPL damage to every struck target. It has the same penetration as normal. The power continues on for a number of rounds equal to ½ PL, moving at the start of the caster's turn, making its attack at every target it passes by.

Psionic Storm

Energy, PL 7, Persistent Power

Action Type: Standard Action

Manifestation DC: 30

Range: Long

Energy Fatigue: 20

Default Benefit: The caster summons a terrible *Psionic Storm*, a deadly frenzy of swirling psionic energy. This power is useable at long range. The storm fully takes form in a burst area equal to PL; all targets in the area are automatically dealt 10 +5xPL damage, no attack roll required, with a penetration of 2xPL. The power persists one more round, striking again at the start of the caster's next turn, dealing damage again, after which it dissipates. Due to its massive size, this power may gain up to 8 hailfire against swarms, instead of the normal maximum of 4.

Psi Level	Benefit
7	Default Effect
8	Power can be used at distant range
9	Power's area increases to a burst equal to 2xPL
10	Power gains Piercing weapon trait; can be used at remote range; lasts 1 additional round
13	Power's area increases to a burst equal to 3xPL
15	Power lasts 2 additional rounds

<i>Psionic Power Source</i>	<i>Power Change</i>
Void	<i>Black Hole:</i> This power manifests as a vortex that pulls enemies towards the center of it. All enemies wounded by the power are pushed a number of squares equal to PL towards the center square of the power. The targets closest to the power's center are pushed first. In addition, the black hole is considered difficult terrain. The power deals less damage, however, and only deals 4xPL damage every time it hits. Targets within the area are pushed every round.
Corruption	<i>Dark Matter Storm:</i> This power has a life of its own, the void energies seeking out and consuming victims. The power lasts a number of rounds equal to ½ PL, and can move a number of squares every turn equal to PL. It moves before doing damage. However, the power only deals 5+ 4xPL damage every time it hits, and costs 25 energy fatigue to manifest.

Annihilator Beam

Energy, PL 10, Sustained Power, Psionic Bolt, Psionic Blast

Action Type: Full-Round Action

Manifestation DC: 36

Range: Special

Energy Fatigue: 16, +10 per round sustained

Default Benefit: The caster thrusts their hands outwards and releases an *Annihilator Beam* from their palms, a massive pillar of incredibly destructive force. The beam is 2 squares wide, and 3xPL squares long. All characters, creatures, objects, and terrain within the area take 10xPL damage each round, with the Piercing weapon trait. This power is sustained as a full action, and each round it is sustained the beam can be rotated in a different direction.

Psi Level	Benefit
10	Default Benefit

<i>Psionic Power Source</i>	<i>Power Change</i>
<i>Void</i>	<i>Destructor:</i> This void powered beam is larger but less effective than normal. The beam is a number of squares wide equal to 1/2 PL, and only costs 5 energy fatigue to sustain every round. The downside is the beam only deals 8xPL damage every round.
<i>Corruption</i>	<i>Obliteration:</i> This power is the ultimate power in the character's hands, but costs the character their life force. The power deals 25xPL damage each round, but deals 15xPL damage to the caster every round as well. Damage to caster ignores their energy shields and their damage resistance.



Pyromancy

Pyromancy is a rare psionic discipline that involves causing matter to spontaneously combust. This is an offensive psionic discipline that relies on the synergy of different psionic powers being used together for greater effect, such as setting someone on fire, and then incinerating a burning enemy into ash.

Pyromancy must be acquired at character creation. It an option for any psionic terran that purchased the Telekinetic psionic capacity. Such terrans are known as 'pyros'. For a telekinetic or 'teek' to become a pyro, they have two options:

- Trade their ability to use telekinesis powers for pyromancy powers
- Pay 4 additional characteristic points at character creation and have both telekinesis and pyromancy.

Once those conditions are met, the psionic terran gains access to pyromancy powers.

Many pyromancy powers deal with a special form of the burning condition called pyre. Pyre is a stacking condition, that deals 10 + 5x PL energy damage, gaining hailfire equal to the number of stacks minus 1 at the start of an effected character's turn. Effects that reduce damage or grant immunity from the burning condition are also effective against the damage from pyre. Targets with an energy shield are immune to pyre. If a target would be affected by two different strengths of pyre stacks, treat them all as the higher PL version and stack normally.

Pyre is removed in similar ways to the burning condition. A DC 15 acrobatics check performed as a move action removes one stack of pyre plus one additional stack of pyre or the burning condition for every five above the DC. Alternately a character may spend a full-round action to remove all pyre stacks and the burning condition with no check required. Being affected by a fire extinguisher removes a number of pyre stacks equal to twice the tier of the fire extinguisher.

Combust

Pyromancy, PL 2, Instant Power

Action Type: Standard Action

Manifestation DC: 20

Range: Short

Energy Fatigue: 4

Default Benefit: The caster causes a nearby target to spontaneous combust. This requires a psionic attack roll versus the target's toughness. If the attack hits, the target a stack of pyre. This only effect targets that have no pyre stacks.

Psi Level	Benefit
2	Default Effect
3	Power can be used at medium range
5	Power can be used as a move action
6	This power effects 1 target for every 3 PL, make one attack roll against each target
7	Targets hit gain 2 stacks of pyre instead of 1
8	This power can be manifested to add pyre stacks to targets that are already affected by pyre. When the power is manifested in this way it adds one stack and is may not be manifested shorter than a standard action.
10	Power can be used as a minor action

Flare

Pyromancy, Persistent Power, PL 2

Action Type: Standard Action

Manifestation DC: 20

Range: Short

Energy Fatigue: 4

Default Benefit: The caster instantly releases a bright flare at the target square, blinding individuals and dissipating darkness. The power effects a burst area equal to 1/2 PL. The character makes a psionic attack against the toughness of all other creatures or characters in the area. If the power hits, the targets suffer the Blinded condition for 3 rounds. If the power misses, the targets are unscathed. Having total cover from the burst protects from the blind and penalties, having partial cover reduces the blind duration to 2 rounds. Being blinded effects the character, not the conditions around them, so items that allow the character to ignore concealment do not affect this penalty. The caster is unaffected by the blinding effect. After the initial effect, the entire area of the power is illuminated by bright light for a number of rounds equal to PL.

Psi Level	Benefit
2	Default Effect
4	The range of the power increases to medium
5	The persistent area of bright light lasts for 2xPL rounds
6	The area of bright light reveals all cloaked and hidden targets for as long as they remain in the area.
7	The bright light effect after the power is used lasts for 1 minute per PL
8	The range of the power increases to long
10	Power's area increases to a Burst (PL)

Cinder Wave

Pyromancy, PL 3, Instant Power, *Combust*

Action Type: Standard Action

Manifestation DC: 22

Range: Special

Energy Fatigue: 8

Default Benefit: The caster expels a powerful blast of sparks, cinders, smoke, and fire from their body. This power affects a Cone (2xPL), dealing 15 +5xPL damage on a successful psionic attack, or half that damage on a miss. The power has the Energy Damage weapon trait. If this power hits a target that has pyre stacks, that target immediately takes damage from their pyre stacks as if it were the start of their turn.

Psi Level	Benefit
3	Default Effect
5	If this power hits the targets defense and toughness, then after the target takes damage from this power and their pyre stacks (if applicable) they gain a stack of pyre.
10	Power's area increases to a cone of 3xPL

Melt

Pyromancy, PL 3, Sustained Power, *Combust*

Action Type: Standard Action

Manifestation DC: 22

Range: Short

Energy Fatigue: 5, +5 per round sustained

Default Benefit: The caster causes an object to begin to melt. They target an unattended object, terrain feature, or construct within range that is large-sized or smaller. If the target is a construct, it requires a psionic attack roll versus the target's toughness. Otherwise, the power automatically hits. Every round this power is sustained, the target takes 10xPL damage with the Piercing weapon trait. Crippling's wounds this power uses target the Core location. This power ignores any energy shields the target has. This power is sustained as a standard action.

Psi Level	Benefit
3	Default Effect
4	The power effects a number of targets equal to ½ PL
5	The power can affect targets that are huge-sized or smaller
6	This power can be used at long range
8	The power can affect targets that are gargantuan-sized or smaller; this power can be used at distant range
10	The power can affect targets that are colossal-sized or smaller.

Brimstone Form

Pyromancy, PL 4, Sustained Power, *Combust*

Action Type: Minor Action

Manifestation DC: 24

Range: Self

Energy Fatigue: 6, +6 per round active

Default Benefit: The caster's body turns into burning brimstone, and fire emits from every part of their body. This transformation is very powerful, but very painful for the caster. All of the caster's successful melee attacks every round deals additional 3xPL damage and gains the Energy Damage and Flames weapon traits. Also, any target that ends their turn adjacent to the caster takes 5xPL damage (Energy Damage and Flames weapon traits). In addition, the caster gains concealment against all attacks against them, and when an offensive pyromancy power is manifested while this power is active that power deals additional energy damage equal to 3xPL – this bonus does not increase pyre damage. The caster is immune to the Burning and pyre conditions as well as the effects of all pyromancy powers while this effect is active. However, while this power is active, the caster cannot benefit from the hidden or cloaking condition. Furthermore, when this power is manifested or sustained, the caster takes 10xPL piercing energy damage that bypasses shields.

Psi Level	Benefit
4	Default Effect
6	Instead of effecting adjacent targets, the power's damage fire aura is now a Burst (1/3 PL) centered on the character
7	When this power is active and the caster manifests a power that would inflict one or more stacks of pyre to an enemy, that power adds another stack of pyre.
8	The fires of this power are extremely potent. Melee attacks deal bonus damage equal to 5xPL, and the fire aura increases to 8xPL.
10	This power only requires 2 energy fatigue to maintain every round

Wall of Fire

Pyromancy, PL 5, Persistent Power, Wave of Cinders

Action Type: Standard Action

Manifestation DC: 26

Range: Long

Energy Fatigue: 11

Default Benefit: The caster creates a massive wall of fire. The wall is a number of squares long equal to 2xPL, and a number of squares high equal to ½ PL. Anything passing through the wall takes 10+ 5xPL damage on their turn with the Energy Damage, weapon traits and gains a stack of pyre. Furthermore, the wall provides concealment to any attacks that pass through it. This power lasts a number of rounds equal to PL.

Psi Level	Benefit
5	Default Effect
6	Power's height and length are doubled
7	Wall grants total concealment rather than concealment
8	The wall's damage increases to 15+ 8xPL damage.
9	The wall of fire consumes all oxygen within the area. All oxygen breathing creatures within 4 squares of the wall start to suffocate
10	Power's height and length are tripled

Conflagration

Pyromancy, PL 6, Instant Power, Combust

Action Type: Standard Action

Manifestation DC: 28

Range: Medium

Energy Fatigue: 12

Default Benefit: The caster causes the target location to spontaneous burst into flames. This power effects a Burst (PL) area within range. The caster makes a psionic attack versus toughness against everyone within the area. On a successful hit, the targets(s) gain a pyre stack. Furthermore, the entire area counts as a blaze, dealing 5xPL damage to everyone that begins their turn in, or moves through, the area of the blaze. This blaze lasts for 1 round. Targets in the area of the blaze may not remove the burning condition or pyre stacks

Psi Level	Benefit
6	Default Effect
7	The blaze lasts for 2 rounds
8	If this power hits a target's defense, they take 8xPL energy damage.
9	The blaze lasts for 3 rounds
10	Power can be used at long range, and power's area increases to a burst of 2xPL
11	The blaze lasts for 4 rounds

Incinerate

Pyromancy, PL 6, Instant Power, Conflagration, Brimstone Form

Action Type: Full-Round Action

Manifestation DC: 28

Range: Medium

Energy Fatigue: 14

Default Benefit: The caster causes nearby burning targets to be reduced to ash. This power effects a number of targets equal to 1/5 PL that have the pyre condition. The caster rolls a psionic attack roll versus their toughness. If this attack hits a target, their pyre effect ends, but they instantly take 10+5x PL damage with the Energy Damage and Piercing weapon traits and hailfire(1) for every stack of pyre on the target. If a target is reduced to 0 hit points by this power, they are reduced to ash. Do not roll for disfigurements. They cannot be reanimated in any way.

Psi Level	Benefit
6	Default Effect
7	Power can be used at long range



Rain of Fire

Pyromancy, PL 8, Persistent Power, Wall of Fire, Conflagration, Flare

Action Type: Full-round action

Manifestation DC: 32

Range: Burst centered on Self

Energy Fatigue: 20

Default Benefit: The caster causes it to rain drops of fire, embers, and ash in the area they are in. This power affects a massive region, in the shape of a round column. The column's range is equivalent to a Burst (20xPL) and is a number of squares high equal to 50xPL. Therefore, when manifested by a Psi Level 8 Pyromancer, this power is a Burst (160) around, and 400 squares high. Because of the nature of this power, it cannot be used indoors, underwater, or in an area with no gravity.

Within this area, the embers and fire droplets that the power rains down spreads fire throughout the region. All creatures, vehicles, and structures caught out in the open within the area have their regeneration disabled and cannot remove the burning condition. Every minute a creature is in the area it loses a healing threshold. In addition every minute creatures and vehicles caught in the open suffer a psionic attack roll versus their toughness. On a hit, they gain a pyre stack. In addition, every target that is on fire within the area, whether they were set on fire by the power or by other sources, cannot dismiss the Burning or pyre conditions on them while they are within the area of the power.

Because the fire, embers, and ash rains down from the height of this power, the effects of this power are ignored if individuals can gain shelter from above, such as being inside a building or cavern. This power burns exteriors; clogs up intakes, doors, and windows; and generally damages all terrain, structures, and unattended objects within the area, dealing 2x PL damage to every terrain feature, structure, or objects within the area every minute, regardless of damage resistance or shields. In addition, after a minute, combustible materials, such as vegetation, sets on fire and begins to spread like a wildfire. At this point the rain also destroys zerg creep within the area. This power lasts a number of minutes equal to the PL.

The embers and ash from this power also greatly reduces visibility within the affected region. All targets at long range or farther have concealment.

Psi Level	Benefit
8	Default Effect
9	This power lasts 10 minutes per PL; the structural damage every minute increases to 3xPL
10	This power's area increases to 50xPL; the structural damage every minute increases to 4xPL
12	This power's area increases to 100xPL; the structural damage every minute increases to 5xPL



~Art by Samewise Didier

Chapter 6: Vehicles and Robots

The terrans use a wide variety of different vehicles and robots to aid in their lives and struggles in the Koprulu Sector. Their technology is constantly evolving as well, where they develop newer and grander technological marvels to defend their section of space with. This section includes some of the most common and notable vehicles and robots that players are likely to come across in the Koprulu Sector.

New Vehicles

This section contains a host of new vehicles to include in your StarCraft adventures. They follow all the rules regarding vehicles in the Core Rulebook

Armored Personnel Carrier

Gargantuan Terran Land Vehicle, Extreme Threat

Base Cost: 70,000 credits

Hit Point: 370

Strength/ Fortitude: 15

Pilot Requirements: 3

Acceleration Rating: 10

Crew: Pilot, Co-Pilot, 12 Passengers

Base Gear: Headlights, Tier 2 Turret Mounted Gauss Cannon with Greater Capacity, Communication System, Navigation System, Tier 2 Heavy Plated Hull

Optional Gear: Treads, Alternate Top Mounted Gun (chaingun, flamethrower, grenade launcher, or autocannon), Improved Capacity (up to 12), Shaped Hull

Damage Threshold: 52

Structure Rating: 5

Space: 6 by 6 squares

Max Speed: 100

Toughness: 46

Damage Resistance: 35

Reach: NA

Defense: 3 +Defensive Training +Agility

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Trait (Brace): The pilot or co-pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

The armored personnel carrier, commonly known as the APC, is an extremely common craft used to transport personnel across the ground in a heavy combat zone. These can be used to transport soldiers when dropships are unavailable, protect high risk personnel traveling through a hostile area, or used for prisoner transportation.



Boat

Huge Terran Land Vehicle, Medium Threat

Base Cost: 2,000 credits

Hit Point: 140

Strength/ Fortitude: 10

Pilot Requirements: 1

Acceleration Rating: 20

Crew: Pilot, 2 Passengers

Base Gear: Headlights, Light Hull

Optional Gear: Encasement, Front or Side-Mounted Gun (Rifle or Heavy Weapon), Navigation System, Jamming System, Communication System, Improved Capacity (up to 2)

Damage Threshold: 36

Structure Rating: 2

Space: 3 by 3 squares

Max Speed: 120

Toughness: 30

Damage Resistance: 17

Reach: NA

Defense: 6 +Defensive Training +Agility

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

Special Trait (Water Craft): This vehicle is a water craft, and is designed to move across the surface of the water. It follows all the normal rules for land vehicles, except it solely moves across fluids. If this vehicle is drove onto a slope of land, it continues moving at whatever speed it has remaining on that turn. If it ends on solid ground, the vehicle becomes immobilized. If ends on water after crossing over ground, it can continue moving. Either way, driving the boat onto ground counts as a collision with terrain for the boat, causing it to take damage.

The 'boat' is a generic term that covers any type of water craft. Boats are rare in civilizations of space age technology, but they are still used for fishing and low budget local transportation. Coastal cities sometimes have police forces with weapons mounted on their boats. Much like cars, this template can be used to make all kinds of boats, from small two-man fishing vessels to yachts for the rich and powerful.

Note: While the example vehicle is large, this vehicle can be anywhere between large and gargantuan in size. For every size increase, reduce its max speed by 20, and quadruple the maximum number of passengers for Improved Capacity.



Cyclone

Gargantuan Terran Land Vehicle, Extreme Threat

Base Cost: 90,000 credits

Hit Point: 586

Strength/ Fortitude: 18

Pilot Requirements: 4

Acceleration Rating: 40

Crew: Pilot

Damage Threshold: 59

Structure Rating: 9

Space: 4 by 4 squares

Max Speed: 160

Toughness: 53

Damage Resistance: 37

Reach: NA

Defense: 3 +Defensive Training +Agility

Base Gear: Treads, Headlights, Tier 2 Turret- Mounted Tornado Blaster Rocket Battery, Target Guidance System, Navigation System, Communication System, Tier 2 Heavy Plated Hull

Optional Gear: Shaped Hull, Alternate Missile Battery (Cluster Missile Batter, Combat Missile Battery, Haywire Missile Battery)

Special Trait (Advanced Target Lock): The cyclone requires target locks to fire its tornado rocket battery. When the cyclone makes a target lock versus an enemy, their tornado rocket battery increases to remote range against that target. The target lock can only be used to grant the +10 accuracy, not fire additional missiles. In addition, the target locked is not used up when attacking the target with the rockets. In addition, the target of the lock gains no benefit from concealment or total concealment. The lock remains until the target is destroyed, leaves remote range, or the cyclone pilot assigns a lock to a new target.

Special Trait (Mobile Weapon's Platform): The cyclone suffers no penalties for attacking while moving, performing action moves, or attacking at high speeds.

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

The Cyclone was designed as a high-speed, maneuverable heavy weapons platform. It was originally designed as an automated combat drone, but the designers realized its true potential could only be reached with the wits and instincts of a living, skilled pilot. The cyclone is designed to wear down targets with a staggering barrage of tiny tornado rockets combined with an inescapable, long range target lock.

Tornado Rocket Battery

Base Cost: 22,500 credits

Damage: 20

RoF: Fully Automatic

Shots: 1,200 Tornado Rockets

Accuracy: +1

Range: Remote

Power Rating: +3

Special Traits: Penetration (15), Burst (1), Hailfire (2), Cluster Blast, Tornado Torrent, Missile

Description: The tornado rocket battery fires massive numbers of micro rockets every time it fires. These rockets are fired at tremendous speed and velocity. While these rockets are relatively minor, when fired in the hundreds they can make a substantial difference. A tornado rocket costs 25 credits.

Cluster Blast

Description: When making an automatic area burst, increase the area of the burst to triple the burst radius. When making a focused burst, increase its burst area to double the burst radius. For example, for a Burst (1) missile, a standard burst would become a Burst (3) and a focused burst would become a Burst (2).

Tornado Torrent

Description: This weapon fires at such an extreme rate, that it uses up four times as much ammunition when it attacks. Therefore, when it makes a focused burst attack, it uses up 40 shots. When it makes an enlarged area burst, it uses up 80 shots.



~Cyclone (left)



~Diamondback Tank (right)

Diamondback Tank

Gargantuan Terran Land Vehicle, Formidable Threat

Base Cost: 90,000 credits

Hit Point: 634

Strength/ Fortitude: 18

Pilot Requirements: 4

Acceleration Rating: 30

Crew: Pilot, Co-Pilot

Damage Threshold: 60

Structure Rating: 10

Space: 4 by 4 squares

Max Speed: 200

Toughness: 54

Damage Resistance: 41

Reach: NA

Defense: 2 +Defensive Training +Agility

Base Gear: Hover, Headlights, Tier 3 Turret-mounted Eviscerator Rail Gun, Navigation System, Communication System, Shaped Hull, Advanced Thrusters, Tier 3 Heavy Plated Hull

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can controlling the vehicle even if the pilot has lost control, fire the main weapon, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Trait (Dispersion Reinforcement): The diamondback's unique structure allows it to repel incoming fire, weakening the piercing impact of most weapons. All weapons count as having a half as much penetration against the diamondback.

Special Trait (Improved Targeting): The diamondback tank never suffers penalties for shooting while moving, action moves, or while moving at high speeds.

The Diamondback Tank was in prototype phases in the final days of the fall of the Confederacy. By the time of the Second Great War, the work on it had been finished by the Terran Dominion, and many factions across the sector began their use of them. The Diamondback was designed as a fast moving, anti-armor unit, made for sweeping across the battlefield and quickly removing critical threats to an army.

Eviscerator Rail Gun

Base Cost: 25,000 credits

Damage: 75

RoF: Single

Shots: NA

Accuracy: +15

Range: Remote

Power Rating: +10

Special Traits: Penetration (60), Rending (10), Unstoppable

Description: The rail gun was designed for the Diamondback Tank, and the tank effectively uses it to turn the most formidable enemy armor into scrap metal. This weapon is equally effective against infantry, although it is most widely used against heavily armored tanks.

Liberator Gunship

Colossal Terran Aerial Vehicle, Formidable Threat

Base Cost: 200,000 credits

Hit Point: 936

Strength/ Fortitude: 26

Pilot Requirements: 6

Acceleration Rating: 50

Crew: Commander, Command Crew of 4

Base Gear: Tier 2 Front-Mounted Lexington Rocket Battery, Tier 2 Concordance Laser Cannon, Navigation System, Communication System, Target Guidance System, Tier 2 Heavy Plated Hull, Advanced Thrusters, Warp Drive

Optional Gear: Afterburners, Shaped Hull

Damage Threshold: 82

Structure Rating: 8

Space: 20 by 20 squares

Max Speed: 600

Toughness: 76

Damage Resistance: 42

Reach: NA

Defense: 1 +Defensive Training +Agility

Special Trait (Command Crew): The vehicle is lead by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. In addition, the vessel has 1 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a liberator can be used for the following purposes:

-**Emergency Repairs:** Immediately perform a science check. The liberator recovers that many hit points.

-**Extra Fire:** All of the vehicle's attacks for the next turn gain Twin-linked (or triple-linked, if they already have twin-linked)

-**Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)

-**Activate Thrusters:** The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.

Special Trait (Defender Mode): At the start of any turn that the liberator has a speed of 0, they can activate defender mode. Transforming into defender mode requires one full-round action. While in defender mode, the liberator cannot move, remains hovering in air in the location it was in, cannot fire its rocket batteries, and loses its agility bonus to defense. However, once within defender mode, it activates its laser cannon. To use the laser cannon, it marks an area within 45 degrees of the bottom of the craft. This marked area occupies a Burst (30) area within remote range. Upon its turn, the pilot can attack a single target within the marked area with the concordance laser cannon. If they chose, the pilot can spend a standard action to redirect the marked area to a new location within the same field of fire. The vessel can spend a full-round action to revert back to fighter mode, where it can move and use its missile batteries.

The Liberator Gunship is a new vessel that was invented after the fall of Arcturus Mengsk. This gunship was designed to replace the old UED Valkyrie frigates. The liberator possesses rocket batteries allowing it to combat enemies in aerial combat and eliminate clustered foes. Its most notable feature however is its ability to switch into a stationary hover mode and employ a precision orbital bombardment laser to rain death upon their foes.

Lexington Rocket Battery

Base Cost: 40,000 credits

Damage: 50

RoF: Fast

Shots: 120 Lexington Rockets

Special Traits: Penetration (40), Burst (4), Twin-linked, Rocket, Guided Explosive

Description: The Lexington rocket battery is the primary weapon system aboard a liberator. While not as powerful as a more common missile battery, Lexington rockets can be fired extremely quickly, showering an enemy with a volley of explosive ordnance with a high blast area. Lexington rockets are 100 credits apiece.

Accuracy: +10

Range: Strategic

Power Rating: +5

Concordance Laser Cannon

Base Cost: 30,000 credits

Damage: 165

RoF: Slow

Shots: NA

Special Traits: Penetration (60)

Description: The concordance laser cannon is a ventral cannon that is designed to be used while the liberator is in defender mode. This high potency, precision laser can decimate a single target within its firing arc.

Accuracy: +15

Range: Special

Power Rating: +15



Medivac Transport

Colossal Terran Aerial Vehicle, Extreme Threat

Base Cost: 180,000 credits

Hit Point: 870

Strength/ Fortitude: 20

Pilot Requirements: 5

Acceleration Rating: 40

Damage Threshold: 76

Structure Rating: 8

Space: 20 by 20 squares

Max Speed: 600

Toughness: 70

Damage Resistance: 39

Reach: NA

Defense: 1 +Defensive Training +Agility

Crew: Pilot, Co-Pilot, Room for 16 heavily armored passengers or up to a single huge vehicle or comparable cargo

Base Gear: Advanced Thrusters, Navigation System, Communication System, Tier 2 Heavy Plated Hull, Medical Support Pod x4, Tier 2 Long Ranged Nano Wave, Afterburners, Gravity Tube

Optional Gear: Medical Support Pods, Improved Capacity (up to 10), Warp Drives

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

The medivac transport is a retrofitted Dominion dropship, designed to carry troops and personnel, as well as seeing to their medical needs on the field of battle. It contains an advanced variation of the nano beaming technology available to marine corps medics, just with increased power and significantly longer range. It has become a mainstay of the Dominion Marine Corp.

Long Range Nano Wave

Hull Upgrade

Base Cost: 30,000

Description: This transport possesses a long-range technology capable of beaming regenerative nanomachines at friendly targets on the field of battle. This weapon is capable of being used at anyone within distant range, as long as they are beneath the medivac. The nano wave can be used in two fashions. The first is to target a single individual, expending 2 nanites to heal them of 50 + pilot's medicine ranks hit points. The second is affecting a Burst (5) area, expending 5 nanites, healing all effected targets of 30 + pilot's medicine hit points. This tool expends a target's healing threshold when used. The vehicle can carry 60 nanites at any one time, each nanite costing 100 credits. The tier 2 of this item doubles the healing and increases the number of nanites by 20. Tier 3 triples the healing and increases the number of nanites by 40. This feature scales with character ability that works with a medical delivery system.



Robo-Harvester

Huge Terran Land Vehicle, High Threat

Base Cost: 25,000 credits

Hit Point: 230

Strength/ Fortitude: 20

Pilot Requirements: 5

Acceleration Rating: 10

Crew: Pilot, 1 Passenger

Base Gear: Treads, Headlights, Harvester, Navigation System, Light Hull

Optional Gear: Front-Mounted Weapon (flamethrower, infernal flamethrower, boulder-blaster), Communication System

Damage Threshold: 47

Structure Rating: 3

Space: 4 by 4 squares

Max Speed: 70

Toughness: 41

Damage Resistance: 22

Reach: NA

Defense: 6 +Defensive Training +Agility

The Robo-Harvester is an advanced civilian machine used to thresh grain, remove forests, reshape terrain, and remove obstacles for civilian harvesting operations. Seen on agriculture and frontier worlds throughout the sector, the Robo-Harvester is often used by farmers as a last-resort method of defense when their worlds are invaded by zerg.

Boulder-Blaster

Base Cost: 4,000 credits

Damage: 30

RoF: Slow

Shots: 5 rockets

Special Traits: Burst (1), Piercing

Accuracy: +0

Range: Medium

Power Rating: +5

Description: The Boulder-Blaster is an addition made for the Robo-Harvester. It is used to blow apart rocks or debris obstructing the collection of resources in a region currently being harvested. In a pinch, it could make a serviceable weapon for a farmer trying to survive a hostile invasion. This uses the same ammunition as a rocket launcher.

Harvester

Hull Upgrade

Base Cost: 10,000

Description: A grain harvester made of rotating blades is attached to the front of the Robo-Harvester. While these have mainly an economic function, these can be used to effectively run over enemy opponents. When the vehicle equipped with a harvester does a ram attack against an, the ramming does +10 damage, and if the target is 2 sizes or more smaller than the vehicle, then they are sucked into the blades. These blades do 60 damage a turn, without requiring an attack to hit. Target sucked into the blades can escape by making a DC 25 athletics or acrobatics test, or automatically if the blades are shut off.

Valkyrie Missile Frigate

Colossal Terran Aerial Vehicle, Formidable Threat

Base Cost: 280,000 credits

Hit Point: 1,062

Strength/ Fortitude: 24

Pilot Requirements: 7

Acceleration Rating: 50

Damage Threshold: 82

Structure Rating: 10

Space: 20 by 20 squares

Max Speed: 800

Toughness: 76

Damage Resistance: 52

Reach: NA

Defense: 0 +Defensive Training +Agility

Crew: Pilot, Co-Pilot, Room for 30 passengers or up to a single huge vehicle or comparable cargo

Base Gear: Advanced Thrusters, Tier 3 Front-Mounted Twin-linked Cluster Missile Battery, Navigation System, Communication System, Target Guidance System, Tier 3 War Machine Hull, Warp Drive

Optional Gear: Afterburners, Rocket Boosters, Multi-Targeting

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Trait (Guided Halo Rockets): The valkyrie can still make use of their missile batteries' twin-linked trait when they aim. In addition, the valkyrie's weapons gain +5 accuracy instead of +2 when aiming, as long as they are performing a standard attack or focused burst.

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

The Valkyrie Frigates were brought to the Koprulu Sector by the United Earth Directorate and have since been adopted by most military and paramilitary forces in the Koprulu Sector. The Valkyrie is a heavy gunship, containing both heavy missile barrage capabilities for ship to ship combat and a large container bay for transporting troops and vehicles. This versatile craft is known for being one of the most durable terran vessels to fight in the skies over the battlefield.

Cluster Missile Battery

Base Cost: 22,500 credits

Damage: 25

RoF: Automatic

Shots: 600 Cluster Missiles

Accuracy: +0

Range: Strategic

Power Rating: +4

Special Traits: Penetration (20), Burst (2), Cluster Blast, Missile

Description: The cluster missile battery is a rarer weapon, sometimes used as additions onto missile turrets, but most often send on the Valkyrie frigates. It fires clusters of smaller rockets that bury an area in explosions. While these cluster rockets are not nearly as deadly as large missiles, the fire rate gives them a distinct advantage, especially against clumps of zerg fliers. Some variations of this design are Halo Rockets and Hellstorm Missiles. A cluster missile costs 100 credits per missile.

Cluster Blast

Description: When making an automatic area burst, increase the area of the burst to triple the burst radius. When making a focused burst, increase its burst area to double the burst radius. For example, for a Burst (2) missile, a standard burst would become a Burst (6) and a focused burst would become a Burst (4).



Warhound

Gargantuan Terran Walker, Formidable Threat

Base Cost: 175,000 credits

Hit Point: 660

Strength/ Fortitude: 20

Pilot Requirements: 6

Base Speed: 8

Damage Threshold: 72

Structure Rating: 10

Space: 4 by 4 squares

Defense: 8 +Defensive Training +Agility

Toughness: 66

Damage Resistance: 42

Reach: 4 squares

Base Gear: Tier 3 Arm-Mounted Railgun, Tier 3 Front-Mounted Haywire Missile Battery, Multi-Targeting, Ballistic Combat Shield, Enhanced Locomotion (2), Navigation System, Communication System, Target Guidance System, Tier 3 Heavy Plated Hull, Huge-sized Bash

Optional Gear: Enhanced Locomotion (up to 6), Rocket Boosters, Alternate Missile Battery (destroyer missile battery, cluster missile battery, all advanced)

Special Trait (Retaliation): Any time a huge-sized or larger target misses an attack against the warhound, the warhound can immediately make an opportunity attack back at the attacker. This is with a bash if it is a melee attacker, or a rail gun shot against a ranged attacker. The warhound gain a number of additional opportunity attacks each turn equal to ½ the pilot's instinct.

Special Trait (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Special Trait (Arm Shields): The warhound's arm has a large shield mounted on it. This protects the user from enemy attacks in the exact same fashion as a character-sized ballistic combat shield (giving a standard +4 defense bonus for the default Tier 3).

The warhound is a more recent Terran invention, a large combat walker designed to destroy enemy armor. It comes with a haywire missile battery and a railgun, which, combined, can tear apart vehicles even better than the Confederate Diamondback. In addition, it is one of the most durable walkers, requiring a dedicated fire to take one down.

Railgun

Base Cost: 9,000 credits

Damage: 50

RoF: Slow

Shots: NA

Accuracy: +5

Range: Remote

Power Rating: +5

Special Traits: Penetration (50), Rending (10), Unstoppable

Description: The rail gun fires a high-speed beam that tears apart whatever it strikes. No armor is protection from a rail gun, and it rips asunder bodies and living creatures that are caught in the projectile.

Haywire Missile Battery

Base Cost: 22,500 credits

Damage: 40

RoF: Slow

Shots: 32 Missiles

Accuracy: +2

Range: Strategic

Power Rating: +5

Special Traits: Energy Drain, Burst (2), Missile

Description: The haywire missile battery is a specialty weapon battery used with the warhound mech to augment its vehicle destroying function. These missiles explodes with a small electrical blast supplementing the explosive missile, crippling target subsystems and dealing damage that strikes beneath the armor plating at the circuits beneath. A haywire missile costs 1,000 credits per missile.

Energy Drain

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



New Terran Robots

Terrans produce a wide variety of constructs to fill every roll in their lives, from combat, surveillance, security, advertising, and even general labor. This section greatly expands upon the list of terran robots to include in your games of StaCraft. As terrans often use modular technology, many of these robots have specific variants to customize based on what roll is needed. All of these robots are listed with costs, in case terran players would like to purchase these automatons.

Advertising Artificial Intelligence Description

The Advertising Artificial Intelligence, or AAI, is a robot designed for understanding of human behavior and consumer science for the solitary purpose of selling merchandise. A common sight on a street corner or busy passageway in a space station, an AAI is used to peddle some certain manufacture's product or call out to a passerby about a product carried at a local store that might interest them. AAI's are particularly intelligent due to their programmed understanding of human psychology.

The typical AAI looks like a mechanical ball the size of a human torso, with a robotic stem emerging from the center section. The stem has a pair of weak arms, and a holo projector where the head should be. They speak with an energetic and vibrant voice, often imitating accents and personalities based on what merchandise they are distributing. Some even carry sample products to distribute to others or have receptacles to accept credits.

AAI might get involved in adventures based on what they know, perhaps as witnesses or interaction with certain individuals. They might also get stuck in a firefight on a busy street or be protecting their owner from harm.

An AAI can be purchased for 7,500 credits.

Tactics

AAI's avoid combat whenever possible, as they are not fighters. If they are in a battle, they typically resort to hurling insults and sabotaging their foes. They frequently use combat influence to demoralize and distract their opponents, or simply dissuade them from attacking the robot. If that does not work, a AAI will use its sensory overload to blast bright light and deafening feedback around it, penalizing their foes while the AAI and its allies make their escape.

Advertising Artificial Intelligence

Level 5 Medium-sized Construct (Non-heroic Robot), Low Threat

Skill Purchases: 5	Talent Purchases: 2	Ability Score Purchases: 2
Hit Points: 54	Healing Threshold: NA	Damage Threshold: 22
Defense: 16	Toughness: 16	Resolve: NA
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 13	Psionic Resistance: NA	
-Bash 1d20-1 accuracy, 17 damage, 1 strike maximum; <i>Special Traits</i> : Smashing		
-Sensual Overload 1d20+4 accuracy, 1 strike maximum; <i>Special Traits</i> : Self-Centered Burst (4), Sensual Overload (see below)		
Skills: Computers 4, Durability 4, Defensive Training 4, Influence 4, Perception 4, Ranged 4, Science 2		
Skill Focuses: Ranged +2, Durability +2		
Talents: Awesome Abilities (intelligence), Dissuade, Distraction		
Creature Abilities: Concentration		
Strength: 2	Instinct: 2	Agility: 2
Intelligence: 4	Willpower: NA	Fortitude: 2
Gear: Bash, Light Hull		

Special Ability (Human Behavior Analysis): The AAI uses scanners and human-behavior programming to study surrounding Terrans and project an advertising line to attract a consumer's attention. It does this to market a specific product in a targeted manner, or interest a party in a product that might appeal to them, using speakers and a holographic projector. The AAI uses its intelligence instead of willpower for the purpose of the Influence skill. Furthermore, the AAI can use Combat Influence in order to protect itself or its owner.

Special Ability (Sensory Overload): The AAI can release a bright flash with its holo-projectors and produce deafening feedback with its speaker system if in trouble. The AAI makes a ranged-skill attack at all living targets within a Burst (4) centered on the robot. If the attack hits, the targets are blind and deaf for 3 rounds, and all targets suffer concealment against them and they cannot be affected by leadership or influence checks for the duration. They suffer -5 to all visual or auditory based perception checks. If the weapon misses, the effect only lasts 1 round.

Special Ability (Override): The AAI focuses on enhancing its calculation and skills. This can be done as a minor action and counts as a combat behavior. While concentrating, they gain advantage on all skill checks, and count their intelligence and instinct as double their normal value for all purposes.

Special Ability (Rollers): The AAI moves on a large roller ball for locomotion. When moving, it ignores difficult terrain, but cannot perform any type of moving action that requires arms or legs.

Special Ability (Robot): An advertising artificial intelligence is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

A.R.E.S Warbot Description

The A.R.E.S warbot is a heavily armored weapons platform designed for heavy support firepower. Warbots are designed to be dropped into heavy engagements with powerful opposition. They are used instead of personnel for their relentless firepower and lack of fear or hesitation and are frequently used to cover retreats or spearhead attacks on enemy strongholds. These sort of missions warbots excel at, and military commanders due not have to worry about losing the lives of terran pilots when a warbot is sent on a suicide mission.

Warbots are sometimes encountered within military bases, where they act as a sort of 'guard dog' against enemy infiltration. While they are most limited in these tight conditions, they are also deadliest there, as their enemies cannot bring heavy armor to use against them.

A warbot can be purchased for 400,000 credits.

Tactics

A warbot does not employ subtlety in combat. It seeks to destroy any opposition in a violent surge of destruction. Every turn, it uses the Focus option to gain +4 accuracy and starts the battle by using tactics to increase its accuracy further. Because of its talents, the warbot does not have a maximum bonus from tactics, and its effects last until canceled. The warbot attacks with its battle cannons as its primary weapon, preferring to target the largest and most heavily armor enemies. It usually does not aim, so it can gain the extra hailfire from the twin-linked trait.

Once its tactics has been set up, it uses a minor action every turn to use its cluster missile battery. Unlike its battle cannon, it uses the cluster missile battery with an area spread attack pattern to target the maximum number of foes at once. While a warbot tries to avoid hitting allies, it cares little about collateral damage and the destruction of terrain. They will sometimes risk hitting allies if it comes between striking one or two fellows and losing on the optimum amount of damage.

If the warbot is on the defense, it will not move much in combat, except to remove an enemy's advantage of cover. If on the offensive, it will consistently push towards their foes, acting as a linebreaker. Either way, if it moves long enough that it builds up enough speed, it will use Rampaging Charge to rush towards a back-line enemy, destroying everything in its path in order to reach them. The rampaging charge will move through enemies and small terrain and can quickly clear a battlefield.

The warbot fights without self-preservation. However, if it is not in combat, or victory is inevitable, it will switch to use automated repair to begin healing its damage.

A.R.E.S Warbot

Level 23 Gargantuan-sized Construct (Non-heroic Robot), Formidable Threat

Skill Purchases: 19 **Talent Purchases:** 30 **Ability Score Purchases:** 31

Hit Points: 775	Healing Threshold: NA	Damage Threshold: 73
Defense: 19	Toughness: 63	Resolve: NA
Acceleration: 10	Max Speed: 100	Morale Bonus: NA
Space: 6 by 6 squares	Reach: 1 square	Initiative: +10
Damage Resistance: 55	Psionic Resistance: NA	

-Battle Cannon 1d20+24 accuracy, 60 damage, 1 attack maximum, 40 shots at distant range; *Special Traits:* Penetration (20), Burst (3), Twin-linked, Devastating Cripple

-Cluster Missile Battery 1d20+16 accuracy, 41 damage, +2 attacks maximum, 600 shots at strategic range; *Special Traits:* Penetration (20), Burst (4), Cluster Blast, Missile, Devastating Cripple

Skills: Durability 12, Defensive Training 12, Melee 5, Perception 10, Perception 10, Pilot 10, Ranged 14, Tactics 10

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

Talents: Awesome Abilities (intelligence), Balanced Shot, Close Combat Shot, Combat Reflexes, Devastating Cripple (ranged), Far Shot, Heavy Metal II, Master Tactician, Penetration V, Precision Blasting, Precision Burst, Rain of Firepower II, Resistant V, Resilience, Shot on the Runner, Tactical Training, Threatening Shot III, Weapon Mastery (ranged II), Wide Spray

Creature Abilities: Focus Fire, Automated Repair

Strength: 17 **Instinct:** 8 **Agility:** 4 **Fortitude:** 21

Intelligence: 4 **Willpower:** NA

Gear: Tier 3 War Machine Hull, Tier 3 Twin-linked Battle Cannon, Tier 3 Cluster Missile Battery, Target Guidance System

Special Ability (Weapon Systems): The warbot has a twin-linked battle cannon as its primary weapon system, and a cluster missile battery as its secondary weapon system. It does not require a target lock to fire its cluster missiles but does not gain the benefit for target locks either. It can fire its secondary weapon system as a minor action in the same turn as its primary weapon without any penalties for dual-wielding.

Special Ability (Rampaging Charge): While the warbot has a speed of at least 30 squares per round, it can spend a full-round action to perform a rampaging charge towards a target at most 30 squares away. To do so, the sentry performs a battle cannon attack against that target with a -5 accuracy penalty. Then, it moves in a straight line towards the target. Any terrain features that are huge-sized or larger, or creatures, vehicles, or movable objects that are gargantuan-sized or larger stop its movement. Everything else is pushed to the side, out of the warbot's path, and takes 70 damage. If reaches its target, the warbot strikes them for 70 damage (5x strength) +5 for every square it moved as part of the charge. This attack does not require an attack roll but can be evaded with a DC 29 acrobatics test (10 + bot's melee and strength).

Special Ability (Focus Fire): When aiming, the warbot gains +6 accuracy and counts its instinct as 20 for overages.

Special Ability (Reinforcement): The reinforcement value from the sentry bot's war machine hull reduces all crippling wound points it suffers by 4.

Special Trait (Evasive Fighting): While the warbot uses vehicle locomotion and therefore vehicle rules for movement, it maintains enough mobility that it is never considered an unattended object, and still is able to move evasively. It retains its skill and agility bonus to defense, even when not moving. It has a combat speed of 45.

Special Ability (Automated Repair): As a minor action, the warbot activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 16 hit points.

Special Ability (Robot): A sentry bot is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It uses the construct crippling wound table, and is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Warbot Exterminator Equipment Package: Tier 3 Twin-linked Flamethrower with Improved Potency, Improved Igniter, Promethean Jets, and Expanded Capacity (replaces cluster missile battery as secondary weapon system)

-Flamethrower; 1d20+14 accuracy, 34 damage, 1 strike maximum, 60 shots at special range; *Special Traits:* Penetration (5), Cone (10), Hailfire (1), Energy Damage, Flames, Close Quarters, Twin-linked, Improved Igniter



~A.R.E.S Warbot (above)



~Quad-As firing up at a fleet of battlecruisers (below)



Automated Anti-Air Autocannon Description

Also known as Quad-As, the Automated Anti-Air Autocannon is a very common base defense system. It is largely used to protect military bases from light aircraft and drop pods, by unleashing a prodigious number of shells over an area. The Quad-As have become much more popular since the end of the Brood War, because they are cheaper and easier to manufacture than missile turrets and are superior against light armored biological targets such as a mutalisks and scourge.

A Quad-A can be purchased for 75,000 credits.

Tactics

If given a choice of target, Quad-As will chose enemy swarms and squadrons first. Against swarms, they use Rain of Firepower II talent to increase their area of effect to a Burst (4) to deal maximum mass damage on their foes. Against squadrons, they use focused bursts to deals as much damage as they can to split between all enemies. No matter what they are fighting, Quad-As use the Frenzy overlock action every turn to count as triple-linked with their weapons. They rarely aim, so they can gain the extra hailfire, but use tactics to improve their precision instead.

Automated Anti-Air Autocannon

Level 15 Huge-sized Construct (Non-heroic Robot), High Threat

Skill Purchases: 14

Talent Purchases: 13

Ability Score Purchases: 12

Hit Points: 290

Healing Threshold: NA

Damage Threshold: 41

Defense: 4

Toughness: 37

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 0 squares

Initiative: +10

Damage Resistance: 30

Psionic Resistance: NA

-Autocannon 1d20+22 accuracy, 34 damage, +1 strike maximum, 300 shots at remote range; *Special Traits:* Penetration 10, Twin-linked (triple-linked with Frenzy), Automatic

Skills: Defensive Training 7, Durability 7, Melee 3, Perception 7, Ranged 11, Tactics 7

Skill Focuses: Ranged +4, Durability +2

Talents: Alert Senses, Awesome Abilities (intelligence), Bulwark, Penetration V, Precision Burst, Rain of Firepower II, Targeted Suppress, Weapon Mastery (ranged), Wide Spray

Creature Abilities: Frenzy

Strength: 8

Instinct: 8

Agility: 1

Fortitude: 10

Intelligence: 2

Willpower: NA

Gear: Tier 2 Twin-linked Autocannon with Improved Precision, Improved Potency, Greater Capacity with 2,000 Armor-Piercing Extreme Slugs, Heavy Plated Hull

Special Ability (Robot): The Quad-A is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Aerial Targeting): The Quad-A cannot target enemies within 5 squares of the ground around it, unless they are colossal-sized or larger.

Special Ability (Reinforcement): The reinforcement value from the Quad-A's plated hull reduces all crippling wound points it suffers by 1.

Special Ability (Advanced Sensors): The Quad-A has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight.

Special Ability (Immobile): The Quad-A has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

Combat Support Drone Description

Combat Support Drone is a general term referring to a number of different flying robotic crafts. Drones are designed to perform indirect support in battlefield operations, with roles such as healing, missile interception, or reconnaissance. They are sometimes deployed in battle from large flying aircraft, such as battlecruisers or science vessels, but are most often utilized by large automated drones known as ravens.

A point defense drone for 20,000 credits, a sonar drone can be purchased for 25,000 credit, and a bio-mechanical drone can be purchased for 30,000 credits.

Tactics

On their own, combat support drones do very little besides fly and follow their allies. They possess burst laser cannons, but rarely ever use them unless they have nothing more vital to do. Their exact action depends on what type of drone they are. Bio-mechanical drones stay close to the battle lines, and use their restorative nanites to heal allied vehicles, or occasionally troops. They prioritize the largest allies above all others. Point Defense Drone, on the other hand, move directly towards the enemy ranks and interpose themselves between their allies and enemies. Entering interception mode, they strive to shoot down as many enemy projectiles as possible. Sonar drones patrol instead, searching for enemy cloaked targets. Once they find one, they pursue and repeatedly blast it with EMP surges so their allies can eliminate it.

Combat Support Drone

Level 12 Large-sized Construct (Non-heroic Robot), Medium Threat

Skill Purchases: 11

Talent Purchases: 2

Ability Score Purchases: 6

Hit Points: 144

Healing Threshold: NA

Damage Threshold: 32

Defense: 16

Toughness: 25

Resolve: NA

Acceleration Rating: 20

Max Speed: 160

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 0 squares

Initiative: +4

Damage Resistance: 21

Psionic Resistance: NA

-Burst Cannon 1d20+14 accuracy, 28 damage, 1 strike maximum, infinite shots at distant range; *Special Traits:* Penetration (12), Energy Damage

Skills: Durability 6, Defensive Training 6, Ranged 6, Medicine 6, Perception 6, Science 6

Skill Focuses: Ranged +2, Durability +2, Defensive Training +2, Perception +2

Talents: Awesome Abilities (intelligence), Penetration II

Creature Abilities: Concentration

Strength: 6

Instinct: 4

Agility: 3

Fortitude: 6

Intelligence: 2

Willpower: NA

Gear: Burst Cannon, Reinforced Hull

Special Ability (Flight): The combat support drone flies instead of moving across the ground. It has an acceleration rating and a maximum speed like a vehicle.

Special Trait (Concentration): The combat support drone can focus heavily on their actions. As a minor action that counts as a combat behavior, they gain advantage on all skill checks and count their instinct and intelligence as double for all purposes.

Special Ability (Robot): A Combat Support Drone is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Bio-Mechanical Drone: Bio-Mechanical Drones are hovering support units that spray nano-machines that are capable of healing matter as well as repairing damage hulls and circuitry.

Restore and Repair Nanites: The drones possess a long-range technology capable of beaming regenerative nanomachines at friendly targets on the field of battle. This weapon is capable of being used at any biological or mechanical target long range, as long as they are beneath the drone. This is used as a standard action. The nano wave can be used in two fashions. The first is to target a single individual, expending 3 nanites to heal them of 40 hit points. The second is effecting a Burst (4) area, expending

6 nanites, healing all effected targets of 20 hit points. This tool expends a target's healing threshold when used on a biological target. The drone can carry 100 nanites at any one time, each nanite costing 100 credits.

Point Defense Drone: Point Defense Drones are deployed to intercept missiles and other projectiles that pass within their range, using precision lasers to shoot those targets out of the sky.

Interception: The Point Defense Drone can spend a full-round action to enter interceptor mode, where it will actively use its burst cannons to shoot down missiles and rockets. While in this mode, the drone hovers in place in its current location and does not perform any additional actions. It gains a number of opportunity attacks equal to its agility (normally). Whenever an attack with the missile, rocket, or delay trait passes within distant range of the drone, it makes an opportunity attack with a +10 accuracy bonus. The attack roll of the defensive laser is compared against the attack roll of the projectile's attack. If the drone wins, the projectile is shot down and is destroyed on sight. If the laser is used against a Hailfire attack, the drone removes 1 hailfire from the attack, +1 additional hailfire per 5 points it surpasses the opposing attack roll. Only if the drone completely fails to carry out its attack do you apply the projectile against the target. Intercepted attacks do not gain the chance from the rocket or missile rules to try again or roll for half damage.

Sonar Drone: Sonar Drones are used to release pulses to detect hidden foes, or interrupt acts of sabotage or assassin by cloaked enemies.

Sonar Detection: The sonar drone can spend a full-round action to perform a sonar scan in the area around itself. When in this mode, the drone hovers in place in its current location and does not perform any additional actions. It instantly makes a detector action in a Burst (40) centered on itself, ignoring line of sight restrictions or total cover. If it detects a hostile, cloaked target, it will immediately fire an EMP Surge at the closest such target.

-EMP Surge 1d20+6 accuracy, 40 damage, 1 strike maximum, infinite shots at long range; *Special Traits:* Burst (4), Energy Drain, Cloaking Disruption (struck targets lose the Cloaking effect, and cannot gain Cloaking for the next 2 turns)



Fire Suppression Drone Description

A Fire Suppression Drone is a small terran drone that performs emergency repairs on damaged buildings. It takes its name because its first act upon being activated includes spraying down any damaged bits with its fire extinguisher until the fire burns down, and then begin repairs.

Cities often possess swarms of Fire Suppression Drones, which are activated upon a structural fire anywhere in the settlement. Once a fire is reported, these droids head towards the blaze in vast swarms to put out the disaster. So effective are these units that they can institute instantaneous repairs on the target to prevent it from collapsing.

Since the invention of these droids, many military bases have begun stationing every structure with one more pairs of these drones in case of damage. They're effect has been dramatic, as they can prevent a vital defensive structure from collapsing, given a SCV more time to reach it and enact proper repairs.

A Fire Suppression Drone can be purchased for 5,000 credits.

Tactics

Fire Suppression Drones have a solitary focus; their priority is to save and repair structures. They do not engage in combat or react to enemy activity at all. The sole exception is if a drone operator directs them to attack a target. Even then, these droids are not designed for combat, and make poor attackers.

It is important to remember that a Fire Suppression Drone cannot heal a damaged target above half hit points. Anything beyond that requires a specialty repair service, such as a terran engineer or Space Construction Vehicle.

Fire Suppression Drone

Level 5 Small-sized Construct (Non-heroic Robot), Trivial Threat

Skill Purchases: 5

Talent Purchases: 0

Ability Score Purchases: 2

Hit Points: 41

Healing Threshold: NA

Damage Threshold: 18

Defense: 19

Toughness: 13

Resolve: NA

Speed: 4 fly

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 13

Psionic Resistance: NA

-Bash 1d20+1 accuracy, 13 melee damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing, Special Combat Action

-Plasma Welder 1d20+0 accuracy, 16 melee damage, 1 strike maximum; *Special Traits:* Piercing

Skills: Durability 4, Defensive Training 4, Melee 2, Ranged 2, Perception 3, Science 4

Skill Focuses: Ranged +2, Durability +2

Talents: Awesome Abilities (intelligence)

Creature Abilities: Concentration

Strength: 3

Instinct: 3

Agility: 3

Fortitude: 2

Intelligence: 2

Willpower: NA

Gear: Plasma Welder, Small-sized Bash with Grasping Claw, Tier 2 Fire Extinguisher, Light Hull

Special Ability (Fire Suppression System): The Fire Suppression Drone can spend a full-round action repairing a damaged construct it is adjacent to. The construct must be at half hit points or less. Every round that it enacts repairs, it restores 10 hit points to the construct. It can only restore hit points up to half the maximum hit points of the construct. A single construct can only benefit from two such droids at once, +2 droids for every size category above large.

Special Ability (Grasping Claw): The Fire Suppression Drone has an automated grasping claw limb. This limb allows it to count as medium size for lift capability. In addition, the droid can make Grab, Knock Down, or Push special combat attacks as part of every Bash attack they make.

Special Ability (Robot): A Fire Suppression Drone is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Flight): The Fire Suppression Drone flies instead of moving across the ground. Its movement speed is a flight speed, and its speed while not flying is half its flight speed.



~Mark II Missile Turret being repaired by Fire Suppression Drones

Missile Turret Mark II Description

A Mark II Missile Turret is an upgraded weapon's platform that is designed with superior, next generation technology. They become increasingly more common during the Second Great War and End War, where more factions have gotten ahold of their design schematics. They serve much the same purpose as an ordinary missile turret but have greatly improved offense and structural stability.

A missile turret mark II can be purchased for 200,000 credits.

Tactics

Missile turrets do not fire at targets unless they are at least 10 squares off the ground. They wait until their target comes within distant range, and alternate between target locks and missile barrages each turn. Because of their rules, they can still fire their cluster missile battery every turn, without waiting on target locks.

Missile turrets use tactics to increase their accuracy, forgoing aiming so they can use their twin-linked trait. If below half hit points, they initialize Automated Repair. No matter what they are facing, missile turrets always save a minor action so they can use their advanced sensors every round. They even continue to do this outside of an encounter.

Missile Turret Mark II

Level 21 Huge-sized Construct (Non-heroic Robot), Extreme Threat

Skill Purchases: 11

Talent Purchases: 9

Ability Score Purchases: 27

Hit Points: 470

Healing Threshold: NA

Damage Threshold: 53

Defense: 5

Toughness: 45

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 0 squares

Initiative: +11

Damage Resistance: 38

Psionic Resistance: NA

-Destroyer Missile Battery 1d20+15 accuracy, 90 damage, 1 strike maximum, 36 shots at strategic range; *Special Traits:* Penetration 55, Burst 3, Twin-linked, Devastating Cripple, Missile

-Cluster Missile Battery 1d20+10 accuracy, 37 damage, +1 strike maximum, 900 shots at strategic range; *Special Traits:* Penetration 25, Burst 3, Twin-linked, Cluster Blast, Devastating Cripple, Missile

Skills: Defensive Training 9, Durability 9, Perception 9, Ranged 9, Tactics 9

Skill Focuses: Ranged +4, Durability +4, Perception +2

Talents: Awesome Abilities (intelligence), Devastating Cripple (ranged), Penetration V, Precision Shot, Weapon Mastery (ranged II)

Creature Abilities: Focus Fire, Automated Repair, Hellstorm Supplementary Rockets*, Fire Suppression System*

Strength: 18

Instinct: 9

Agility: 1

Fortitude: 20

Intelligence: 4

Willpower: NA

Gear: Tier 2 Twin-linked Destroyer Missile Battery with Expanded Capacity, Tier 2 Twin-linked Cluster Missile Battery with Expanded Capacity, Tier 2 Heavy Plated Hull, Advanced Sensors, Target Guidance System

Special Ability (Robot): A missile turret is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Hellstorm Battery): The missile turret can fire its cluster missile battery as a minor action. It cannot aim in the same turn, but it takes no penalties for using both its destroyer missile battery and cluster missile battery in the same turn. It does not require target locks to fire its hellstorm battery.

Special Ability (Fire Suppression System): When the missile turret falls below 235 hit points, it automatically deploys two fire suppression bots as a reaction. On each of its turns, it automatically restores 10 hit points for each bot that are attached to it, up to half its normal maximum of 235. Once the missile turret has been restored to half hit points, the bots instantly disappear into a compartment within the turret, and remain there until needed once again. If a fire suppression bot is destroyed, the missile turret will replace it after 1 hour.

Special Ability (Focus Fire): When aiming, the turret gains +6 accuracy and counts its instinct as 18 for overages.

Special Ability (Reinforcement): The reinforcement value from the missile turret's plated hull reduces all crippling wound points it suffers by 2.

Special Ability (Automated Repair): As a minor action, the robot activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 16 hit points.

Special Ability (Advanced Sensors): The construct has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight.

Special Ability (Immobile): The missile turret has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

Mobile Utility Lunar Excavator Description

The Mobile Utility Lunar Excavator, or MULE as it is commonly known, is a prototype mining device used to rapidly clear terrain or excavate minerals from a resource patch. Kept in small groups by mining colonies and often dropped in via drop pods, the MULE outworks even the venerable SCV, and never grows tired. However, the machines are quite experimental, and their power cells are known to overload and crash, causing damage to the machine and causing them to stop functioning. This factor makes MULES good for short term work, while letting the power cell have time to tune down instead of forcing it to work overtime.

A mule can be purchased for 25,000 credits.

Tactics

MULEs are good workers, but poor fighters. Usually they will not stop work once a fight begins and will simply continue their toils. However, when directed, they can contribute to a fight. Most often, they will spend the time to repair other terran constructs within a battleground. They are most effective at repairing stationary targets, such as bunkers or missile turrets. If they are not used to repair, they can be used to block or grab enemies, in order to help control the battlefield. Note that anything the MULE does is only for a short term, as every check has a 1 in 20 chance of shutting them down.

MULE

Level 8 Large-sized Construct (Non-heroic Robot), Medium Threat

Skill Purchases: 10	Talent Purchases: 1	Ability Score Purchases: 13
Hit Points: 190	Healing Threshold: NA	Damage Threshold: 36
Defense: 12	Toughness: 27	Resolve: NA
Acceleration: 15	Max Speed: 80	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 17	Psionic Resistance: NA	
-Bash 1d20+4 accuracy, 29 damage, 1 strike maximum; <i>Special Traits</i> : Penetration 3, Smashing, Special Combat Action		
-Fusion Drill 1d20+2 accuracy, 22 damage, 1 strike maximum; <i>Special Traits</i> : Piercing		
Skills: Defensive Training 3, Durability 7, Melee 5, Perception 5, Pilot 5, Science 5		
Skill Focuses: Ranged +2, Durability +3		
Talents: Awesome Abilities (intelligence), Power Strike		
Creature Abilities: Surge		
Strength: 11	Instinct: 4	Agility: 1
Intelligence: 2	Willpower: NA	Fortitude: 11
Gear: Large-sized Bash with Grasping Claw, Fusion Drill, Treaded Tires, Light Hull		

Special Ability (Evasive Fighting): While the MULE uses vehicle locomotion and vehicle rules, it maintains enough mobility that it is never considered an unattended object, and still is able to move evasively. It retains its skill and agility bonus to defense. However, the MULE can only make fusion cutter and bash attacks against targets that are within its front arc.

Special Ability (Repair): A MULE that can make rapid repairs on an adjacent construct or building as long as it has access to scrap materials to make necessary repairs and the target is not moving. Making repairs is a full-round action. Every round the MULE maintains making repairs, the it can make a DC 10 Science skill check. If it is successful, the target recovers a number of hit points equal to 10 +2 for each point the MULE surpassed the DC. In addition, the targeted construct is healed one crippling wound point to the mobility, action or core wound if the MULE succeeded the test by 20 or more.

Special Ability (Experimental Power Cell): The MULE is still a prototype device and has a powerful yet unstable power cell. Any time the MULE rolls a natural 1 on any action, its cell overloads and it deactivates until recharged. In addition, each minute the MULE is actively repairing or mining, roll a d20. A natural roll of 1 cause its power cell to overload and it deactivates until recharged by attaching a new Tier 2 or 3 power cell to it..

Special Ability (Robot): An MULE is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.



~Mobile Utility Lunar Excavator (above)

~Perdition Flame Turret (below)



Perdition Flame Turret Description

The Perdition Flame Turret is an anti-zerg defensive emplacement. The flame turret hides in a pre-established underground hiding spot, invisible to the naked eye, and raises to spray flames around it when it is approached. It is used as a protection from rushing zerg raids, as it can reveal itself and cut down a swathe of zerglings before their enemies can react.

Auto-turrets can be purchased for 50,000 credits.

Tactics

The Perdition Flame Turret is always first encountered in its burrowed state. It rises once enemies enter within 6 squares of it, or when it is attacked by a target within its range. The flame turret has a massive Cone (9) area and tries to swallow as many foes as it can in a single blast of fire. Since these turrets are usually placed as area denial, they will also prioritize any target that gets past them into a restricted area. Flame turrets use tactics to increase accuracy, and Frenzy to increase their damage output.

Perdition Flame Turret

Level 13 Large-sized Construct (Non-heroic Robot), High Threat

Skill Purchases: 9

Talent Purchases: 7

Ability Score Purchases: 17

Hit Points: 200

Healing Threshold: NA

Damage Threshold: 37

Defense: 8

Toughness: 24

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 0 squares

Initiative: +9

Damage Resistance: 23

Psionic Resistance: NA

-Flamethrower 1d20+11 accuracy, 45 damage, +1 strike maximum, 60 shots at special range; *Special Traits:* Penetration 5, Cone 9, Hailfire (1), Twin-linked (Triple-linked with Frenzy), Energy Damage, Flames, Close Quarters

Skills: Durability 7, Perception 6, Ranged 10, Stealth 6, Tactics 5

Skill Focuses: Ranged +4, Durability +2

Talents: Awesome Abilities (intelligence), Close Combat Shot, Penetration V, Weapon Mastery (ranged)

Creature Abilities: Frenzy

Strength: 10

Instinct: 7

Agility: 1

Fortitude: 10

Intelligence: 3

Willpower: NA

Gear: Tier 2 Large-sized Twin-linked Flamethrower with Improved Potency and Promethean Jets and Expanded Capacity, Reinforced Hull

Special Ability (Frenzy): The flame turret pushes itself to fire all its weapons rapidly as a move action. When using frenzy fire, all the flame turret counts as triple-linked instead of twin-linked.

Special Ability (Reinforcement): The reinforcement value from the flame turret's plated hull reduces all crippling wound points it suffers by 1.

Special Ability (Burrowed Fire Platform): Perdition flame turrets are built underground and emerge from hidden hatches beneath. While underground, it is undetectable and cannot be seen while burrowed, counting as cloaked. While underground, its scanners can detect anything within 20 squares, and has basic identification software to tell whether it is a hostile. Emerging or retracting from the burrow is a move action.

Special Ability (Immobile): The flame turret has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

Special Ability (Robot): A flame turret is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Predator Description

The predator, or cybercat, is a robot that takes the form of a giant, predatory cat. The predator is an offensive robot used for training ghosts, assassinating individuals, or battling zerg on the front lines of combat. While not intelligent robots, predators are designed with a cunning created from the replicated personalities of feline hunters. They are rarely deployed and only a few institutions have access to predators. When unleashed, they are deployed by themselves or in groups of 2-4.

A predator can be purchased for 60,000 credits.

Tactics

A predator chooses a vulnerable target and rushes towards them. If they are a substantial distance away, more than 100 squares, they will use Surge to improve their movement speed at the cost of hit points. If the target is closer and the predator can hide on the approach, it will do that instead. Either way, it will get close and then pounce with its claw attack. It prefers its claw attacks in most circumstances, so that its lightning field triggers and deals extra area damage. As a robot instead of a living creature, predators have access to the tactic's skill. They use it to increase their defense.

Predators are often trained specifically to fight zerg. When against zerg, predators have a suicidal initiative to go towards the nearest concentration of zerg and fight to the death, trying to take their foes down with them.

Predator

Level 13 Large-sized Construct (Non-heroic Robot/ Hunter/ Prowler), High Threat

Skill Purchases: 12	Talent Purchases: 13	Ability Score Purchases: 11
Hit Points: 187	Healing Threshold: NA	Damage Threshold: 35
Defense: 22	Toughness: 34	Resolve: NA
Speed: 14	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 19	Psionic Resistance: NA	
-Bite 1d20+16 accuracy, 50 damage, 1 strike maximum; <i>Special Traits:</i> Penetration 9, Rending 2 -Claw 1d20+15 accuracy, 36 damage, +3 strikes maximum; <i>Special Traits:</i> Penetration 8, Rending 1, Lightning Field -Claw w/ Power Strike II 1d20+3 accuracy, 54 damage, +3 strikes maximum; <i>Special Traits:</i> Penetration 8, Rending 1, Lightning Field		
Skills: Acrobatics 6, Athletics 8, Defensive Training 7, Durability 8, Melee 10, Perception 6, Stealth 8, Tactics 7 Skill Focuses: Athletics +2, Durability +2, Melee +3, Ranged +2, Stealth +2 Talents: Awesome Abilities (strength, agility intelligence), Defensive Fighting, Devastating Cripple (melee), Penetration II, Power Strike II, Sneak Attack II, Survival Instincts, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II) Creature Abilities: Surge, Pounce, Mechanical Limbs*, Lightning Field* Strength: 10 Instinct: 6 Agility: 6 Fortitude: 7 Intelligence: 1 Willpower: NA Gear: Tier 2 Large-sized Claw, Tier 2 Large-sized Bite, Tier 2 Light Hull		

Special Ability (Lightning Field): The predator produces an electrical field when attacking with its claws. This lightning field crackles from the claws and hits all nearby enemies. When the predator hits with a claw attack, the target and all other enemies within 2 squares of target suffer an automatic hit of 25 damage, penetration 5.

Special Ability (Pounce): The predator can lunge at or leap upon its enemies with great speed. It can leap 6 squares without provoking opportunity attacks as a move action. If it attacks afterwards, the target is flat-footed. The predator can still only leap every other round.

Special Ability (Mechanical Limbs): The predator has weaponized metal limbs designed to be more effective than that of an organic counterpart. The predator gains +2 power ratings of damage and +6 penetration with its bite and claw attacks.

Special Ability (Surge): The predator can suffer 13 piercing damage on its turn to gain +14 movement speed for that turn.

Special Ability (Robot): A predator is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.



Raven Description

The Raven is one of the most advanced devices made by Terrans. Essentially a surveillance drone, Ravens are used to scout, explore, and sometimes defend border worlds and fringe colonies. Their ability to create devastating missiles and unleash drones makes them relatively self-sufficient; however they shine when used to supplement other military forces.

Designed after the Brood War by the Dominion, Ravens were deployed in vast numbers across all corners of Mengsk's Empire. They were used to search for terrorist activity, rebellion, rogue ghosts, and possible alien incursion. However, the Ravens were able to do much more than simply monitor, for their manufacturing facilities allowed them to create and place weapons of war. It allowed Ravens to function as a sort of 'one robot army'. Upon finding a threat, a raven could lay down a series of sentry turrets and fire a powerful missile and then escape combat until its manufacturing facilities had recharged.

Unlike most robots, a Raven has the option to support an operator. In fact, Raven's almost always have an operator who controls a raven from a distant command console. However, these operators usually do not directly control the raven, instead merely issue it orders. If some operator chooses to, they can control the Raven directly as if they were a pilot. Upon doing so, the Raven functions as if it was a piloted vessel. It uses the pilot's instinct, agility, skills, and talents. The raven has a pilot requirement of 8, making only skilled operators proficient in handling them.

A raven can be purchased for 300,000 credits.

Tactics

Ravens are fast and nimble constructs; their maneuverability is on par with a space superiority fighter. Therefore, ravens can usually escape from any combat that do not wish to participate in. This is often their intention as they are surveillance drones first and foremost. However, their operator may wish to use them in combat or have them sabotage enemy forces. In these instances, a raven changes its combat tactics based on whether it is facing ground or aerial foes.

Against ground based foes, a raven's first action is to deploy a sentry turret within medium range of their foe and begin circling the opposition. If their target has missile defenses, they will then drop a point defense drone to intercept those missiles and stay near the drone. If that is not the case, they will usually spend their next two turns dropping more sentry turrets upon their foes. Once their enemy has been substantially weakened, they will try to finish them off with a hunter killer missile.

Against aerial opponents, a raven will deploy a point defense turret first and stay near it. Afterwards, they will use hunter killer missiles at the most dangerous threats. If they use up all their assembly parts, they will either flee combat or try to spend all their actions on creating new assembly parts for more missiles. Either way, they will try to have the point defense drone cover them as long as possible.

Raven's do not have any way of mitigating damage, such they will use their tactics to increase defense and their pilot to perform evasive maneuvers. The rest of their actions are spent on creating new assembly parts.



~Operator controlling a Raven

Raven

Level 20 Colossal-sized Construct (Non-heroic Robot), Formidable Threat

Skill Purchases: 18 **Talent Purchases:** 10 **Ability Score Purchases:** 28

Hit Points: 1,080	Healing Threshold: NA	Damage Threshold: 81
Defense: 20	Toughness: 79	Resolve: NA
Acceleration Rating: 60	Max Speed: 750	Morale Bonus: NA
Space: 10 by 10 squares	Reach: 0 squares	Initiative: +8
Damage Resistance: 39	Psionic Resistance: NA	

-Hunter Killer Missile 1d20+23 accuracy, 80 damage, 1 strike maximum, 1 shot at strategic range; *Special Traits:* Penetration (40), Burst (5), Guide Explosive, Missile, Devastating Cripple

Skills: Computers 8, Defensive Training 9, Durability 11, Perception 9, Pilot 9, Ranged 8, Science 8, Tactics 6

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

Talents: Awesome Abilities (intelligence), Devastating Cripple (ranged), Heavy Metal, Precision Blasting, Resilience, Resistant V, Weapon Mastery (ranged II)

Creature Abilities: Calculation Parameters, Automated Repair, Manufacturing Facility*

Strength: 27 **Instinct:** 5 **Agility:** 7 **Fortitude:** 20

Intelligence: 5 **Willpower:** NA

Gear: Tier 3 Reinforced Hull

Special Ability (Manufacturing Facility): The Raven possesses its very own manufacturing facility where it constantly assembles robotic constructs that it deploys in battle. For this purpose, the Raven has special mechanics known as Assembly Parts that it spends on creating robotic minions. A Raven has a maximum of 40 assembly parts. It can spend a minor action to recover 5 assembly part. As a standard action, it can use assembly parts to deploy a minion or a special mode of attack.

-Hunter Killer Missile: The Raven can spend 10 assembly parts to create and release a powerful hunter-killer missile. When released, this weapon hovers in air instead of directly launching as it spends its first turn gaining a target lock against the assigned target. On the raven's next turn, the missile launches towards the target as long as they are still within remote range. It gains a +10 accuracy bonus due to the target lock, ontop of its normal accuracy bonus. The hunter killer missile uses the following profile.

Hunter Killer Missile

Damage: 60	Accuracy: +5
RoF: Slow	Range: Strategic
Shots: 1 missile	Power Rating: +10

Special Traits: Penetration (40), Burst (5), Guided Explosive, Missile

-Deploy Sentry Turret: While within 100 squares of the ground, the Raven can assemble and deploy a Sentry Turret to the ground anywhere within reach. This requires 5 assembly parts. This turret is identical to the gauss cannon-equipped sentry turret described in this chapter. The turret functions until destroyed, and acts on the Raven's initiative.

-Combat Support Drone: The raven can spend 8 assembly parts to create a combat support drone and place it an adjacent square. Afterwards, this support drone functions as normal for a construct of its type, and acts on the Raven's initiative. Note that every Raven can only build a single variant of combat support drone, chosen when the Raven is built. Most ravens are calibrated to build Point Defense Drones.

Special Ability (Flight): The raven instead of moving across the ground. It has an acceleration rating and a maximum speed like a vehicle.

Special Trait (Barrel Roll): The Raven can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Raven performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a Raven performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Ability (Advanced Sensors): The Raven has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 500 squares (or 3 starship squares), even if they are not within line of sight.

Special Ability (Override): The Raven can attempt to override and take control of networked constructs or systems as a standard action. This allows the construct, if connected to a mechanical network, to make a computer's check to take control of automated functions attached to that network, such as doors, security cameras, and base defenses. Taking control of non AI powered devices requires a standard computer skill check to hack, only the robot gains advantage. Taking control of a networked machine requires a computer skill check, with the DC equal to 20+ the construct's intelligence +the construct's instinct. Finally, if there is a rival artificial intelligence on the network, the adjutant can make opposed computer checks to actively fight you gaining control of a system. Once a Raven steals control of a system, it has control until a rival hacker or robot succeeds a computer check to wrest control of it. A Raven with this trait can wrest control of 5 systems as a single standard action.

Special Ability (Automated Repair): The raven can, as a minor action, activate self-repair procedures. The raven regains 20 hit points but suffers a -2 penalty on all attacks and checks that turn.

Special Ability (Robot): A Raven is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.



Sentry Bot Description

A sentry bot is a small variant of the warbot, used in the defense of installations. They were first developed by the Umojan Protectorate, who remain the experts on robotic technology. While substantially smaller than a warbot, the sentry bot still possess great firepower in the form of a twin-linked battle cannon. These tracked constructs can easily hold off a squad of Dominion marines, or a small swarm of zerg due to their firepower and resilience.

A sentry bot can be purchased for 100,000 credits.

Tactics

The sentry bot has fairly unexceptional accuracy by base, so they start encounters by using tactics to increase their accuracy and perform the Focus Fire to gain +4 accuracy. Suddenly, their cannons are precision instruments. Once their tactics are in place, they spend their minor action to Bob and Weave. They focus their concentration on the largest targets; either the largest concentration or the biggest foes.

Common military sentry bots come with battle cannons, but these robots come in many different variations. Annihilator bots come with double chainguns, focusing on massed infantry with area bursts. Purifier bots have powerful flamestorm cannons. Both prefer to target massed infantry above other targets. Riot Control Bots, common with tyrannical regimes, use automatic shotguns instead. They use the focus and prefer to pick targets off one by one.

Sentry Bot

Level 15 Large-sized Construct (Non-heroic Robot), Extreme Threat

Skill Purchases: 14

Talent Purchases: 11

Ability Score Purchases: 19

Hit Points: 230

Healing Threshold: NA

Damage Threshold: 47

Defense: 18

Toughness: 37

Resolve: NA

Acceleration: 15

Max Speed: 80

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +8

Damage Resistance: 33

Psionic Resistance: NA

-Battle Cannon 1d20+17 accuracy, 50 damage, 1 attack maximum, 40 shots at distant range; *Special Traits:* Penetration (20), Burst (2), Twin-linked

Skills: Durability 9, Defensive Training 7, Melee 2, Perception 7, Pilot 7, Ranged 9, Tactics 7

Skill Focuses: Ranged +4, Durability +2

Talents: Awesome Abilities (intelligence), Balanced Shot, Close Combat Shot, Far Shot, Heavy Metal, Penetration V, Precision Blasting, Precision Burst, Weapon Mastery (ranged)

Creature Abilities: Focus Fire, Impact Brace

Strength: 8

Instinct: 8

Agility: 4

Fortitude: 10

Intelligence: 2

Willpower: NA

Gear: Tier 2 Heavy Plated Hull, Tier 2 Twin-linked Battle Cannon

Special Ability (Barreling Charge): While the sentry bot has a speed of at least 30 squares per round, it can spend a full-round action to perform a barreling charge towards a target at most 30 squares away. To do so, the sentry performs a battle cannon attack against that target with a -5 accuracy penalty. Then, it moves in a straight line towards the target. Any terrain features, or targets that are large sized or larger stop its movement. Targets that are mediums sized or smaller, including light objects, are instead pushed out of the way. If it reaches its target, the sentry bot strikes them for 40 damage (5x strength) +2 for every square it moved as part of the charge. This attack does not require an attack roll, but can be evaded with a DC 20 acrobatics test (10 + bot's melee and strength).

Special Ability (Focus Fire): When aiming, the turret gains +4 accuracy and counts its instinct as 16 for overages.

Special Ability (Reinforcement): The reinforcement value from the sentry bot's plated hull reduces all crippling wound points it suffers by 2.

Special Ability (Impact Brace): By spending a move action to brace, the sentry bot cannot move on its turn but gains 10 temporary hit points.

Special Trait (Evasive Fighting): While the Light Warbot uses vehicle locomotion and therefore vehicle rules for movement, it maintains enough mobility that it is never considered an unattended object, and still is able to move evasively. It retains its skill and agility bonus to defense, even when not moving. It has a combat speed of 45.

Special Ability (Robot): A sentry bot is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It uses the construct crippling wound table, and is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Sentry Bot Annihilator Equipment Package: Tier 2 Twin-linked Chaingun with Greater Capacity (replaces battle cannon)

-Chaingun; 1d20+8 accuracy, 27 damage, 1 strike maximum, 2500 shots at medium range; *Special Traits:* Penetration (6), Twin-linked

Sentry Bot Purifier Equipment Package: Tier 2 Twin-linked Flamethrower with Expanded Capacity (replaces battle cannon)

-Flamethrower; 1d20+8 accuracy, 25 damage, 1 strike maximum, 60 shots at special range; *Special Traits:* Penetration (5), Cone (7), Hailfire (1), Energy Damage, Flames, Close Quarters

Sentry Bot Riot Control Equipment Package: Tier 2 Twin-linked Automatic Shotgun with Improved Potency and Greater Capacity (replaces battle cannon)

-Automatic Shotgun; 1d20+7 accuracy, 22 damage, +2 strikes maximum, 120 shots at short range; *Special Traits:* Penetration (5), Spread

Sentry Turret Description

The Sentry Turret is simply a more advanced Auto-Turret. They are found in top-secret military complexes or are deployed by Ravens. Often, they are found being utilized by more impressive AIs, such as Adjutants and Ravens, who take over Sentry Turrets to give them more formidable firepower.

Sentry Turrets can be purchased for 50,000 credits.

Tactics

Sentry Turrets are simple adversaries. They prefer to use focused burst attacks to eliminate the adversary that is closest to them. To aid in their performance, they use the Focus ability, tactics to improved accuracy, and the aim behavior to give them a solid chance of hitting most foes.

There are several variant of sentry turrets, including railgun and rocket turrets. Both of those function as normal sentry turrets, except they prioritize armored targets above biological ones.

Sentry Turret

Level 12 Medium-sized Construct (Non-heroic Robot), Medium Threat

Skill Purchases: 7

Talent Purchases: 3

Ability Score Purchases: 9

Hit Points: 103

Healing Threshold: NA

Damage Threshold: 29

Defense: 10

Toughness: 17

Resolve: NA

Speed: 0

Shift Speed: 0

Morale Bonus: NA

Space: 1 square

Reach: 0 squares

Initiative: +8

Damage Resistance: 21

Psionic Resistance: NA

-Gauss Cannon 1d20+9 accuracy, 24 damage, 1 strike maximum, 3,000 shots at long range; *Special Traits:* Penetration 4, Hailfire (1), Full Automatic

Skills: Durability 6, Ranged 8, Tactics 4

Skill Focuses: Ranged +4, Durability +2

Talents: Awesome Abilities (intelligence), Precision Burst, Rain of Firepower, Weapon Mastery (ranged)

Creature Abilities: Focus Fire

Strength: 7 **Instinct:** 7 **Agility:** 1 **Fortitude:** 7
Intelligence: 3 **Willpower:** NA
Gear: Tier 2 Gauss Cannon with Greater Capacity, Reinforced Hull

Special Ability (Focus Fire): When aiming, the sentry turret gains +5 accuracy and counts its instinct as 14 for overages.

Special Ability (Reinforcement): The reinforcement value from the sentry turret's plated hull reduces all crippling wound points it suffers by 1.

Special Ability (Immobile): The sentry turret has no agility score, and cannot shift, evade, move, or act defensively. It can also not be pushed, knocked down, or grabbed. It receives no agility, skill or talent bonus to defense and its defense is simply 10 plus size modifier at range, and in melee it is automatically hit. Furthermore, reroll all movement wounds, as it does not have one.

Special Ability (Robot): A sentry turret is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Rocket Turret Equipment Package: Tier 2 Rocket Launcher with Greater Capacity and 30 Rockets (replaces gauss cannon)

-Rocket Launcher; 1d20+8 accuracy, 50 damage, 1 strike maximum, 30 shots at long range; *Special Traits:* Penetration (5), Burst (3), Rocket

Railgun Turret Equipment Package: Tier 2 Railgun (replaces gauss cannon)

-Railgun; 1d20+9 accuracy, 60 damage, 1 strikes maximum, 120 shots at short range; *Special Traits:* Penetration (25), Rending (10), Unstoppable



~Sentry Rocket Turrets

Synthetic Description

The synthetic is simply a mechanically replicated human, the quintessential bipedal robot. They are used as assistants, laborers, servants, personal security, or just about any other function. They are commonplace amongst wealthy terrans where many have a synthetic man to do menial labor instead of having to perform it themselves. Outside such wealthy standards, they are quite rare as they are more expensive than hiring muscle.

Personality wise, synthetics are dumbly loyal and obedient, and many connections have been made between the personalities of synthetics and resocialized Terrans. They are versatile individuals who have a wide variety of skills, and the base synthetic model can perform basic tasks of any degree, including aid in scientific and medical assistance.

While they are expensive, there are more potent, specialized variations of synthetics that are designed for military work. The most common of these is the synthetic pilot, a synth designed to control combat vessels. With the sector's constant warfare, true combat pilots are a bit of a valued resource. Therefore, many organizations have decided to spend the credit to purchase a synthetic pilot for combat aircraft. This is most common amongst the Umojan government and mercenary outfits, who have the fewest trained pilots out of the terran factions.

Synthetics can be purchased for 40,000 credits. Synthetic pilots can be purchased for 80,000 credits.

Tactics

There are no normal combat tactics for a synthetic. In a battle, they fill the function as demanded of them by their owner or creator. Most either ignore battle or defend themselves by bashing with their fists. If they are armed, they fight with their weapons with some tactical aptitude. The one separation between a synth and a civilian in combat is that synths robotic bodies are very durable, and they can withstand light fire quite easily, much more easily than a civilian.

Synthetic pilots are more trained in combat, but most of their expertise is involved in aerial combat with their assigned vehicles. Synthetic pilots tend to be narrowly focused on their objective and tend to engage one foe at a time until they are destroyed. Pilots use the Focus ability to quickly eliminate their targets. Synthetic pilots are nothing if not precise.

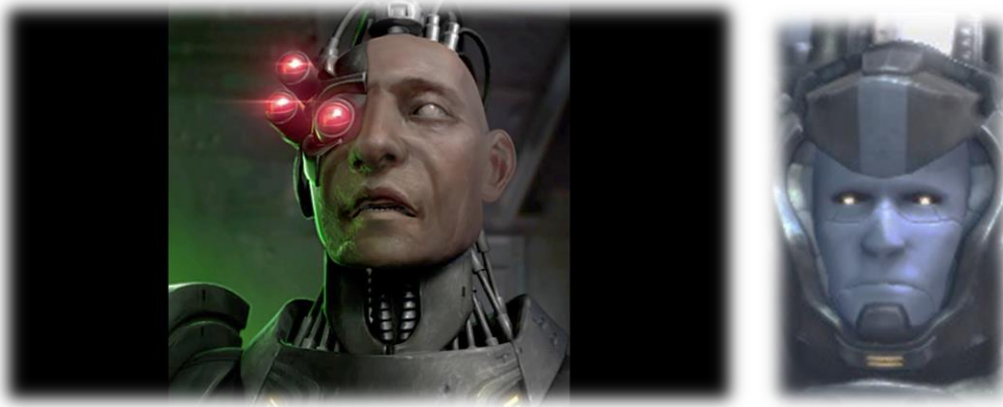
Synthetic

Level 5 Medium-sized Construct (Non-Heroic Robot), Medium Threat

Skill Purchases: 20	Talent Purchases: 0	Ability Score Purchases: 3
Hit Points: 61	Healing Threshold: NA	Damage Threshold: 22
Defense: 17	Toughness: 17	Resolve: NA
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 13	Psionic Resistance: NA	
-Reinforced Unarmed 1d20+4 accuracy, 11 melee damage, +2 strikes maximum; <i>Special Traits</i> : Unarmed		
Skills : Acrobatics 4, Athletics 4, Computers 4, Defensive Training 4, Durability 4, Lore 4, Medicine 4, Melee 4, Perception 4, Pilot 4, Ranged 4, Science 4, Stealth 4, Tactics 4		
Skill Focuses : Ranged +2, Durability +2		
Talents : Awesome Abilities (intelligence)		
Creature Abilities : Concentration		
Strength : 3	Instinct : 3	Agility : 3
Intelligence : 3	Willpower : NA	Fortitude : 3
Gear : Reinforced Unarmed, Light Hull		

Special Ability (Synthetic Humanoid): A synthetic is a bipedal robot with similar body structure to a human. Synthetics can wear clothing and armor fit for a terran and can use any terran weapon or gear item (excluding anything that relies on having a biology, such as being subjected to chemicals or medipacks). In fact, a fully dressed synthetic is so indistinguishable from a human that it takes a DC 15 perception check to reveal that a synthetic is not human. Close observation of the synthetic while within 6 squares of it makes this an automatic success.

Special Ability (Robot): An adjutant is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.



~A synthetic science officer (left)

~A synthetic pilot within the cockpit of a Viking (right)

Synthetic Pilot

Level 12 Medium-sized Construct (Non-Heroic Robot), Medium Threat

Skill Purchases: 25

Talent Purchases: 0

Ability Score Purchases: 7

Hit Points: 61

Healing Threshold: NA

Damage Threshold: 23

Defense: 19

Toughness: 19

Resolve: NA

Speed: 6

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 17

Psionic Resistance: NA

-Reinforced Unarmed 1d20+5 accuracy, 14 damage, +2 strikes maximum; *Special Traits:* Unarmed

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

Skill Focuses: Ranged +2, Durability +2, Pilot +2, Defensive Training +2

Talents: Awesome Abilities (intelligence), Bombardment, Defensive Fighting, Dog Fighter, Weapon Mastery (ranged)

Creature Abilities: Concentration, Focus Fire

Strength: 3

Instinct: 6*

Agility: 5

Fortitude: 3

Intelligence: 3

Willpower: NA

Gear: Tier 2 Reinforced Unarmed, Tier 2 Flight Suit, Tier 2 Light Hull

Special Ability (Focus Fire): When aiming, the synthetic gains +5 accuracy and counts its instinct as 12 for overages.

Special Ability (Synthetic Humanoid): A synthetic is a bipedal robot with similar body structure to a human. Synthetics can wear clothing and armor fit for a terran, and can use any terran weapon or gear item (excluding anything that relies on having a biology, such as being subjected to chemicals or medipacks). In fact, a synthetic dressed in its flight suit is so indistinguishable from a human that it takes a DC 15 perception check to reveal that a synthetic is not human. Close observation of the synthetic while within 6 squares of it makes this an automatic success.

Special Ability (Optimized Pilot): This synthetic has been designed and optimized as the pilot for a single-man vessel, such as a star fighter or combat walker. Because of this, the synthetic gains skill focus in both the ranged and pilot skills (skill focus gives +2 maximum skill ranks in those skills). In addition, the synthetic pilot automatically meets the pilot requirements of any vehicle they are controlling, regardless of the vehicle's pilot skill.

Special Ability (Robot): An adjutant is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Widow Mine Description

The widow mine is a new model of spider mine invented during the Second Great War. It is essentially the more dangerous spider mine, as rather than destroying itself, it releases its high explosive payload packed into an unstable missile that it launches towards an opponent. Afterwards, it begins construction of another payload. Widow Mines have all the horrifying perks of spider mines, including their tendency to lurk in packs and search out hunting grounds. However, since they don't self-destruct, they last much longer and will migrate much more looking for victims. Often the only sign that a widow mine pack once guarded an area is a zone of blasted bodies and wrecked vehicles.

A spider mine can be purchased for 70,000 credits.

Tactics

Widow mines are simple entities. They remain burrowed, watching for enemies coming their direction. Once they find a group of foes approaching nearby, they wait until enough of them are within medium range and launch their missile. Their missile has a large, devastating area, and can easily wreck unprepared opponents. As widow mines are hidden during this process, their foes are flat-footed against their attack.

After their attack, if a widow mine is detected and fired upon, it will leave its burrow and attempt to escape and hide. Otherwise, it will wait for several turns while it prepares another missile. If widow mines are found in groups, only those that have been detected and attacked will try to flee, while the others will continue their missile barrages.

If the widow mine is part of an attack group, it will continue to move forward until it is at the edge of the enemy's firing, and then burrow. Once in its burrow, it will wait until its foes enter its range. If they linger just outside, it will use the Focus ability to get gain +4 accuracy, and then make long range attacks against its foes.

Widow Mine

Level 10 Medium-sized Construct (Non-heroic Robot), High Threat

Skill Purchases: 13	Talent Purchases: 6	Ability Score Purchases: 13
Hit Points: 104	Healing Threshold: NA	Damage Threshold: 28
Defense: 24	Toughness: 22	Resolve: NA
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 18	Psionic Resistance: NA	

-Unstable Payload 1d20+13 accuracy, 45 damage, 1 strike maximum, long range; *Special Traits:* Penetration (15), Burst (5), Rocket

Skills: Acrobatics 4, Athletics 4, Defensive Training 8, Durability 6, Perception 6, Ranged 8, Stealth 6

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

Talents: Awesome Abilities (intelligence), Penetration V, Weapon Mastery (ranged)

Creature Abilities: Focus Fire

Strength: 4 **Instinct:** 5 **Agility:** 6 **Fortitude:** 6

Intelligence: 2 **Willpower:** NA

Gear: Tier 2 Light Hull

Special Trait (Unstable Payload): The widow mine can launch a small, but powerful missile that it constructs inside itself. The missile launches outwards at a target of its choosing, much like a regular attack. Afterwards, the Widow Mine begins construction of a new missile, which takes 2 full-round actions. The missile can only be fired while the widow mine is burrowed, and it does not break their cloak condition. While burrowed, the widow mine never takes area damage from its own missile.

Unstable Payload

Damage: 40

RoF: Slow

Shots: 1 Missile

Special Traits: Penetration (10), Burst (5), Rocket

Accuracy: +5

Range: Long

Power Rating: +5

Special Ability (Focus Fire): When aiming, the widow mine gains +4 accuracy and counts its instinct as 10 for overages.

Special Trait (Burrow): As a full-round action, the widow mine can burrow underground. It is undetectable and cannot be seen while burrowed, counting as cloaked. While underground, its scanners can detect anything within 20 squares, and has basic identification software to tell whether it is a hostile. The widow mine can leave its burrow as a move action.

Special Ability (Robot): A widow mine is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.



Vehicle Equipment List

Below are the details on most of the gear options of the vehicles and constructs of this chapter. In the description are the price, benefit, and statistical benefits in all of the upgrades and equipment options found in this chapter.

Advanced Sensors

Vehicle System

Base Cost: 10,000

Benefit: The construct has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight.

Advanced Thrusters

Vehicle System

Base Cost: 10,000 credits

Description: Advanced Thrusters allows the vehicle to move 1 square up or down or side left and right per 5 squares of movement speed used. This can even be used at cruising speed. The vehicle can also spend 10 squares of movement to turn 90 degrees in their location without having to move. This also allows flying vehicles to tilt the vessel up and down. This allows the vehicle to move up or down without having to move and rotate.

Afterburners

Vehicle System

Base Cost: 15,000 credits

Description: Afterburners allow a vehicle to greatly increase their acceleration for a brief period. Activating afterburners increases the vehicle's acceleration rating by 200% for 5 rounds or until deactivated. While afterburners are active, the vehicle cannot stop or decrease its speed. Turning on or off afterburners is a minor action, and after being used, this function cannot be used for another 100 rounds.

Cloaking Device

Vehicle System

Base Cost: 50,000 credits

Description: This vehicle has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle only has 10 energy, +5 energy for every tier the vehicle is above the 1st. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy. The cloaking device is initiated as a minor action, and sustained or deactivated as a free action.

Communication System

Vehicle System

Base Cost: 3,000

Benefit: The vehicle has built in communication systems that can reach any other communicator with the same star system. This relies on the vehicle being capable of sending and receiving some kind of signal.

Ejection System

Vehicle System

Base Cost: 5,000 Credits

Description: The ejection system is designed for the pilot to escape their craft in the case of critical systems failure, their ship being shot, or the pilot losing control. The ejection system is activated as a standard action. This can be done even if the pilot loses control over their ship. Upon activation, the pilot and their cockpit are launched 10 squares up in the air, away from their ship. Their ship then suffers as if the pilot has lost control. The ejection system is equipped with a parachute, and limited thrusters, that allow the cockpit to fly slowly at a speed of 4 squares per round with not falling damage at the eventual landing. If in space when ejected, the cockpit merely floats in space. However, the cockpit is equipped with emergency thrusters, that allows it to fly at a speed of 10 squares, functioning as a flying creature. However, the cockpit only has 10 rounds worth of fuel to maintain the thrusters and will not function for more than 10 rounds.

Encasement

Vehicle System

Base Cost: 1,000 credits

Description: Encasement gives the vehicle a completely covered cockpit, and removes the Open-Topped trait from the vehicle. The pilot and any passengers are no longer targetable by attacks.

Enhanced Locomotion

Vehicle System

Base Cost: 1,000 credits per point of increased movement speed.

Description: Enhanced Locomotion increases the speed of a walker, by giving it faster and more maneuverable legs. This increases a walkers base speed by up to the value listed in the vehicles entry.

Forward Thrusters

Vehicle System

Base Cost: 2,000 credits

Description: Forward Thrusters allow a walker to move at double speed. Activating Forward Thrusters requires a DC 15 Pilot check. On a success, the vehicle moves at double speed for 1 round. On a failure, the vehicle moves at normal speed. On a failure of 5 or more, the pilot isn't ready for the speed burst and the vehicle falls prone.

Gravity Tube

Vehicle System

Base Cost: 25,000

Description: Gravity Tubes allow a vessel to quickly drop its passengers into a battlefield without needing to land. Gravity Tubes allow a vessel to drop or pick up large-sized or smaller passengers from up to 100 squares in the air, at a rate of one per turn. The target is quickly dropped to the ground but is protected by a gravity cushion so they suffer no pain or injury. If the gravity tube is used from higher than 100 squares, the target free falls the distance beyond 100.

Harvester

Hull Upgrade

Base Cost: 10,000

Description: A grain harvester made of rotating blades is attached to the front of the Robo-Harvester. While these have mainly an economic function, these can be used to effectively run over enemy opponents. When the vehicle equipped with a harvester does a ram attack against an, the ramming does +10 damage, and if the target is 2 sizes or more smaller than the vehicle, then they are sucked into the blades. These blades do 60 damage a turn, without requiring an attack to hit. Target sucked into the blades can escape by making a DC 25 athletics or acrobatics test, or automatically if the blades are shut off.

Headlights

Vehicle System

Base Cost: 1,000

Description: Headlights are sources of illumination that shine out in front of a vehicle, allowing them to avoid and react to hazards. They fill a cone with bright light, that is 12 squares long and 4 squares wide at the end. They cannot rotated or be moved. They can be turned on and off as a minor action.

Hover

Hull Upgrade

Base Cost: 5,000 credits, +5,000 for every size category above large

Description: This vehicle now counts as a hovercraft and follows all of the rules for a hovercraft (see Construct rules in the Core Rulebook).

Improved Capacity

Vehicle System

Base Cost: 500 credits per person of extra space

Description: Improved Capacity increases the size and storage area of a craft. Improved Capacity increases the amount the vehicle can hold by 1 person or an amount equivalent cargo and can be increased to a maximum of the amount listed. This upgrade cannot be added on later and must be applied when the vehicle is created.

Improved Cloaking

Vehicle System

Base Cost: 100,000 credits

Description: Vehicles with the improved cloaking upgrade can remain cloaked indefinitely.

Improved Handling

Vehicle System

Base Cost: 1,500 credits

Description: The vehicle is more receptive to the user's commands. The vehicle gains +2 defense when piloted.

Jamming System

Vehicle System

Base Cost: 10,000

Benefit: This vehicle has built in electronic countermeasures that disable scanning and surveillance equipment around the vehicle with a range up to 1 kilometer. Enemy vehicles within that range lose benefit of the Advanced Sensors system, and any Navigation Systems within the area lose their ability to detect hostile targets. As long as the Jamming System is active, all electronic communications in the area do not function. It takes a passenger of a vehicle a standard action every round to maintain the jamming system.

Long Range Nano Wave

Hull Upgrade

Base Cost: 30,000

Description: This transport possesses a long-range technology capable of beaming regenerative nanomachines at friendly targets on the field of battle. This weapon is capable of being used at anyone within long range, as long as they are beneath the the medivac. The nano wave can be used in two fashions. The first is to target a single individual, expending 2 nanites to heal them of 30 + pilot's medicine ranks hit points. The second is effecting a Burst (4) area, expending 5 nanites, healing all effected targets of 10 + pilot's medicine hit points. This tool expends a target's healing threshold when used. Each increased tier of the vehicle increases the healing by 10 points. The vehicle can carry 60 nanites at any one time, each nanite costing 100 credits. The tier 2 of this item doubles the healing, and increases the number of nanites by 20. Tier 3 triples the healing, and increases the number of nanites by 20.

Medical Support Pods

Vehicle System

Base Cost: 10,000 credits, +10,000 for each additional patient

Description: This vehicle now has a medical support pod, which can quickly heal a patient. Entering into a Pod, each round the medical support system's AI can start one medicine skill test on the patient. The AI has a +10 medicine skill bonus, or +15 when using first aid. The AI can make First Aid tests or any other usage of the medicine skill, including surgery. The AI always counts as having an infinite supply of First Aid Kits and Trauma Kits. For an additional cost, additional Medical Support Pods can be added to treat more patients at once. The Medical Support Pod replaces one individuals worth of space on the vehicle.

Multi-Targeting

Vehicle System

Base Cost: 10,000 credits

Description: Multi-targeting allows a user total control over the vehicle's weapon systems. It allows a pilot to simultaneously apply an action to two different weapons against multiple targets with a single action with no penalty. For example, for a Multi-Targeting system on a Goliath, the user can move, take an aim action at one target with the missile battery, take an aim action at another target with an autocannon, and then make a standard action attack against both targets with the respective weapons.

Navigation System

Vehicle System

Base Cost: 3,000

Benefit: The vehicle's onboard navigation system gives up to date analysis of the terrain around the vehicle, as well as the presence of obstacles. The navigation system shows the display of the terrain in up to a 1 kilometer distance. As a minor action, the pilot or co-pilot can send all navigational data to every ally with a digital uplink within 1 kilometer. If the pilot is wearing a digital uplink, they gain a +2 bonus to all pilot skills to avoid dangerous terrain or hazards.

Rocket Boosters

Vehicle System

Base Cost: 3,000

Description: The vehicle has an advanced missile launching system, applying extra rocket boosters on any launched missile or rocket. These increases the range of any rocket battery or missile battery attacks on the vehicle by 1 range increment.

Shaped Hull

Vehicle System

Base Cost: 20,000 credits

Description: The vehicle's hull is crafted from a single massive piece of minerals, giving it fewer cracks and weaknesses, and making it less vulnerable to deadly attacks. The vehicle gains Reinforcement (+1).

Target Guidance System

Vehicle System

Base Cost: 2,500

Benefit: This system will help aim or guide a launched projectile towards a target. Target locks are required to use missile weapons. To use the Target Guidance system, the pilot, co-pilot, or gunner must be able to lock onto the target. This is a standard action against a target within visual range. If the target lock is made, a pilot or gunner aboard the ship can then expend the lock freely with any rocket or missile attack, made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy. They gain a +4 accuracy bonus with both missiles if they attack this way.

Treaded Tires

Vehicle System

Base Cost: 500

Description: The vehicle has treaded tires better able to cross rough or challenging landscapes. The vehicle does not suffer from difficult terrain granted by rough, tracked, or uneven terrain.

Treads

Vehicle System

Base Cost: 3,000

Description: Rather than wheels, the vehicle has a pair of treads that allows it to roll across the ground, grinding over terrain and obstacles. The vehicle suffers no penalty from difficult terrain, and any target that it runs over takes a separate hit of 20 + Strength damage. The vehicle can move in reverse at the same speed and rate that it moves forward and can turn without having to move. Turning without having to move costs 10 squares of their movement speed for every 90 degree turn they make.

Warp Drive

Vehicle System

Base Cost: 25,000 +25,000 for every size category above Huge

Description: The vehicle has the capacity to make long or short ranged warp jumps, passing through long distances of space in a mere fraction of the time, making what would take weeks take mere minutes. Precise rules for travel via activation of a warp drive will be covered in a future supplement, but is briefly discussed in Chapter 7 under Starship Combat.

Vehicle Weapon List

Autocannon

Vehicle Ranged Weapon

Base Cost: 18,000 credits

Damage: 22

Accuracy: +8

RoF: Automatic

Range: Remote

Shots: 200 Ultra Slugs

Power Rating: +4

Special Traits: Penetration (10), Kickback

Description: The autocannon is heavy vehicle weapon found aboard many Terran crafts. The autocannon rapid fires a storm of explosive shells, dealing considerable damage to anything unfortunate enough to be caught in the radius. High killing power combined with extreme rate of fire makes this a particularly devastating weapon. An ultra-slug costs 10 credits per round.

Bash

Vehicle Natural Melee Weapon

Damage: 16

Accuracy: -1

RoF: Average

Range: Melee

Power Rating: +4

Special Traits: Smashing

Description: The bash attack represents a walker simply smashing a target, either by slamming it with a limb or simply stepping on it. Keep in mind that the damage from bash scales based on what size the vehicle is. If it is large-sized, add +2 power ratings to damage; huge is +4, and gargantuan is +6 power ratings and gives the attack the Cleaving (1) weapon trait.

Battle Cannon

Vehicle Ranged Weapon

Base Cost: 10,000 credits

Damage: 40

RoF: Slow

Shots: 40 cannon shells

Special Traits: Penetration (10), Burst (1)

Description: Battle cannons fire a single, large caliber, explosive shell that detonates upon hitting its target. They are universally effective weapons that are good at dealing with most targets. These rounds costs 30 credits per shell.

Accuracy: +8

Range: Distant

Power Rating: +5

Boulder-Blaster

Vehicle Ranged Weapon

Base Cost: 4,000 credits

Damage: 30

RoF: Slow

Shots: 5 rockets

Special Traits: Burst (1), Piercing

Description: The Boulder-Blaster is an addition made for the Robo-Harvester. It is used to blow apart rocks or debris obstructing the collection of resources in a region currently being harvested. In a pinch, it could make a serviceable weapon for a farmer trying to survive a hostile invasion. This uses the same ammunition as a rocket launcher.

Accuracy: +0

Range: Medium

Power Rating: +5

Burst Cannon

Vehicle Ranged Weapon

Base Cost: 3,000 credits

Damage: 40

RoF: Slow

Shots: NA

Special Traits: Penetration (15), Energy Damage

Description: Burst lasers are rare Terran weapons designed to fire a powerful, concentrated blast of pure energy. They are commonly found as the armaments on wraith fighters and defensive emplacements.

Accuracy: +8

Range: Distant

Power Rating: +5

Cluster Missile Battery

Vehicle Ordinance

Base Cost: 22,500 credits

Damage: 25

RoF: Automatic

Shots: 600 Cluster Missiles

Special Traits: Penetration (20), Burst (2), Cluster Blast, Missile

Description: The cluster missile battery is a rarer weapon, sometimes used as additions onto missile turrets, but most often send on the Valkyrie frigates. It fires clusters of smaller rockets that bury an area in explosions. While these cluster rockets are not nearly as deadly as large missiles, the fire rate gives them a distinct advantage, especially against clumps of zerg fliers. Some variations of this design are Halo Rockets and Hellstorm Missiles. A cluster missile costs 100 credits per missile.

Accuracy: +0

Range: Strategic

Power Rating: +4

Combat Missile Battery

Vehicle Ordinance

Base Cost: 22,500 credits

Damage: 40

RoF: Slow

Shots: 32 Missiles

Special Traits: Penetration (20), Burst (3), Missile, Guided Explosive

Description: The combat missile battery is a typical mounted weapons battery, often seen on robotic turrets, rooftops, and on vehicles such as Goliaths. This all-round missile system combines the benefits of solid damaging power, sizable burst, and a seeking missile system that allows it to strike its targets true. These are known as combat missiles as they are very good in fighter to fighter combat. Hellfire and Javelin Missiles are common types of combat missiles. A combat missile costs 500 credits per missile.

Accuracy: +2

Range: Strategic

Power Rating: +5

Concordance Laser Cannon

Vehicle Ranged Weapon

Base Cost: 200,000 credits

Damage: 165

Accuracy: +15

RoF: Slow

Range: Special

Shots: NA

Power Rating: +15

Special Traits: Penetration (60)

Description: The concordance laser cannon is a ventral cannon that is designed to be used while the liberator is in defender mode. This high potency, precision laser can decimate a single target within its firing arc.

Destroyer Missile Battery

Vehicle Ordinance

Base Cost: 25,000 credits

Damage: 60

Accuracy: +5

RoF: Slow

Range: Strategic

Shots: 24 Missiles

Power Rating: +10

Special Traits: Penetration (40), Burst (2), Missile

Description: The destroyer missile battery falls between the combat missile and the torpedo in effectiveness. It combines burst area with killing power and is a solid choice against most opponents. It also contains the best onboard guidance system, making it the most accurate missile. The destroyer is equally good against small vessels or capital ships. Longbolt and Gemini missiles are the most common type of destroyer missile. A destroyer missile costs 1,000 credits per missile.

Eviscerator Rail Gun

Vehicle Ranged Weapon

Base Cost: 25,000 credits

Damage: 75

Accuracy: +15

RoF: Slow

Range: Remote

Shots: NA

Power Rating: +10

Special Traits: Penetration (50), Rending (10), Unstoppable

Description: The rail gun was designed for the Diamondback Tank, and the tank effectively uses it to turn the most formidable enemy armor into scrap metal. This weapon is equally effective against infantry, although it is most widely used against heavily armored tanks.

Haywire Missile Battery

Vehicle Ordinance

Base Cost: 22,500 credits

Damage: 40

Accuracy: +2

RoF: Slow

Range: Strategic

Shots: 32 Missiles

Power Rating: +5

Special Traits: Energy Drain, Burst (2), Missile

Description: The haywire missile battery is a specialty weapon battery used with the warhound mech to augment its vehicle destroying function. These missiles explode with a small electrical blast supplementing the explosive missile, crippling target subsystems and dealing damage that strikes beneath the armor plating at the circuits beneath. A haywire missile costs 1,000 credits per missile.

Railgun

Vehicle Ranged Weapon

Base Cost: 9,000 credits

Damage: 50

Accuracy: +15

RoF: Slow

Range: Remote

Shots: NA

Power Rating: +5

Special Traits: Penetration (50), Rending (10), Unstoppable

Description: The rail gun fires a high-speed beam that tears apart whatever it strikes. No armor is protection from a rail gun, and it rips asunder bodies and living creatures that are caught in the projectile.

Ripwave Missile Battery

Vehicle Ordinance

Base Cost: 30,000 credits

Damage: 35

Accuracy: +1

RoF: Slow

Range: Strategic

Shots: 16 Missiles

Power Rating: +5

Special Traits: Penetration (20), Burst (12), Missile, Energy Damage

Description: The prototype ripwave missiles use anti-matter to project sub-automatic particles into a massive blast, tearing and shredding anything within the area. These were designed as a counter to Zerg Flyers, which they are particularly effective against. These weapons are still experimental and are not standard implements on any vehicle or weapon platform. These missiles cost 2,000 credits per missile.

Tornado Rocket Battery

Vehicle Ordinance

Base Cost: 22,500 credits

Damage: 20

Accuracy: +1

RoF: Fully Automatic

Range: Strategic

Shots: 1,200 Tornado Rockets

Power Rating: +3

Special Traits: Penetration (15), Burst (1), Hailfire (3), Cluster Blast, Tornado Torrent

Description: The tornado rocket battery fires massive numbers of micro rockets every time it fires. These rockets are fired at tremendous speed and velocity. While these rockets are relatively minor, when fired in the hundreds they can make a substantial difference. A tornado rocket costs 25 credits.

Torpedo Battery

Vehicle Ordinance

Base Cost: 25,000 credits

Damage: 60

Accuracy: +0

RoF: Slow

Range: Strategic

Shots: 30 Torpedoes

Power Rating: +10

Special Traits: Penetration (80), Burst (1), Missile

Description: The torpedo battery is an anti-capital ship missile battery. It fires large, very powerful missiles designed to rip through the toughness surfaces and deal serious injuries to battlecruisers or protoss carriers. The downside of the weapon is the poor accuracy and limited carrying capacity due to the weapon's size. The Lanzer Torpedo is a common type of torpedo battery to be found on smaller crafts. These torpedoes costs 1,000 credits per torpedo.

Vehicle Armor List

Heavy Plated Hull

Vehicle Super Heavy Armor

Damage Resistance: 24

Defense Penalty: -2

Resistance Rating: +4

Special Traits: Reinforcement (1)

Description: Heavy Plated Hull is the quintessential tank armor; a strong bulwark that is designed to fully stop bullets, as well as even providing protection against armor piercing rounds. These vessels are made out of reinforced neosteel, and are often on the front lines, preparing to take incoming fire.

Light Hull

Vehicle Heavy Armor

Damage Resistance: 12

Defense Penalty: -0

Resistance Rating: +3

Special Traits: None

Description: This level of vehicle armor isn't real armor, but merely the framing of the vehicle and enclosed plating. It is typically found on civilian vessels that are not designed to be used in combat or take oncoming fire.

Reinforced Hull**Vehicle Heavy Armor****Damage Resistance:** 18**Defense Penalty:** -1**Resistance Rating:** +3**Special Traits:** Reinforcement (1)

Description: Reinforced Hull has some level of protection, with light armor over the framing of the vehicle, so it can sustain fire but not be too encumbering to the vehicle. It is typically used on military vehicles that still prize mobility and speed.

War Machine Hull**Vehicle Super Heavy Armor****Damage Resistance:** 30**Defense Penalty:** -3**Resistance Rating:** +5**Special Traits:** Reinforcement (2)

Description: War Machine Hull is only used on the largest and toughest of vehicles that are designed for the thick of combat. This type of armor is typically found on capital ships or other large combat vessels.

Chapter 7: New Game Mechanics

This chapter includes a variety of new or enhanced game mechanics that expands the possibilities of a Terran Campaign.

Playing the Academic: Intellectual Solution

The Academic is one of the possible character specializations in the base rule book. The academic's ability, intellectual solution, is both a very powerful ability, and remarkably difficult to use. It may be until only after the fact that a character thinks of an acceptable application for this ability. To ease the minds of intellectuals everywhere, this selection includes a wide variety of example uses of intellectual solution. This is by far an incomplete list, as the possibilities of this power are limitless.

These solutions are organized by what type of encounter or challenge they might be used for.

Encounter Type	Intellectual Solution
Combat	The character lines up a shot and bounces a bullet off of a wall to hit a target hiding behind a wall or cover. This can only be done while making a single attack, and the attack takes a -5 penalty if they cannot see the target they are shooting at. Range penalties might also apply, as you should count the total distance the bullet travels, before and after the bounce, to determine the total distance traveled.
Combat	Through makeshift parts and unique applications of tools, the character is able to use a repair kit as a trauma kit, with a -10 penalty to the medicine skill test. The repair kit is expended after the check is made.
Combat	The character is able to use combat influence tests on a beast or feral Zerg, through complicated hand motions and behaviors.
Technology	The character is able to jury-rig an item to work off of three basic power cells rather than a single fusion power cell.
Technology	The character can disassemble a repair kit into 50 gauss spikes per tier.
Technology	The character can modify a set up weapon components to work with a weapon one-tier higher than the components.
Piloting	By temporarily disabling a land vehicle's breaks, a character can cause the vehicle to turn 180 degrees without having to stop or gradually turn.
Piloting	Through timing and precision, and a strong understanding of physics, the character can cause a bike or buggy to jump a gap across a surface without taking damage.
Piloting	The character synthesizes fuel out of a substitute source, such as vegetable matter or bio waste.
Obstacle	The character is able to construct a ladder, rod, pole, or other such device out of scrap metal parts.
Obstacle	The character can gain a +2 bonus on an athletic or acrobatics test by judging the physics and mathematically determine the most effective way to do it.
Obstacle	The character can devise a trap, such as a pressure plate or tripwire that creates a hazard. They must have all requisite items to pull off the trap.

Item Crafting

Most of the gear that characters possess will be found, given, stolen, or bought. However, particularly intelligent characters might be able to assemble their own gear.

Crafting Basics

Crafting gear has many requisites. The first is skill, as making advanced equipment from scratch is rather difficult, and only the trained would have any idea where to start. Therefore, all crafting is performed through science skill checks.

The second is a work station. All crafting requires a setting to set up shop, spread out tools and blueprints, and work on a device, piece by piece. For this purpose, an area, such as a building or room, might be designated as a Work Station. Work Stations are like stationary gear, as they can vary by tier. Higher tiered work stations allow crafting more difficult items.

Work Station

Carried Gear

Base Cost: 10,000 credits

Weight: 200lbs (fixed in place)

Components: 100 Generic, 25 Weapon, 30 Framing, 10 Electronic

Creation DC: 20

Creation Time: 48 hours

Tier 1: Tier 1 Workstations can be used to create tier 1 and 2 items.

Tier 2: Tier 2 Workstations can be used to create any tier of items and gives +2 to science and computer checks to craft items at the station.

Tier 3: Tier 3 Workstations can be used to create any tier of items and gives +4 to science and computer checks to craft items at the station.

The next requirement is components. While it would be unpleasant to keep track of each type of individual gear part, a character instead keeps track of how many of each generic type of components that they have. The following are the common types of components that a player might come across.

Generic Components: These are common, generic parts need for just about any device.

Weapon Components: These parts are essential to creating weapons and explosives.

Framing Components: These heavy parts are used for the foundations of all kinds of items, namely armor and heavy weapons.

Electronic Components: These small, but advanced parts are the circuitry required to make electric and digital devices function, required in just about everything with a built-in computer.

Robotic Components: These advanced parts are used for creating automated devices, such as powered armor and robots.

Whenever a player crafts an item, they must expend a number of components, based on the item that is being crafted. When the science check to craft items succeeds, the parts are used up. When the check fails, 50% of the components are used up, and cannot be used to make future items.

Components are yet another way for a Game Master to award players. To intelligent characters, components are just as valuable, if not more valuable, than credits.

The final requirement is time. It takes time to put together an item from scratch. The amount of time depends on the object being made. The science check to assemble an item counts all work done in that time period. If the check fails, the craftsmen must start all over.

The character can also craft higher tiered variations of items, supposing they are at a work shop that is high enough tier to construct the items. Crafting higher tiered items increases the DC and creation time, and the number of components it takes to craft it.

Crafting tier 2 items is +4 DC, and x4 normal components and creation time.

Crafting tier 3 items is +12 DC, and x12 normal components and creation time.

Therefore, creating an Tier 2 Heavy Gauss Rifle would cost 80 Generic Components, 64 Weapon Components, 20 Electronic Components, and 8 Framing components, and would require a DC 28 Science check to create, and 24 hours.

Crafted Items

Below is the list of items that can be crafted. Included are the DCs to create the item, amount of each type of components needed to craft the items, and time to create. Items and constructs not listed in this section cannot be created through item crafting.

Pistols

Item	Creation DC	Creation Time	Component Cost
Heavy Revolver	14	3 hours	Generic 10, Weapon 7
Flak Pistol	22	5 hours	Generic 15, Weapon 10, Framing 2
Light Revolver	12	2 hours	Generic 6, Weapon 4
Gauss Pistol	18	4 hours	Generic 15, Weapon 8, Electronic 2
Pistol	12	2 hours	Generic 10, Weapon 5
Repeating Gauss Pistol	20	6 hours	Generic 15, Weapon 12, Electronic 2
Repeating Pistol	16	4 hours	Generic 10, Weapon 9

Rifles

Item	Creation DC	Creation Time	Component Cost
Auto Rifle	15	4 hours	Generic 12, Weapon 10, Framing 1
Long Rifle	14	2 hours	Generic 12, Weapon 6, Framing 1
Sniper Rifle	20	6 hours	Generic 15, Weapon 15, Framing 3
Shotgun	16	4 hours	Generic 15, Weapon 15, Framing 2
Military Shotgun	24	8 hours	Generic 20, Weapon 20, Framing 4
Canister Rifle	30	24 hours	Generic 20, Weapon 20, Electronics 12, Framing 3
Gauss Assault Rifle	22	6 hours	Generic 20, Weapon 12, Electronic 2, Framing 1
Heavy Gauss Rifle	24	8 hours	Generic 25, Weapon 16, Electronic 5, Framing 2
Gauss Sniper Rifle	26	10 hours	Generic 20, Weapon 16, Electronics 8, Framing 3

Heavy Weapons

Item	Creation DC	Creation Time	Component Cost
Chaingun	28	24 hours	Generic 30, Weapon 30, Electronic 5, Framing 10
Gauss Cannon	32	36 hours	Generic 25, Weapon 16, Electronic 5, Framing 10
Flamethrower	26	12 hours	Generic 20, Weapon 20, Framing 6
Grenade Launcher	24	12 hours	Generic 25, Weapon 25, Framing 5
Rocket Launcher	25	12 hours	Generic 25, Weapon 25, Framing 10
Shoulder Rocket Battery	28	24 hours	Generic 35, Weapon 35, Framing 12

Explosives

Item	Creation DC	Creation Time	Component Cost
Flash Grenade	14	30 minutes	Generic 5, Weapon 2
Fragmentation Grenade	15	30 minutes	Generic 5, Weapon 5
EMP Grenade	22	30 minutes	Generic 5, Electronic 10
Concussive Grenade	20	30 minutes	Generic 5, Weapon 5, Electronic 5
Radiation Grenade	21	30 minutes	Generic 5, Weapon 10, Framing 1
Demolition Charge	12	30 minutes	Generic 5, Weapon 10
Breaching Charge	16	30 minutes	Generic 10, Weapon 15
Land Mine	15	30 minutes	Generic 5, Weapon 5, Framing 1

Melee

Item	Creation DC	Creation Time	Component Cost
Psiblade	----	----	Cannot be crafted
Sword	16	4 hours	Framing 6
Dueling Sword	18	4 hours	Framing 5
Combat Knife	14	2 hours	Framing 2
Heavy Tool	10	2 hours	Framing 4
Light Tool	10	2 hours	Framing 2
Stunner	22	4 hours	Generic 10, Weapon 5, Electronic 10
Unarmed, Reinforced	10	30 minutes	Framing 1

Armor

Item	Creation DC	Creation Time	Component Cost
5-4 Armored Infantry Suits	32	96 hours	Generic 200, Weapon 50, Electronic 50, Framing 50, Robotic 25
Ballistic Combat Shield	22	4 hours	Framing 10
CMC-200 Powered Combat Armor	26	48 hours	Generic 100 Electronic 30, Framing 30, Robotic 10
CMC-300 Powered Combat Armor	28	72 hours	Generic 100 Electronic 40, Framing 30, Robotic 15
CMC-400 Powered Combat Armor	30	72 hours	Generic 125 Electronic 50, Framing 30, Robotic 25
CMC-405 Powered Light Combat Armor	30	48 hours	Generic 100, Electronic 50, Framing 25, Robotic 25
CMC-660 Powered Light Combat Armor	32	96 hours	Generic 190, Weapon 40, Electronic 50, Framing 50, Robotic 25
Combat Body Suit	26	36 hours	Generic 40, Framing 10, Robotic 15
Environmental Suit	20	8 hours	Generic 10, Framing 5
Flak Armor	14	2 hours	Generic 5, Framing 5, Electronic 3
Flight Suit	16	3 hours	Generic 5, Framing 3, Electronic 5
Hostile Environment Suit	NA	NA	Cannot be crafted
Light Combat Armor	16	3 hours	Generic 5, Framing 5, Electronic 3
Padded Jacket	10	1 hour	Framing 3
Protective Vest	12	2 hours	Framing 10
Stealth Suit	15	1 hour	Framing 10, Generic 3

Gear

Item	Creation DC	Creation Time	Component Cost
Air Tank	12	30 minutes	Generic 2, Framing 1
Backpack	10	30 minutes	Framing 2
Binoculars	12	30 minutes	Generic 6
Carrying Case	10	30 minutes	Framing 1
Communicators	14	1 hour	Generic 1, Electronic 3
Data Disk	14	30 minutes	Electronic 3
Digital Uplink	22	2 hours	Generic 6, Electronic 3
Equipment Belt	10	30 minutes	Framing 1
Fire Extinguisher	12	30 minutes	Generic 2, Framing 1
Flashlight	12	30 minutes	Generic 2, Electronic 4

Fone	20	2 hours	Generic 6, Electronic 6
Geiger Counter	20	1 hour	Generic 5, Electronic 3
Gravity Boots	26	2 hours	Generic 6, Electronic 6, Framing 2, Robotic 2
Grappling Hook	16	30 minutes	Generic 2, Weapon 1, Framing 4
Injector	12	10 minutes	Generic 2
Jet Pack	26	4 hours	Generic 10, Weapon 5, Electronic 5, Framing 3
Medipack	14	10 minutes	Generic 1, Weapon 1, Electronic 1, Framing 1
Motion Detector	20	2 hours	Generic 4, Electronic 8
Navigation Unit	20	2 hours	Generic 4, Electronic 8
Personal Data Assistant	20	2 hours	Generic 6, Electronic 6
Plasma Torch	16	1 hour	Generic 8, Weapon 4, Electronic 1
Power Cell	14	30 minutes	Framing 1, Electronic 4
Protective Mask	15	1 hour	Generic 4, Framing 1, Electronic 1
Psi Screen	NA	NA	Cannot be crafted
Repair Kit	14	10 minutes	Generic 1, Weapon 1, Electronic 1, Framing 1
Trauma Kit	14	10 minutes	Generic 2, Weapon 1, Electronic 1, Framing 1

Item Upgrades

Item	Creation DC	Creation Time	Component Cost
Armored Explosive	15	10 minutes	Framing 1
Attached Heavy Weapon	25	1 hour + ½ time it takes to create the secondary weapon	Framing 1 +1/2 cost of attached weapon
Digital Scope	25	30 minutes	Generic 5, Electronic 8
Dispersion Plating	28	12 hours	Generic 20, Framing 10, Electronic 5, Robotic 5
Easy Reload	20	30 minutes	Generic 2, Weapon 2
Enlarged Blast	20	30 minutes	Weapon 2
Energy Repellant	28	4 hours	Framing 10, Electronic 5
Expanded Capacity	15	1 hour	Generic 5, Weapon 5
Extra Reinforcement	20	1 hour	Framing 4
Flashlight	15	30 minutes	Generic 2, Electronic 4
Grip Extension	15	30 minutes	Framing 1
Improved Cloaking	30	48 hours	Generic 20, Framing 2, Electronic 20, Robotic 2
Improved Igniter	25	1 hour	Generic 4, Weapon 4, Electronic 1
Increased Potency	20	1 hour	Generic 3, Weapon 3
Improved Protection	20	30 minutes	Framing 2
Improved Precision	20	30 minutes	Generic 2, Framing 1
Kinetic Foam	30	18 hours	Generic 30, Framing 12, Electronic 10, Robotic 6
Laser Guided	25	1 hour	Generic 8, Weapon 6, Electronic 6
Linked Fire	25	1 hour + ½ time it takes to create the weapon	Generic 5, Framing 1, Weapon 5, +1/2 cost of base weapon
Medical Delivery System	30	8 hours	Generic 25, Framing 10, Electronic 5, Robotic 12
Multiple Flame Port	25	1 hour	Generic 10, Weapon 10
Penetrating Grenade	20	30 minutes	Weapon 5
Piercing	25	1 hour	Generic 2, Weapon 4, Electronic 1
Psi-Blocker	NA	NA	Cannot be crafted
Rifle Bayonet	20	1 hour	Framing 5

Scope	15	30 minutes	Generic 5
Shadow Armor	15	30 minutes	Framing 1
Shield Weapon Platform	20	30 minutes	Framing 2
Shorten	20	10 minutes	None
Suppressor	10	15 minutes	Framing 1
Underwater Shot	20	30 minutes	Generic 2, Weapon 2

Gaining Crafting Components

Now that you understand how crafting components work, you are probably curious where crafting components come from. There are three general sources for crafting components.

Loot

The most common way to gain crafting components is to simply find them laying around. There are typically tons of spare parts lying around in terran settlements, particularly military, science, or colonial outposts. Players will often be able to loot crafting components from raids against other terrans and storming their installations.

Because the crafting system is an optional rule, make sure your Game Master knows you are interested in utilizing the crafting system. Therefore, they will know to include crafting components in their loot distribution for dungeons.

Purchase

Purchasing crafting components is uncommon but is a valid option. Most often, crafting components are purchased from scrap dealers, engineers, science labs, and factories. Purchasing crafting components is usually not as cost effective as buying an item. However, it can be very effective when you need to buy a few items to round out your collection of components.

Every type of component has a cost for 1 unit of that type:

Generic Components: 25 credits per 1

Weapon Components: 50 credits per 1

Framing Components: 50 credits per 1

Electronic Components: 75 credits per 1

Robotic Components: 100 credits per 1

Disassembling Items

Perhaps the most efficient way of generating crafting components is by taking apart other items. Disassembling destroys an item in exchange for some of the components used to make it. Taking apart an item works identically to assembling an item. You take an item to a workstation and spend time taking it apart. This requires a science check as normal. The DC to disassemble an item is equal to the creation difficulty. The time to disassemble is half the time to create it. The bonus from workstations apply normally to disassembly actions.

If the item has any weapon or armor upgrades on it, after disassembling the base item you must make separate checks for every upgrade, if you want parts from them as well.

The number of parts you get from dissembling an item depends on the result of your science check versus the DC. Regardless of the result, the item is permanently destroyed.

Check Result	Components
Failure by more than 5	No crafting components
Failure by 5 or less	10% of the components used for the item's creation
Success by 0 to 9	50% of the components used for the item's creation
Success by 10-19	75% of the components used for the item's creation
Success by 20 or more	100% of the components used for the item's creation

Military Requisition System

The standard terran economy in the StarCraft RPG revolves around credits and money. This perfectly fits parties involving characters that survive on personal income, such as adventurers, mercenaries, criminals, or other independent groups. However, many characters don't collect money for their equipment. Instead, these military minded individuals requisition gear from the institution they work for. This is common for parties made of marines and ghosts.

This alternate wealth system is designed to measure the credit allowance for equipment that a military member might be loaned. Completing missions and becoming more skilled allows the reward of additional credits of requisition. Those who have a high success rate on missions are given more credits. Characters that are not successful on their missions will be allowed fewer credits.

Requisitioning Gear

A soldier's government provides them what they need. More skilled soldiers are rewarded additional credits worth of requisition, as are operatives who have proven highly successful. For this, they keep track of a resource known as requisition, which is the soldier's allotted number of credits worth of gear they can borrow from their leaders. Requisition is spent just like credits on terran gear. A character has a requisition value dependent on their level.

Level	Starting Requisition Value	Salary
1	6,000	100
2	8,000	200
3	10,000	400
4	15,000	500
5	20,000	600
6	30,000	800
7	40,000	1,000
8	50,000	1,500
9	60,000	2,000
10	70,000	2,500
11	80,000	3,000
12	90,000	4,000
13	100,000	5,000
14	125,000	6,000
15	150,000	8,000
16	200,000	10,000
17	250,000	12,000
18	300,000	15,000
19	400,000	18,000
20	500,000	24,000
21	600,000	30,000
22	700,000	36,000
23	800,000	42,000
24	900,000	48,000
25	1,000,000	54,000
26	1,500,000	60,000
27	2,000,000	66,000
28	2,500,000	72,000
29	3,000,000	80,000
30	4,000,000	100,000

There are two key differences between requisition and credits.

Lack of Ownership

The player does not own any of the items they requisition; they are loaned to them by the military. Therefore, they cannot take whatever they want, and do whatever they please with them. They cannot sell the items for credits, or whimsically discard them. Once their mission is complete, they are expected to return non-consumable items and any gear that they find. Selling requisitioned items or not turning in acquired gear can be considered war profiteering, which has criminal penalties (see below).

If the player does not return a piece of valuable equipment, such as a weapon or suit of armor, there could be penalties. These penalties could be waived if the equipment was lost through normal exercise of the mission; such as a roach destroying a piece of armor. But if the item was wastefully spent in a manner that was outside the purview of a mission, they may be liable for that gear. When a character is judged to have wastefully spent resources, they take a 50% reduction of their salary, that deductible used to pay off the credit cost of them item. The penalty to salary does not end until the item is paid off.

Items that are purchased using normal credits, such as those earned through salary credits, are personally owned and do not follow the rules for requisitioned items.

Per Mission Basis

Nothing players requisition is permanent. Everything they gain is for use on that mission only. Once the mission is over, all the goods they requisitioned that are not spent are returned to the military. Only items that the characters purchases through use of credits are permanent.

Once a player embarks on a mission, they get the above listed amount of credits to spend on requisitioned gear. More skilled characters are worth a higher investment, thus gain more credits. You may notice that the credits per level are much higher than ordinary characters are likely to have at various levels. This represents that the military characters have massive amounts of wealth funneled to them by their employers. Military characters will regularly be able to requisition grand items, including powerful vehicles such as siege tanks and vikings.

A downside of the requisition system is that players are not able to take whatever items they want. Instead, they have an allotment of equipment slots that they can requisition. These requisition limitations are per character. The list of equipment slots they can order is as follows:

Primary Weapon: Can requisition 1 Rifle or Heavy Weapon

Sidearm: Can requisition 1 Pistol

Auxiliary Weapon: Can requisition 1 additional weapon of any type. Alternatively, this slot can be used to take a Ballistic Combat Shield

Armor: Can requisition 1 suit of armor (excluding ballistic combat shield). Cannot requisition a suit of armor that belongs to a different faction (Dominion military characters cannot requisition Umojan armor, for example).

Vehicle: Can requisition 1 vehicle

Miscellaneous Items: Can requisition as much ammunition, gear, chemicals, and item upgrades as they can carry. Requisitioned item upgrades are automatically installed onto items.

Restricted: Cannot, by any means, requisition commodities, services, or terrazine gas.

Salary

In addition to their requisition, characters earn a salary. The salary is personal income used to purchase the character's own items outside the requisition system. They get paid their salary every 5 days, and upon the successful completion of a mission. Characters who are wasteful with spending government resources may have their salaries docked in order to pay off what they owe (see Lack of Ownership) above.

Player should not feel forced to spend their salaries on basic necessities, such as food, fuel, and lodging. These basic services are provided for the players by their government, as long as they are somewhere where the government is active.

War Profiteering

War Profiteering is making a personal income off war. This commonly comes from selling that which is looted on the battlefield for personal profit. War profiteering is a very real occurrence in terran society, and is unfortunately quite common. If players are caught engaging in war profiteering, the results may vary. Honorable authorities might arrest them, seize the illegal funds, or discharge them from the military. Corrupt authorities might forgo punishment for a cut of the profits. The following are some common examples of war profiteering:

- Selling looted arms:** while adventurers may make a living off of selling looted items off those they kill, it is unacceptable behavior for a soldier. Soldiers are required to return any looted arms to the authorities
- Commodities:** When soldiers raid an enemy base or supply depot, they may come across a wealthy of commodities that can earn quite a profit. This, however, is illegal.
- Selling Requisitioned Gear:** Requisitioned gear is not owned by the players, and it is considered war profiteering if they sell that gear to merchants or black-market vendors.

Space Combat

Space Combat is combat involving battling amongst the stars, with soaring combat involving aerospace vessels, space stations, and capital ships on a vastly zoomed out scale. Space combat is the strategic battling at high speeds and high stakes.

For the most part, most of the base in game rules for standard combat applies. Weapons have the same attack bonus, the same ranges, deal the same damage, and so on. The big sense of difference is scale.

Combat on a Larger Scale

Every square in space combat is an indeterminately large area. Because of this, generally multiple entities can share squares. Follow these rules for how multiple targets share a single square.

-Any number of colossal sized or smaller ships, creatures, or constructs can share a single square without risking running into each other, unless they chose to.

-A massive ship can share its square with any number of smaller ships without risking running into them. However, a massive ship cannot share its square with another massive ship. If such a ship moves into their square, then the captains of both ships make a DC 30 pilot test if they want to avoid collision. As long as one ship succeeds, they ignore the collision by one of the ships shifting an adjacent square to avoid the collision. The ship that must move is the ship that rolled lower on the pilot check. If a ship moves into the square of another large ship and wants to collide, then they still roll off on pilot checks. If the defender succeeds their check, then the ramming ship has to make the shift as normal. For if any reason the ships still do collide, then use ramming rules in the Core Rulebook (which is normally 5x strength damage to the other vessel).

-Ships larger than massive follow all the same rules as massive ships, except they encompass more than 1 square on starship scale. The standard rules for colliding apply if a square of super massive ship overlaps with another large ship. If overlapping with another massive ship and shifting 1 square is not enough to move out of the other's square, then the crash is inevitable and cannot be avoided. These ships will be detailed in StarCraft Supplement 6.

Due to the vagueness of this scale, standard squares-per-round measurement does not apply to space combat. Instead, a flyer's squares per round moved is equal to their maximum speed divided by 150, rounded down. Therefore, a banshee strike craft that has a maximum speed of 800, can move at 5 squares per round in space combat, while a wraith with a maximum speed of 1,000 can move at 6 squares per round. Unlike standard scale, there is enough space and time passing that most vehicle facing is not important, and most vehicles can turn on a dime.

However, massive ships still must keep track of their facing and maneuverability. Their facing may determine whether they can declare an enemy as a target of one of their attacks. A massive vehicle can spend 1 square of movement to turn up to 90 degrees. They can make any number of turns that they want in a turn, each one requiring 1 square of movement. Therefore, a massive science vessel moving 4 squares in starship scale can turn 90 degrees as one square of movement, move 2 squares in that direction, then make another 90 degree turn.

Acceleration rating does not matter in space combat, for ships of any size.

Weapon ranges are also different in starship combat. The following table lists how many starship scales squares a weapon's distance can reach.



Range Type	Starship Scale Distance
Melee	Within own square only
Short	Within own square only
Medium	Within own square only
Long	Within own square only
Distant	1 square range
Remote	3 square range
Strategic	6 square range
Orbital*	20 square range
Galactic*	100 square range
Any weapon with the Downward Barrage weapon trait	1 Range Shorter than normal

*New range types (see Supplement 6)

As normal, weapons can be fired at two increments beyond their normal range. Therefore, a long-range weapon can attack at distant range for a -5 penalty, or remote range for a -10 penalty. No weapon can fire beyond galactic range. A melee or short-range weapon can only ever attack at targets within their own square.

For the pilots, normal rules for controlling their vehicle applies, and they must spend a move action piloting their vehicle every turn. If they do not, they lose control as normal.

Flying vehicles are not the only participant in vehicle combat. Any flyer can join in the fight, although only flyers with the rapid flight special rule are the only practical combatants. A rapid flight flyer can move 2 squares in a single round as a normal rapid flight mover action. Regular flyers, those without rapid flight or advanced propulsion methods, can only move 1 square as a move action.

In space combat, a vehicle goes on one initiative, no matter how many pilots it has. Each pilot still gets to make a separate action, as usual. A vessel that has multiple pilots or gunners can have their occupants go on different turns every round, should they choose to.

All attacks, even burst attacks, are considered single target attacks in starship combat. The two exceptions are that area attacks still determine extra damage against swarms in space combat, and extremely powerful attacks with the Massive Burst rule (detailed in a future supplement).

A number of special rules apply to space combat.

Squadron

A squadron is a group of space fighters acting as one unit in combat. A squadron is made up of 2-9 vessels of similar size and design fighting together. Commonly witnessed squadrons include wings of vikings, mutalisks, wraiths, scouts, banshees, vakyries, corrupters, phoenix, and corsairs. These ships band together for mutual benefit and strike as one precise unit. Not matter how many fighters are in an attack wing, they always count as one unit on the battlefield

Squadrons are an important part of space combat, as they allow the Game Master to have massive battles involving many fighters without needing to dozens or hundreds of initiatives and turns to keep track of. Since a player can lead an attack squadron mostly consistent of NPCs, it also allows the player characters in ship to have power and durability beyond what is normal.

Squadron Basic Rules

Only large, huge, gargantuan, and colossal creatures and vessels can form a squadron. To be part of a squadron, a vessel must have flight (or rapid flight) capability. In a squadron, one wing is considered the leader, and all others are supporting their leader. For most purposes, the attack wing uses the leader's statistics. They are modified in a number of ways, based on their supporting craft and number of allies.

- For every additional vessel in the squadron, the leader suffers -1 defense.
- For every additional vessel in the squadron, the leader gains +1 attack accuracy as long as a supporting vessel is able to contribute (see below).
- The speed of a squadron is based on the slowest vessel in the squadron.

- Larger Squadrons gain more hailfire on all attacks that squad members can contribute to with similar weapon types. The amount of hailfire is in the table below
- When a squadron member dies, the squadron loses 1 morale per lost squadron member

All damage the squadron suffers is divided by a number based on the number of squad members in the table below. This amount of damage is applied to each member of the squadron. This is after damage resistance and hailfire is applied. If there is a disparity any damage resistance values, or if some members of the crew are using damage resistance and some shield armor, base the damage off the resistance of the leader. Therefore, if a squadron is consisted of identical vehicles (which will be most of the time), they will all perish at the same time. This keeps the record keeping easy for that number of vessels.

When a squadron has at least one member with active energy shields, the squadron uses the leader's shield armor, if any, in place of damage resistance. When taking damage with energy shields, apply the damage to energy shields first, and if any damage remains when the shields break it is applied directly to the target's hit points without applying damage resistance. If not all squadron members have an energy shield, then the squad leader may decide to allow attacks to bypass the squadron's energy shields completely to use their damage resistance (modified by penetration as normal) instead.

Squad Members	Bonus Hailfire	Damage Divisor
2	+0	1
3	+1	2
4	+1	2
5	+2	3
6	+2	3
7	+3	4
8	+3	4
9	+4	5

Several factors of a squadron's accuracy is dependent on whether the vessels that make up the squadron are able to contribute. There are two types of attacks a squadron can make: an ordinance attack or a basic attack.

Ordinance attacks are made up of rockets or missiles. For a vessel to contribute to an ordinance attack, they must possess such a weapon and have enough ammunition to make an attack with it. In addition, the ordinance weapon must have the same base range (or a longer range) to contribute.

Basic attacks are any ranged attacks that are not ordinance. It could be the burst lasers of a wraith, the photon blasters of a scout, or the glaive wurm of a mutalisk. A vessel can only contribute to a such an attack if they have a non-ordinance weapon. Furthermore, vessels with only a basic weapon cannot contribute to an ordinance attack. As with ordinance weapons, the weapon must have the same base range (or a longer range) to contribute to a squadron basic attack.

Joining or Leaving Squadrons

To join a squadron, a vessel must fly into a squadron's squares at the start of their turn and end their turn there. If the squadron leader approves, the vessel can join the squadron. Similarly, two squadrons can join by one flying into another and requesting to join. The leader of the target squadron becomes the overall leader. Regardless, a squadron cannot have more than 8 vessels as part of it.

To leave a squadron, a participant must declare on the start of the squadrons turn that they are leaving the squadron. They remain in their current square and are separated from the squadron, then the squadron acts normally. The vessel leaving the squad rolls their own initiative but does not get to act until their turn comes around after the turn order resets.

Awarding Experience with Squadrons

Despite functioning as one unit, every ship that is part of a squadron, friendly or enemy, counts as an individual entity in terms of threat level.

Swarms in Starship Combat

While starship combat often involves large numbers of enemies, it rarely involves swarms. The exception to this is when fighting the zerg, in which swarms of mutalisks, corrupters, and scourges are, unfortunately, rather common in massive engagements. Even then, they are most often encountered in squadrons rather than swarms.

Swarms follow all of the same rules they follow in standard combat, with a few exceptions. Primarily, despite the swarm's total size, they never collide with other ships. This includes colossal or massive swarms not colliding when sharing squares with colossal or massive capital ships. Swarms always take up a 1 square area. Swarms never pay attention to facing and maneuverability, not matter how large they are. Otherwise, swarms function identically to how they function as described in other resources.

Warp Jump

Flyers with warp drives are capable of making warp jumps, journeys where they bend reality to move from place to place at rapid speeds. Two types of warp jumps can be made.

The most prevalent for space combat is the short jump. This allows the warp-capable vessel to make short 'hops' from location to location, while not moving far but going far enough to quickly distance from enemies and lose enemies tracking them. Making a short warp jump requires a full-round action where nothing else, not even moving, can be done. They instantly decide what direction they are going in, and then make a pilot test. For every 5 points they score on the pilot test, they can teleport 3 squares in that direction. For example, if the navigator scores a 15 on their pilot test, the vessel can teleport up to 9 squares in the chosen direction. At this point, any aiming or targeting effects on the warping vessel is immediately negated. The vessel cannot warp through a larger object, and colossal and massive objects can still not share squares without resulting in a collision.

Long warp jumps are more complicated and require a full minute to warm up the warp drive. These warp jumps allow ships to fly to entirely new planets or star systems, and thus leave their present location behind them. They can even escape space combat by doing this.

Making a long warp jump requires a DC 15 computers or piloting check at the end of the minute. While charging up for a long warp, the vessel can be moving, but not making attack actions. They can still use any automated defenses, such as point defense cannons. If the check is successful, they vessel enters warp, and begins travel to a new destination. If the check fails, then the ship warps to a new location, but not the chosen spot. The new location is chosen by the GM. If the ship fails the warp jump check by 10 or more, then the warp fails and the ship does not go anywhere. The vessel must charge up their warp drives all over again.



Hazardous Vehicle Terrain

When piloting vehicles overland across an environment, or flying vehicles in cramped quarters, different types of piloting checks may be required to safely navigate an environment.

When moving through hazardous vehicle terrain, a pilot must make a pilot check every round. The DC of this pilot check is modified by how fast the vehicle is moving. If the check succeeds, there is no problem moving through the terrain. If the check fails, the vehicle's speed decreases by half, and the vehicle takes a point of damage equal to how many squares of speed were lost. Crippling Wounds are dealt to the vehicle's mobility. If the pilot check is failed by 10 or more, the vehicle suffers a collision with a piece of terrain. These checks are only required if there is some sense of urgency, such as driving exceptionally fast, or in a vehicle chase, or driving through the dark at reasonably high speed.

Below are some examples of hazardous vehicle terrain and the DCs to navigate them.

Hazard Type	Pilot DC	Land Vehicle Examples	Flying Vehicle Examples
Light	5	Driving through open desert with occasional craters and crevices	Flying through a loose asteroid field, or dodging scattered space debris
Dense	10	Driving through a dense jungle	Flying through a dense asteroid field or a wide canyon
Lethal	15	Driving through an underground tunnel filled with collapsed debris	Flying through a ruined city full of collapsing buildings, or through the wreckage of a capital ship

Hazardous Terrain can be applied to space combat as well. Squares can be marked as certain types of terrain, and the character must make a pilot check each square they fly through. Furthermore, other types of pilot checks inside hazardous vehicle regions have their DCs increase by the pilot DC for the hazardous terrain.

'Jumping' Vehicles

'Jumping' a vehicle involves taking a land or hover vehicle and leaping from one area from another by traveling through the air. Jumping is important for cross gaps in a road or path, or circumventing a obstacle. Jumping an obstacle requires the current terrain conditions, as well as moving quickly and having a skilled pilot.

For a vehicle to jump, it must have an acceleration rating and a max speed. When jumping, make a pilot check. This check is modified in difficult based on extreme speeds. Based on the result of the pilot check, the vehicle travels through the air and lands at a destination on the other side. The distance traveled depends on the pilot check and the current speed.

Pilot DC	Land Vehicle Examples
10	Vehicle jumps a distance equal to 1/10 its current speed
15	Vehicle jumps a distance equal to ¼ its current speed
20	Vehicle jumps a distance equal to ½ its current speed
25	Vehicle jumps a distance equal to ¾ its current speed
30	Pilot jumps a distance equal to their current speed

The pilot check is modified by several factors. If they have an incline from where their vehicle is jumping from, they gain +5 to the check. If the target they are jumping to is 3 or more squares lower than where they are, they gain +5 to the check for every 3 squares lower it is. Hover vehicles gain advantage on the pilot check.

If they have enough distance to completely cover the gap, then the vehicle lands on the other side. The pilot must then make a DC 15 pilot check, modified by speed, or lose control of the vehicle. If they fail by 10 or more, the vehicle rolls and it counts as a collision with the ground. If they succeed the pilot check, they can safely continue from the other side. If they fail to cover the necessary distance, they suffer the penalties for falling down the chasm.

Not all ground vehicles can make jumps. Active locomotion walkers cannot and must rely on athletics checks to jump. In addition, the following vehicles cannot perform jumps: armored personnel carriers, diamondback tanks, robo-harvesters, and siege tanks. They are too heavy, and simply fall instead.

Personalized Starship Creation

StarCraft is a massive setting, spanning the length and depth of a realm of space known as the Koprulu Sector. Obviously, you cannot generally march from one planet to another. Therefore, a group of players will need a starship to transport amongst the sector. The question is what type of starship will you use.

Truly massive vessels, such as battlecruisers, are iconic to the StarCraft setting but are not feasible for a group of players. These vessels are massive, with tremendous upkeep costs and require thousands of personnel to keep running. Furthermore, if a group of players had a battlecruiser, there is not much out there that will challenge them.

The ideal player vessel is a transport or freighter. The Space Opera genre is filled with examples of ships like these used to transport a team of highly skilled individuals from world to world. In Star Wars, Han Solo used the *Millennium Falcon* as his vessel to go on adventures with Luke, Leia, and Chewie. In the Firefly television show, Malcom Reynolds let his crew of thieves, ex-soldiers, and smugglers aboard the freighter, *Serenity*. Such vessels are perfect for a party of StarCraft heroes as well.

This section contains rules for creating and personalizing your very own starship to serve as a mobile home for your space-traveling adventurers. These rules allow for the total customization of your vessel, from the number of rooms to what weapon system they have aboard.

Captain

Ultimately, most groups will require a single individual to be named captain. The captain will need to make executive decisions for the vessel and have the final say in any disputes. This should be determined early, as someone will need to make final decisions on what purchases to make for the vessel.

Any character can do as the captain, but a character who listens to others before making decisions is the best candidate. Players who feel their ideas are rejected are less likely to want to contribute to the game. In a gameplay sense, characters who focus heavily on leadership make good captains.

Budget

Unsurprisingly, customizing a starship is not cheap. In fact, it is probably the most expensive investment a party will make. On top of the base cost for manufacturing the ship, it will also have a substantial upkeep cost. Therefore, the party will require a steady income to keep their ship in the air.

Overall, there are three methods to financing a vessel: out of pocket, donation, and starting vessel.

Out of Pocket

The simplest way to purchase a starship is just spending out of pocket resources. This means the players will have to use their own credits they've accumulated to purchase the vessel. To do this, the players will often have to have a steady income to begin with.

If the party finds that they are just short of the credits they need to afford the vessel, they can request a bank loan to help afford it. A bank loan requires a background check, which will fail if the players are wanted, and a DC 15 influence test to persuade. If the loan is accepted, the players are given the amount of credits they request. Every month, they must pay at least 10% of what they borrowed. If they do not, the amount they owe is increased by 10%. If they fail to pay it off, the bank will make them wanted individuals with a price on their head.

Donation

One of the most common ways player receive ships is by having them either donated, or having the credits donated to them. This is usually done by a powerful faction, such as a corporation or government agency. They will have a ship crafted to the party's specifications and use their credits to purchase it.

The downside of this method is that this indebts the party towards the faction donating the credits. They are often required to work for, or at least with, them and not undermine their efforts. Some might require the party to drop what they are doing and come aid them whenever it is requested. Another downside is that donations only pay for the ship itself, not the upkeep costs.

A rare form of donation is better known as a gift. A gift is frequently give to a group of adventurers in payment for an honorable service they took on behalf of their benefactors. For example, saving a world from pirates might warrant the locals pitching in to buy them a new ship, no strings attached. These sort of gifts should be few and far between, and only occur during major plot milestones.

The amount of credits that different factions are often willing to put forward towards a ship is listed below. Note, that the more powerful a faction, the more the party must prove that they are worth a such an expenditure. The Dominion treasury doesn't break open and spill millions of credits for just any group of adventurers, for example.

Funding	Examples	Credits to Spend
Connected Benefactor	Crime Lord, Low Ranking Government Personnel	250,00
Poor Faction Backing	Raynor's Raiders, War Pigs	500,000
Corporate Backing	Power corporation such as arms dealers or spaceship manufacturers	750,000
Wealthy Benefactor	Old Family Hierarchy, Military General	1,000,000 credits
Rich Faction Backing	Moebius Foundation, Defenders of Man, Mira's Marauders	1,500,000 credits
Royal Expense	Funded directly by the Dominion or Umojan governments	2,500,000 credits

Starting Vessel

The final option is to simply let players start with a number of credits to purchase a ship. This is especially common for parties starting at 10th level and higher, who are already established and need to be able to travel on a whim.

For this purpose, each player starts the campaign with a bonus number of credits based on their level. These credits can only be used towards purchasing the ship and paying upkeep costs. Refer to the chart below for the number of credit contributed by each character. Therefore, a party of 4 level 10 characters should have a total of 100,000 credits to spend on a ship (25,000 per character), while a party of 3 level 20 characters should have 300,000 to spend on a ship.

Level	Credits per Character
5	10,000
6	12,500
7	15,000
8	17,500
9	20,000
10	25,000
11	30,000
12	35,000
13	40,000
14	45,000
15	50,000
16	60,000
17	70,000

18	80,000
19	90,000
20	100,000
21	125,000
22	150,000
23	180,000
24	210,000
25	250,000
26	300,000
27	350,000
28	400,000
29	450,000
30	500,000

Ship Size: Details

The most important first decision is determining how large of a ship the players want. The three ship sizes available are gargantuan, colossal, and massive. Smaller than gargantuan is not large enough to have living quarters, and larger than massive ships are exorbitantly expensive and require too many personnel for a small crew to manage.

Ship size is mostly limited by a party's budget. Vessels get exorbitantly more expensive the larger they are. However, larger ships have more slots to customize their frame with and are much more durable.

What follows is a breakdown of the traits of different sized ships.

Cost

This is the number of credits that a ship of that size costs. This is not counting any upgrades or weapons; just the base frame.

Strength, Fortitude, and Structure Rating

Strength and fortitude are this vessels number of strength and fortitude attributes for determining its statistics. Structural rating is the vessels overall durability. For determining its stability, a vehicle counts as having a number of points of durability and defense training equal to its structure rating. This is for determining its toughness, damage threshold, and hit points. All of these numbers are also heavily modified based on size, as normal for any vehicle.

Pilot Requirements

Successfully piloting the ship requires a number of pilot skill ranks equal to the ship's pilot requirements. If the character has fewer relevant pilot skill points than the Pilot Requirements of the vehicle, then the character does not get to apply their defensive training, melee, or ranged skills to the vehicle's statistics, and cannot use tactics combat augmentations while piloting the vehicle.

Space

These are the options for the number of squares on a tactical grid that the ship takes up. These are purely options, and the players could work with the game master to determine what they want their dimensions to be, although whatever size is chosen should be a similar number of squares to what is listed.

If you chose to map out the inside of your ship, remember that ship compartments are often cramped, and a lot can fit into each square of a tactical grid. Furthermore, most larger ships have multiple decks.

Acceleration Rating and Max Speed

This is the base maximum speed and acceleration rating of the vehicle in question. Refer to Chapter 8 of the Core Rulebook for all the rules on maneuverability, accelerating, and max speed. Some structural upgrades, including an advanced engine room, can give a ship a higher speed.

Structural Slots

This is the most important feature of a ship's size. Structural slots are the amount of space in the ship's hull to install rooms, weapons and upgrades. Most upgrades require some number of structural slots in a vehicle. For example, adding a large room to a ship takes 4 structural slots, while adding a forward missile battery costs 2 structural slots. See later in this section for all the features that can be installed in a structural slot.

Threat Level

This is the base threat level of the ship in combat. This is before any modifiers, such as weapons or special defenses. Generally, if the vehicle has a functional weapon it should be one threat level higher than listed. If the vehicle is substantially well armed, such as possessing numerous weapons, a cloaking device, and advanced maneuvers, it should be two threat levels higher.

Upkeep Cost

This is the number of credits that must be devoted to the vehicle every day to keep it in operation. For the base ship, this is usually the cost in fuel to keep it flying.

Upkeep is an abstract mechanic, that assumes the players are making port and buying supplies at least every week or two. As long as the players are paying the upkeep cost, it is assumed they have the ship supplied enough to continue functioning. If they chose, players can 'pay up' on an upkeep cost, paying ahead of time instead of deducting credits every day.

Many rooms that can be installed in a ship add to the vessel's upkeep cost. However, the benefits of these rooms usually more than pays for the cost.

Gargantuan-sized Ship

Base Cost: 50,000 credits	Structure Rating: 6
Base Strength/ Fortitude: 15	Space: 6 by 6, 8 by 8, or 6 by 10
Pilot Requirements: 4	Max Speed: 600
Acceleration Rating: 40	Base Threat Level: High
Structural Slots: 15	
Upkeep Cost: 250	

A gargantuan ship is approximately the size of a tactical fighter, tank, or bus. Gargantuan ships do not have a great deal of space to accommodate living quarters, especially if you want to arm the ship as well. Personalized gargantuan ships are better for small crews on individuals. However, the basis chassis of a gargantuan ship is fairly cheap, so it is often the only options for novice adventurers.

Note: A ship of this size MUST possess at least a Tier 1 Bridge.

Colossal-sized Ship

Base Cost: 150,000 credits	Structure Rating: 6
Strength/ Fortitude: 20	Space: 10 by 10, 12 by 12, or 10 by 20
Pilot Requirements: 4	Max Speed: 500
Acceleration Rating: 40	Base Threat Level: Extreme
Structural Slots: 30	
Upkeep Cost: 500	

A colossal ship is the perfect size for a party of heroes. It possesses enough room to accommodate an entire crew of adventurers, each with their own dormitories, and still have extra room for features such as a mess hall, armory, and other luxuries. In addition, a colossal ship has a modest upkeep cost, only requiring a half barrel of vespene to function every day. This size of ship is perfect for most parties. Most freighters, transports, and yachts are colossal-sized.

Note: A ship of this size MUST possess at least a Tier 1 Bridge and a Tier 1 Engine Room.

Massive-sized Ship

Base Cost: 300,000 credits	Structure Rating: 6
Base Strength/ Fortitude: 30	Space: Beyond tactical scale, usually at least 20 by 20
Pilot Requirements: 5	Max Speed: 200
Acceleration Rating: 20	Base Threat Level: Extreme
Structural Slots: 75	
Upkeep Cost: 2,000	

A massive-sized ship is a capital ship. There are many degrees of capital ships; the one listed here is amongst the smallest of all capital ships. Still, the ship is so large that most of the crew will be performing multiple rolls aboard the vessel to keep it flying. These ships are large, and able to hold dozens of crew members if needed. They have enough hard points to support an impressive amount of fire power. However, these ships are expensive, both to purchase and upkeep. Most often, these ships will be reserved for higher level characters with an extensive budget who need a heavy duty space ship for their purposes.

Note: A ship of this size MUST possess at least a Tier 2 Bridge and a Tier 1 Engine Room.

Ship Hardpoints

Structure Hardpoints are attachments onto the ship's hull. Hardpoints allow mounting external systems such as sensors or weapons, enhance the ship's frame, add utility function such as mechanical arm or cloaking device, or any number of different utilities.

All hard points cost a large number of credits, and most of them cost a number of structural slots. The number of structural slots is based on the ship's size, as mentioned above. When filling out your ship's structural slots, remember that your structural slots will also be spend on your interior of your craft, namely the different rooms that make up your vessel.

Advanced Sensors

1+ Structural Slot

Base Cost: Varies

Description: The vehicle has an advanced sensors system allowing it to detect cloaked or hidden enemies. The exact extend of the sensors varies; it could be just sophisticated computer equipment, a radar dish, or a full deep space surveillance station mounted on it.

There are several levels of advanced sensors. The more advanced the sensor, the more it costs both in credits and structural slots. Better sensors have improved range for detection and can be used more frequently.

Sensor Type	Benefit	Structural Slots	Credit Cost
MK I Sensor	Pilot or co-pilot can spend a standard action to perform a detector action against everything within 120 squares.	1 slot	10,000
MK II Sensor	Pilot or co-pilot can spend a standard action to perform a detector action against everything within 300 squares (1 starship square)	2 slots	20,000
MK III Sensor	Pilot or co-pilot can spend a standard action to perform a detector action against everything within 1 kilometer (5 starship squares)	4 slots	40,000
MK IV Sensor	Pilot or co-pilot can spend a minor action to perform a detector action against everything within 2 kilometers (10 starship squares)	8 slots	80,000

Advanced Thrusters

1 Structural Slot

Base Cost: 10,000 credits

Description: Advanced Thrusters allows the vehicle to move 1 square up or down or side left and right per 5 squares of movement speed used. The vehicle can also spend 10 squares of movement to turn 90 degrees in their location without having to move. This also allows flying vehicles to tilt the vessel up and down. This allows the vehicle to move up or down without having to move and rotate.

Afterburners

1 Structural Slot

Base Cost: 15,000 credits

Description: Afterburners allow a vehicle to greatly increase their acceleration for a brief period. Activating afterburners increases the vehicle's acceleration rating by 200% for 5 rounds or until deactivated. While afterburners are active, the vehicle cannot stop or decrease its speed. Turning on or off afterburners is a minor action, and after being used, this function cannot be used for another 100 rounds.

Cloaking Device

3 Structural Slot

Base Cost: Varies

Description: This vehicle has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle only has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

There are several levels of cloaking devices. The more advanced the cloaking device, the more energy it possesses.

Cloaking Field Type	Cloaking Device Energy	Structural Slots	Credit Cost
Basic Cloaking Device	10	3 slots	50,000
Advanced Cloaking Device	15	3 slots	100,000
Special Forces Cloaking Device	20	3 slots	250,000

Enhanced Superstructure

0 Structural Slot

Base Cost: Varies

Description: The vehicle has been enhanced to be stronger, more durable, and readier for heavy duty work and the rigors of combat. This enhancement has multiple ranks. Every rank further increases the vehicle's strength, fortitude, and structure rating.

The cost of this upgrade depends on the size of the vessel and how much the framework is being upgraded. This upgrade does not cost structural slots, merely credits. This upgrade stacks with the Hardened Hull upgrade.

Hull Type	Structure Rating, Strength, and Fortitude	Gargantuan-sized Credit Cost	Colossal-sized Credit Cost	Massive-sized Credit Cost
Tier 1 Upgrade	+2	5,000	10,000	20,000
Tier 2 Upgrade	+4	20,000	40,000	80,000
Tier 3 Upgrade	+6	80,000	160,000	320,000

Escape Pod

1 Structural Slot

Base Cost: 5,000

Description: This vehicle has an escape pod fit for a single individual. Escape pods are used to abandon the ship in case it takes catastrophic damage. Escape pod can be piloted to a certain degree, allowing them to be steered to safety. Once launched, an escape pod has the following statistics: 7 defense (plus user's defense training and agility), 20 damage resistance, 30 damage threshold, 100 hit points, an acceleration rating of 40 and a maximum speed of 120. It always counts as Hidden when in flight, making it difficult to track. An escape pod has enough oxygen to last 72 hours. For an additional cost, additional escape pods can be added to the ship. Each escape pod costs 1 structural slot.

Gravity Tube

2 Structural Slots

Base Cost: 25,000

Description: Gravity Tubes allow a vessel to quickly drop its passengers into a battlefield without needing to land. Gravity Tubes allow a vessel to drop or pick up large-sized or smaller passengers from up to 100 squares in the air, at a rate of one per turn. The target is quickly dropped to the ground but is protected by a gravity cushion so they suffer no pain or injury. If the gravity tube is used from higher than 100 squares, the target free falls the distance beyond 100.

Hidden Compartment

1 Structural Slots

Base Cost: 500

Description: A hidden compartment is a hollow space behind a wall, ceiling or floor. It is used to hide merchandise, often illegal merchandise, from being found in case the ship is searched. It takes a DC 30 perception check to notice a hidden compartment. Each hidden compartment can hold 1 square worth of goods. Each additional hidden compartment can be connected to the first for more space, or be separate elsewhere on the ship. Hidden compartments are important for smugglers and criminals.

Hardened Hull

0 Structural Slot

Base Cost: Varies

Description: The vehicle has been enhanced to have a reinforced hull, increased weight, and better durability. This increases the vehicle's strength and fortitude by +4 per rank.

The cost of this upgrade depends on the size of the vessel and how much the hull is being upgraded. This upgrade does not cost structural slots, merely credits. This upgrade stacks with the Enhanced Superstructure upgrade.

Tier	Strength and Fortitude	Gargantuan-sized Credit Cost	Colossal-sized Credit Cost	Massive-sized Credit Cost
Tier 1 Upgrade	+4	2,500	5,000	10,000
Tier 2 Upgrade	+8	10,000	20,000	40,000
Tier 3 Upgrade	+12	40,000	80,000	160,000

Mechanical Arm

4 Structural Slot

Base Cost: Varies

Description: The vessel has a large, mechanical, cargo arm that can be used for a variety of purposes. The cargo arm is controlled by a crew member separate from any pilots or cargo-pilots. This large limb can be used to collect items from space, make melee attacks, or even initiate repairs.

Tier	Cost	Benefit
Tier 1	30,000	The mechanical arm has a reach of 10 squares. It can be used to grab loose space debris and move it anywhere within its reach, including inserting it into the ship's cargo bay. It can grab objects up to one size smaller than the vessel. Alternately, it can be used to make melee attacks. These attacks use the melee skill, with -2 accuracy, dealing 5x vehicle's strength damage, with a slow attack speed, +5 power rating, and the Smashing weapon trait.
Tier 2	50,000	The mechanical arm is identical to tier 1, except it has a reach of 20 squares, can grab objects the same size as the ship, and its melee attack has +0 accuracy instead of -2.
Tier 3	120,000	The mechanical arm is identical to tier 2, except it has a reach of 30 squares, and can be used to initiate repairs on an object or vessel within reach. The target being repaired must be at least Huge-sized. After every minute spend on repairs, the character manning the crane makes a science check. The target object or vessel recovers hit points equal to the science check x5.

Medical Support Pods

1 Structural Slot

Base Cost: 10,000

Description: This vehicle now has a medical support pod, which can quickly heal a patient. Entering into a Pod, each round the medical support system's AI can start one medicine skill test on the patient. The AI has a +10 medicine skill bonus, or +15 when using first aid. The AI can make First Aid tests or any other usage of the medicine skill, including surgery. The AI always counts as having an infinite supply of First Aid Kits and Trauma Kits. For an additional cost, additional Medical Support Pods can be added to treat more patients at once. Each medical support pod costs 1 structural slot.

Mining Equipment

6 Structural Slots

Base Cost: 75,000

Description: This vessel is equipped with onboard mining equipment designed for harvesting raw minerals from asteroids and space debris. This equipment relies on have two individuals manning it to function. In general, the mining equipment can salvage 2 tons of minerals every 8 hours it is in use. Obviously, this requires having mineral-rich space debris to harvest, of course.

Refueling Tank

4 Structural Slots

Base Cost: 20,000 credits

Description: This ship has a large fuel tank that carries an extra-large amount of fuel, that can be used to refuel other ships in space. The refueling tank can support 1 barrel of vespene per strength score of the ship. The vessel gains the ability to attach to other ships and pump vespene fuel into them, in a process that takes roughly thirty minutes.

Shaped Hull

4 Structural Slot

Base Cost: Varies

Description: The vehicle's hull is crafted from a single massive piece of minerals, giving it fewer cracks and weaknesses, and making it less vulnerable to deadly attacks. The vehicle gains Reinforcement (+1). This costs 20,000 credits for a gargantuan ship, 80,000 credits for a colossal ship, or 320,000 credits for a massive ship.

Vehicle Armor

0+ Structural Slot

Base Cost: Varies

Description: The vehicle must have a layer of protection built into the frame. By base, all vehicles are equipped with Tier 1 Light Hull natural armor. This does not cost any credits or structural slots. The ship can be designed to have any of the four levels of armor, however, and at any equipment tier. Refer to the table below for the cost of armor for a gargantuan-sized ship. If the ship is colossal sized, multiple the cost by 2. If the ship is massive sized, multiple the cost by 4.

Hull Type	Structural Slots	Tier 1 Credits Cost	Tier 2 Credits Cost	Tier 3 Credits Cost
Light Hull	0	0	2,500	10,000
Reinforced Hull	2	5,000	20,000	80,000
Heavy Plated Hull	4	10,000	40,000	120,000
War Machine Hull	8	20,000	80,000	160,000

Weapon Mount

Variable Structural Slot

Base Cost: Varies

Description: The vehicle has a weapon mounted on its hull. This can be an terran heavy weapon, or ordinance weapon. When fitting a weapon into the hull of the vessel, the exact cost depends on the weapon being mounted and the positioning of the weapon on the vehicle.

First determine the total cost of the weapon as if it was being purchased normally. Include any upgrades for higher equipment tiers, and whatever weapon upgrade you want it to have. Do not apply the twin-linked or triple-linked upgrades if you wish to have them. From there on, many modifiers apply on how many credits or structural slots are taken.

Modifier	Structural Slots	Credit Cost
Heavy Weapon	1 slot	Cost of weapon
Ordinance Battery	2 slots	Cost of weapon
Front-Mounted Weapon	+0 slots	+1,000
Side or Rear Mounted Weapon	+1 slot	+1,000
Turret Mounted Weapon	+3 slots	+5,000
Twin-linked Weapon	x2 slots	Cost x2
Triple-linked Weapon	x3 slots	Cost x3

The twin-linked and triple-linked upgrades are applied last, multiplying the overall cost of structural slots and credit cost. For example, mounting a Tier 2 Twin-linked Autocannon to the front of the vehicle would cost 2 structural slots and 146,000 credits.

All heavy weapons mounted on the vehicle gain 10x normal ammunition capacity. Ordinance Batteries are not included in this.

Rooms

Rooms are the chambers in the interior of a vessel. Rooms come in four different sizes: small, medium, large, and huge. Each room requires a designated number of structural slots. However, larger rooms can hold different and more advanced numbers of chambers. For example, a hanger bay can only be placed in a very large room.

By base, rooms have nothing in them. They are simply how the walls and corridors of a ship shape the vessel. Because they are essentially the interior structure of the ship, they cannot be changed while what the content within each room can be changed. Therefore, if you have a small room, you can adorn that room as a domicile, but eventually change it out to be a workstation. However, you always have a small room. Therefore, when planning the room layout of your ship, keep in mind all possible current and future need. Look carefully at the room content below to see all that you want to fill your ship with.

Adding rooms costs structural points, but not credits. Adding a small room costs 1 structural slots and gives 1 room space. A medium room costs 2 structural slots and gives 2 room space. Likewise, a larger room costs 4 structural slots and costs 4 rooms space. Lastly, a huge room requires 6 structural slots, but gives a mighty 8 rooms space.

No matter how you distribute your rooms, it is assumed there are enough doorways, ladders, and corridors to navigate through your ship.

Keep in mind that many rooms increase the upkeep cost of your ship.

Room Content

Once you have spent your structural points and laid out your array of rooms, it is time to fill them. After all, your party will be living in this ship, and will want more than empty rooms and blank walls.

Content is what is filling your rooms. Every room has room slots that can support an amount of content. Rooms can be single purposed, or multi purposed. Higher tiered rooms require additional space. For example, with a medium room, possessing 2 room slots, you have options on how to spend it. For example, you could decorate that room as a tier 2 domicile, to have a nice and luxurious resting place for a crew member. Or you can have the room as a tier 1 domicile and a tier 1 workstation, with more spartan living quarters for a single crew member, but they have a place to work with their tools directly in their work room. Alternately, it can be a double bed room, and have two tier 1 domiciles, so two people can live in relative comfort within the room.

Room content can be changed by spending credits to refit a room. Changing out a room usually requires 1 day per room space spent. When changing a room content to another, you can 'sell' the old room, gaining half its cost back in credits to help pay for the new room.

Make sure to check your ship size, because some rooms are mandatory. Every ship needs a bridge, for example, and larger ships require more advanced bridges. Larger ships also require engine rooms as well.

Armory

Description: Armories store weapons, ammunition, and armor for the martially-minded players. Armories are important for most adventurers as they give a chance to clean and prepare firearms as well as counting and organizing ammunition. Larger armories will even have powered armor arming stations, greatly reducing the time it takes to don a suit of powered armor.

Room Tier	Room Points	Credits	Benefit
Tier 1 Armory	2	2,500	The armory has several racks to store and organize weaponry, as well as sorting ammunition. It even has autoloaders to sort ammunition into magazines. An armory has an upkeep cost of 100 credits. In exchange, it creates 200 credits worth of ammunition every day the upkeep is paid. This can be any type of ammunition, including specialty ammunition.
Tier 2 Armory	4	10,000	The improved armory has more room for storing weapons and ammunition, in addition to storage for powered armor. This is identical to a tier 1 armory, except it has an upkeep cost of 200 credits, and produces 400 credits worth of ammunition every day. The room also has two powered armor arming platforms, allowing a character to don a suit of powered armor within 3 rounds.

Tier 3 Armory	8	50,000	This armory is designed to play host to an entire garrison's worth of soldiers and is identical to that found within a battlecruiser or military barracks. This is identical to a tier 2 armory, except it has an upkeep cost of 300 credits, and produces 600 credits worth of ammunition every day. The room also has eight powered armor arming platforms instead of two. In addition, weapons and explosive stored in the armory do not jam on a natural 1.
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Bridge

Description: The 'bridge' is the location where the pilot controls the vessel on its adventures. On smaller ships, it is more commonly known as a cockpit, a small constrained area with only room for the pilot and their controls. Larger vessels have room for more personnel and individual space.

When the bridge of a ship is set up, the ship's navigation and weapon systems are calibrated, which ties closely with the vehicle's maneuverability. For this reason, the bridge is very important to what special traits a vehicle has. Upon designing a vessel, the purchasers can decide how they want the ship to fly; do they want improved targeting systems, or better handling? The ability to fire multiple weapons, or make evasive barrel rolls? These are questions the players will want to answer once they are setting up their ship. More advanced bridges allow for more of these special traits.

A vehicle can only have 1 bridge.

Room Tier	Room Points	Credits	Benefit
Tier 1 Bridge	1	500	The ship has a single-man cockpit that allows a solitary individual to fly the ship. The ship gains communication system, navigation systems, and a target guidance system. In addition, when the ship is designed, one of the ship abilities from the list below can be chosen (other than Co-Pilot or Command Crew). The vehicle permanently has access to that ability. The vessel cannot be piloted by an individual wearing powered armor.
Tier 2 Bridge	2	5,000	The ship has an expanded cockpit that allows a co-pilot, and for the pilots to be wearing powered armor. The vessel gains the Co-Pilot trait from the list below, and 2 additional vehicle trait (except Command Crew). This replaces the tier 1 benefit.
Tier 3 Bridge	4	30,000	The ship has a fully functional bridge allowing numerous individuals to see to the vessels function and aid its performance. The vessel gains the Command Crew trait, 3 additional vehicle abilities (except Co-Pilot). This replaces the tier 1 and 2 benefits.

Ability	Benefit
Advanced Target Lock	When the vessel makes a target lock versus an enemy, their missile or rocket battery weapon gains +1 range increment against that target. The target lock can only be used to grant the +10 accuracy, not fire additional missiles. In addition, the target locked is not used up when attacking the target with the rockets. In addition, the target of the lock gains no benefit from concealment or total concealment. The lock remains until the target is destroyed, leaves distant range, the vessel pilot assigns a lock to a new target, or the cyclone attacks a different target.
Barrel Roll	The vessel can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the vessel performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a vessel performs a barrel roll; missiles suffer a -10 accuracy against them.
Brace	The pilot or co-pilot can spend a full-round action to 'brace' the vessel against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

Command Crew	<p>The vehicle is lead by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. The commanded ship can fire every weapon it has every turn as long as it has enough crew members for every weapon, and does not suffer dual-wielding penalties for doing so. In addition, the vessel has 1 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:</p> <ul style="list-style-type: none"> -Perform Emergency Repairs: Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points. -Extra Attacks: All the vehicle's non-ordinance attacks for the next turn gain Hailfire (1). -Use Scanners: The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale) -Activate Thrusters: The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale. -Target Lock: The ship can spend a crew action to apply a target lock -Assisted Piloting: The ship can spend a crew action to activate another pilot skill combat augmentation
Co-Pilot	The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can control the vehicle even if the pilot has lost control, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.
Evasive Flight	The vessel is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.
Focused Firepower	When the vessel 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 vessel does Hailfire (+2) whenever it is attacking swarms. This only effects vehicle weapons that are missile or rocket batteries or have an automatic or fully automatic rate of fire.
Highly Maneuverable	The vessel can move any direction, not just forward. For example, a vessel can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a vessel flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.
Improved Handling	The vehicle is more receptive to the user's commands. The vehicle gains +2 defense when piloted
Improved Targeting	The vehicle never suffers penalties for shooting while moving, action moves, or while moving at high speeds.
Missile Barrage	If the pilot has a target lock on a target that is gargantuan-sized or larger, they can sacrifice the target lock to make two additional missile attacks that turn, a total of 3, rather than the typical bonuses.
Multi-Targeting	<p>Multi-targeting allows a pilot to simultaneously apply an action to two different weapons against multiple targets with a single action with no penalty. For example, for a multi-targeting system, the user can move, take an aim action at one target with the missile battery, take an aim action at another target with different onboard weapon, and then make a standard action attack against both targets with the respective weapons.</p> <p>Note: If a ship has both multi-targeting and a command crew, this feature does not give the normal benefit. Instead, the ship gains an additional crew action every turn from the decreased workload due to extra automation.</p>
Retaliation	Any time a huge-sized or larger target misses an attack against the vessel, the vessel can immediately make an opportunity attack back at the attacker as long as they are within their firing arc. The vehicle gains extra opportunity attacks each turn equal to ½ the pilot's instinct. These opportunity attacks can only be used for these bonus attacks.

Cargo Bay

Description: Cargo Bays are designed for mass storage or transport capacity. They usually are accompanied by cargo ramps to the outside or freight elevators. Cargo bays are crucial for a ship that wants to carry smaller vehicles, large numbers of passengers, or bulk cargo.

Room Tier	Room Points	Credits	Benefit
Tier 1 Cargo Bay	4	5,000	The cargo bay is a wide, empty room with plenty of room for bulk cargo or passengers. It is usually accompanied by a cargo ramp allowing forklifts or SCVs to carry merchandise on and off the ship. The cargo bay has 10 cargo slots. Each cargo slot can carry a medium sized character, object, or group of objects. A single cargo slot can carry 8 small objects, or 40 tiny objects. A large object takes up for 4 cargo slots, while a huge object takes up 8.
Tier 2 Cargo Bay	8	30,000	The hanger is larger, often possessing multiple levels and a freight elevator that lifts heavy merchandise directly into the hanger. Sometimes, they even have cranes that move merchandise amongst the hanger bay. This is identical to a Tier 1 Cargo Bay, except it has a transport capacity of 40. It can carry gargantuan objects and vehicles, which take up 16 slots.

Domicile

Description: The domicile is a personal quarter, the resting place for a member of the ship's crew. It is their personal space, that many crew members customize with their own decorative scheme and collection of trophies. Larger domiciles give more spacious quarters and a more relaxing sleep.

Note that sleeping without a domicile is uncomfortable. Resting in this way causes a character to require 9 hours of sleep to get a full night's rest, and they suffer -5 to checks to get rid of ability score point damage. For this reason, it is important to have a domicile for the whole crew of a ship, or least have everyone sleep in shifts and take turns with the beds.

Room Tier	Room Points	Credits	Benefit
Tier 1 Domicile	1	500	This room allows a comfortable place to sleep for one individual and is accompanied by a restroom and a place to store one's personal possessions. Resting in such a room gives no benefits or penalties.
Tier 2 Domicile	2	2,500	This room is a luxurious domicile fit for a high-ranking officer or captain. It possesses a larger bed, more personal room, storage space, a personal shower, and a vanity mirror. When sleeping in these quarters, a character only needs 4 hours of sleep to gain the full benefit of resting, and gains +5 to checks to restore lost ability score points while resting.

Engine Room

Description: Ships with larger and more advanced engines inevitably require sophisticated engine rooms for personnel to work and maintain the ship. These rooms are important for vessels that spend long periods of time in space without making port, or for those that require the speed that necessitates a more powerful engine. The most expensive engine rooms might have powerful nuclear reactors powering them, and entire teams of individuals maintaining them.

A vehicle can only have 1 engine room.

Room Tier	Room Points	Credits	Benefit
Tier 1 Engine Room	1	5,000	The ship has a dedicated engine room. The ship is capable of warp jumps, both short and long range, and gains +50 maximum speed. Anyone trying to repair the ship gains +5 to science checks to remove crippling wounds.
Tier 2 Engine Room	2	50,000	The ship has a spacious engine room allowing individuals to constantly oversee and maintain the ship. In addition to all the benefits of tier 1, up to three personnel can be working in the ship's engine room. One individual is the group's leader. While the ship is below half hit points, it automatically regains hit points every turn equal to the lead engineer's ranks in science, +2 for every assisting character. In addition, the vehicle's increases to maximum speed increases to +100 and gains +10 acceleration rating.

Tier 3 Engine Room	4	100,000	The ship has an even more spacious and improved engine room, and is faster and more efficient due to having more space dedicated to the engine. In addition to all the benefits of tier 2, up to five personnel can be working in the ship's engine room at one time. Anyone trying to remove crippling wounds from the ship gains a +10 bonus to their science check to do so. In addition, the vehicle's increases to maximum speed increases to +200 and +20 acceleration rating.
Tier 4 Engine Room	8	250,000	The ship has a high tech reactor core, such as that found on capital-class ships, and therefore had an incredibly powerful engine. In addition to all the benefits of tier 3, the personnel working on repairing the ship can do so all the way up to vehicle's maximum hit points. In addition, tactical or 'short' range warp gain +10 to the pilot check in order to determine the distance moved. In addition, the vehicle's increases to maximum speed increases to +400 and +40 acceleration rating.

Laboratory

Description: The laboratory is a science bay meant for experiments, tests, and mixing chemical. This room caters directly to scientific characters who wish to perform experiments or groundbreaking research. These experiments can relate directly to missions, such as running tests on compounds and chemicals. Otherwise, the laboratory can be used by highly intelligent characters to perform groundbreaking research, that they can reveal to the world for prestige and credits.

Room Tier	Room Points	Credits	Benefit
Tier 1 Laboratory	2	5,000	The laboratory is filled with vials, chemicals, burners, and a variety of special analysis equipment. It has an upkeep of 50 credits per day. While the upkeep is maintained, the laboratory gives a +5 bonus on all science checks to evaluate, research, or study an object such as a biological tissue sample, Xel'naga artifact, or unusual drug. In addition, the laboratory produces 75 credits worth of consumable drugs per day.
Tier 2 Laboratory	4	25,000	This laboratory has state of the art analysis equipment that rivals that found on science vessels and government laboratories. It is identical to the tier 1 laboratory, except it has an upkeep cost 100 credits per day and produces 150 credits worth of consumable drugs every day. In addition, every week spent at the lab, a character can make a DC 30 science check to make a major scientific breakthrough. If they succeed and share their discovery, they receive 50 experience points and earn 5,000 credits.

Medical Bay

Description: The medical bay is the lair of the resident medical professional, where they can treat and undergo operations on any wounded crew members. Medical bays have all the greatest in technological breakthroughs, including assisting medical bots, X-Ray equipment, anesthesia, full body scanners, and laser cutters.

Room Tier	Room Points	Credits	Benefit
Tier 1 Medical Bay	2	10,000	The medical bay is complete with state of the art equipment, but only has room for two patients at once and requires a doctor to perform operations. Any medicine check performed on one of the patients in this room gains a +4 bonus from computer assistance, and surgery can be performed in half the time. In addition, any healing to hit points done in this room heals twice as much life.
Tier 2 Medical Bay	4	50,000	The larger and more spacious medical bay has automated facilities that will heal patients with requiring any doctors on hand. It also has room for up to six patients. The artificial intelligence has a +12 medicine skill bonus. When a character performs a medicine check here, they gain a +6 bonus from computer assistance, and surgery can be performed in half the time. In addition, any healing to hit points done in this room heals three times as much life. Finally, automated cleansing system can instantly cleanse a drug from the body of any patient.

Mess Hall

Description: The mess hall is the heart of social interaction and leisure time aboard most starships. This is where people go to relax, eat, dine, and drink their worries away. Terran technology has had many breakthroughs with food processing equipment, allowing meals to be made cheaply and without fuss. These mess halls are equipped with food processors; larger the mess hall, more people it feeds. They will require some upkeep cost to keep everyone fed, but not nearly as much as it would take to buy individual meals.

Room Tier	Room Points	Credits	Benefit
Tier 1 Mess Hall	2	500	The mess hall has everything needed to cook and prepare food and sit up to four people at once. By spending 50 credits in upkeep per day, the mess hall's food processors can provide two meals a day for four people, remarkably cheaper than simply buying food.
Tier 2 Mess Hall	4	2,000	This grand mess hall has advanced food processors that can create large meals out of very little, seats twelve people, and even has its own liquor. The advanced food processors allow spending 100 credits in upkeep per day and feeding two meals per day for up to twelve people.

Study

Description: The study is a place of learning where books and resources are kept in storage for use by learned individuals. Libraries store books on a variety of topics, so wise characters can research or supplement their intelligence when they need answers. Smart characters who are always looking to perfect their skills can also find resources that can help them advance their skills as well.

Room Tier	Room Points	Credits	Benefit
Tier 1 Study	1	500	The study contains shelves filled with books ranging from historical to scientific. A character can use the library to research a topic as per the lore skill, even if they have already failed to study that topic. When they make a lore check by spending 1 hour in the library, they gain a +4 bonus and advantage on that check. In addition, if a character spends 8 hours studying in a library, they gain a +5% bonus on all experience gained for the next 24 hours. To gain this benefit, their level cannot exceed 3x their intelligence score.
Tier 2 Study	2	2,500	The study contains several shelves of books and resources, and a computer connecting to online databases. The library is identical to a Tier 1 Study, except it can serve 4 characters at once, and the bonus to lore skill checks increases to +8. In addition, a character who studies in the library gains a +10% bonus on all experience gained instead of +5%.
Tier 3 Study	4	10,000	In addition to having a library worth of books, computer, and an online database, the study also has a Lore-Bot that can be asked questions and automatically give out information based on verbal cues. The library is identical to a Tier 2 Study, except it can serve 8 characters at once, and the bonus to lore skill checks increases to +12. In addition, a character who studies in the library gains a +10% bonus on all experience gained for 72 hours instead of 24 hours.

Training Room

Description: The training room is an exercise or fitness center where individuals go for target practice, exercise, physical training, or other demanding regiments. Training rooms are good places to work on your skills and get ready for the next battle. Characters who regularly use a training room find that they perfect their skills faster.

Room Tier	Room Points	Credits	Benefit
Tier 1 Training Room	1	1,000	The training room has floor mats, practice dummies, and grapple targets so a character can work on their physical attributes. The training room is small and can only support a single individual at once. A character who spends their day practicing at a training room earns 20- their level experience points at the end of the day. So, a level 15 character earns 5 experience a day while a level 20 character earns 0 experience per day. This chamber has an upkeep cost 10 credits per day.
Tier 2 Training Room	2	5,000	The training room is large enough to have a fighting ring and digital simulators to do weapon's training. The training room can support 4 characters per day. A character who spends their day practicing at a training room earns 25- their level experience points at the end of the day. So, a level 15 character earns 10 experience a day while a level 20 character earns 5 experience per day. This chamber has an upkeep cost 20 credits per day.
Tier 3 Training Room	4	25,000	The training room is large enough to have a firing range with moving robotic dummies. The training room can support 8 characters per day. A character who spends their day practicing at a training room earns 30- their level experience points at the end of the day. So, a level 15 character earns 15 experience a day while a level 20 character earns 10 experience per day. This chamber has an upkeep cost 50 credits per day.

Work Station

Description: The work station is designed for tinkering, repairs, and breaking down scrap metal. This is a second home to the party's engineer or resident scientist. These work stations have some upkeep cost but can regularly supply the crew with crafting components and give scientists a place to build new items.

Room Tier	Room Points	Credits	Benefit
Tier 1 Work Station	1	10,000	The work station counts as a Tier 1 Work Station for the purpose of crafting items using the item creation system. The work station has an upkeep cost of 50 credits but allows it to produce 200 credits worth of crafting components each day.
Tier 2 Work Station	2	40,000	The work station counts as a Tier 2 Work Station for the purpose of crafting items using the item creation system. The work station has an upkeep cost of 100 credits but allows it to produce 400 credits worth of crafting components each day.
Tier 3 Work Station	4	120,000	The work station counts as a Tier 3 Work Station for the purpose of crafting items using the item creation system. The work station has an upkeep cost of 200 credits but allows it to produce 800 credits worth of crafting components each day.

Example Ships

To fully illustrate this process, we have a variety of example ships created with this process for you to see. If players want, they can purchase these ships instead of customizing their own vessels.

Confederate Battle Frigate

Massive Terran Aerial Vehicle, Epic Threat

Base Cost: 1,270,000 credits

Hit Point: 1,994

Strength/ Fortitude: 38

Pilot Requirements: 5

Acceleration Rating: 30

Upkeep Cost: 2,460

Damage Threshold: 128

Structure Rating: 10

Space: 30 by 30 squares

Max Speed: 300

Toughness: 122

Damage Resistance: 54

Reach: NA

Defense: 0 +Defensive Training +Agility

Crew: Pilot, Co-Pilot, Command Crew x2, Living Space for 9 more, 40 cargo slots

Gear: Front-Mounted Tier 2 Torpedo Battery, Doral-Mounted Tier 2 Twin-linked Burst Cannon Turret, Ventral-Mounted Tier 2 Twin-linked Burst Cannon Turret, Tier 2 War Machine Hull, Communication System, Navigation System, Target Guidance System, Tier 2 Enhanced Superstructure, Hardened Hull, Escape Pod x6, Warp Drive

Rooms: Large Room with Tier 3 Bridge, Medium Room with Tier 2 Engine Room, Huge Room with Tier 2 Cargo Bay, Huge Room with Tier 3 Armory, Huge Room with 6 Tier 1 Domiciles and a Tier 1 Mess Hall x2, Medium Room with a Tier 1 Mess Hall, Medium Room with a Tier 1 Training Room, Medium Room with a Tier 2 Domicile (Captain's Quarters), Medium Room with a Tier 1 Medical Bay, Small Room with a Tier 1 Study

Special Trait (Command Crew): The battle frigate is lead by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. The commanded ship can fire every weapon it has every turn as long as it has enough crew members for every weapon and does not suffer dual-wielding penalties for doing so. In addition, the vessel has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

-**Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.

-**Extra Attacks:** All of the vehicle's non-ordnance attacks for the next turn gain Hailfire (1).

-**Use Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)

-**Activate Thrusters:** The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.

-**Target Lock:** The ship can spend a crew action to apply a target lock

-**Assisted Piloting:** The ship can spend a crew action to activate another combat augmentation

Special Trait (Retaliation): Any time a huge-sized or larger target misses an attack against the vessel, the vessel can immediately make an opportunity attack back at the attacker as long as they are within their firing arc.

Special Trait (Multi-Targeting): The ships multi-targeting systems gives the vessel an additional crew action every turn, for a total of 2 crew actions.

Special Trait (Brace): A member of the command crew can spend a full-round action to 'brace' the vessel against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

The confederate battle frigate is an old design that's last usage was during the Guild War between the old Confederacy and the Kel-Morian Combine. After the conflict, they were replaced by the much larger, and more formidable, behemoth-class battlecruisers. However, the battle frigates still remains a popular ship for wealthy mercenaries, adventurers, and pirates. Even in this day and age, the confederate battle frigate is a formidable vessel that caught fight off squadrons of enemy fighters, and wings of them can challenge modern battlecruisers. They are the ultimate vehicle for a party of heroes.

Light Freighter

Colossal Terran Aerial Vehicle, Formidable Threat

Base Cost: 230,500 credits

Hit Point: 766

Strength/ Fortitude: 24

Pilot Requirements: 4

Acceleration Rating: 40

Upkeep Cost: 600

Damage Threshold: 78

Structure Rating: 6

Space: 10 by 10 squares

Max Speed: 550

Toughness: 72

Damage Resistance: 36

Reach: NA

Defense: 0 +Defensive Training +Agility

Crew: Pilot, Co-pilot, Living Space for 4 more, 10 cargo slots

Gear: Front-Mounted Combat Missile Battery, Turret Mounted Twin-linked Burst Cannon, Heavy Plated Hull, Communication System, Navigation System, Target Guidance System, Hardened Hull, Warp Drive

Rooms: Medium Room with Tier 2 Bridge, Small Room with Tier 1 Engine Room, Small Room with Tier 1 Domicile x6, Small Room with Tier 1 Work Station, Medium Room with Tier 1 Mess Hall, Large Room with Tier 1 Cargo Bay

Special Trait (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can control the vehicle even if the pilot has lost control, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Trait (Barrell Roll): The vessel can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the vessel performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a vessel performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Trait (Brace): The pilot or co-pilot can spend a full-round action to 'brace' the vessel against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

The light freighter is a freighter designed to carry personnel and cargo across distances. It has living quarters for up to six individuals, plenty of cargo room, and even two weapon systems that can defend the vessel against pirates and zerg. It is an ideal ship for players who want just a little bit of everything, and don't have an overabundance of money. Light freighters are very common, and come in all sorts of different designs. Pass into any starport in the sector, and you are bound to see any number of freighters coming and going.

Personal Shuttle

Gargantuan Terran Aerial Vehicle, Extreme Threat

Base Cost: 73,000 credits

Hit Point: 341

Strength/ Fortitude: 19

Pilot Requirements: 4

Acceleration Rating: 40

Upkeep Cost: 300

Damage Threshold: 63

Structure Rating: 6

Space: 6 by 6 squares

Max Speed: 600

Toughness: 57

Damage Resistance: 33

Reach: NA

Defense: 4 +Defensive Training +Agility

Crew: Pilot, Living Space for 1 more, 10 cargo slots

Gear: Front-Mounted Twin-linked Burst Cannon, Heavy Plated Hull, Communication System, Navigation System, Target Guidance System, Hardened Hull

Rooms: Small Room with Tier 1 Bridge, Small Room with Tier 1 Domicile x2, Medium Room with Mess Hall, Large Room with Cargo Bay

The personal shuttle is a simple vessel designed for transportation and living space of a small number of individuals. Known as a small 'puddle jumper' or a ship that is used for in-system flight, the shuttle does not possess a warp drive and only has the most basic armaments. It is good for an individual, or pair of characters, who need to travel throughout a single planetary system, while having a comfortable place to rest. It even has cargo room so players can store a land vehicle within the hull.

Retrofitted Valkyrie

Colossal Terran Aerial Vehicle, Formidable Threat

Base Cost: 302,000 credits

Hit Point: 1,062

Strength/ Fortitude: 24

Pilot Requirements: 4

Acceleration Rating: 40

Upkeep Cost: 750

Damage Threshold: 82

Structure Rating: 10

Space: 10 by 20 squares

Max Speed: 550

Toughness: 76

Damage Resistance: 42

Reach: NA

Defense: 0 +Defensive Training +Agility

Crew: Pilot, Living Space for 7 more, 10 cargo slots

Gear: Front-Mounted Twin-linked Cluster Missile Battery, War Machine Hull, Communication System, Navigation System, Target Guidance System, Tier 2 Enhanced Superstructure, Warp Drive

Rooms: Small Room with Tier 1 Bridge, Small Room with Tier 1 Engine Room, Large Room with Tier 1 Cargo Bay, Large Room with Tier 2 Armory, Huge Room with 8 Tier 1 Domiciles, Medium Room with Tier 1 Mess Hall

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

There were many United Earth Directorate Valkyries still around after the end of the Brood War. These large, heavily armored missile frigates were ideally proportioned to serve as freighters after the war. Therefore, many Valkyries were retrofitted to have living chambers and mess halls, so they could sustain a population in space flight. These retrofitted craft became popular with retired military veterans turned explorer, as well as adventurers with a militant skill set.

Salvage Ship

Massive Terran Aerial Vehicle, Formidable Threat

Base Cost: 1,169,500 credits

Hit Point: 1,740

Strength/ Fortitude: 40

Pilot Requirements: 5

Acceleration Rating: 40

Upkeep Cost: 2,200

Damage Threshold: 130

Structure Rating: 8

Space: 30 by 30 squares

Max Speed: 400

Toughness: 122

Damage Resistance: 48

Reach: NA

Defense: 0 +Defensive Training +Agility

Crew: Pilot, Co-Pilot, Command Crew x2, Living Space for 8 more, 80 cargo slots

Gear: Front-Mounted Tier 2 Torpedo Battery, Tier 2 Heavy Plated Hull, Communication System, Navigation System, Target Guidance System, Tier 2 Hardened Hull, Enhanced Super Structure, Escape Pod x4, Tier 3 Mechanical Arm, Mining Equipment, Refueling Tank, Warp Drive

Rooms: Large Room with Tier 3 Bridge, Large Room with a Tier 3 Engine Room, Large Room with a Tier 2 Work Station and Tier 1 Armory, Large Room with a Tier 2 Medical Bay, Large Room with Tier 2 Mess Hall, Huge Room with Tier 2 Cargo Bay x2, Small room with Tier 1 Domicile x12

-

Special Trait (Command Crew): The salvage ship is led by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. The commanded ship can fire every weapon it has every turn as long as it has enough crew members for every weapon and does not suffer dual-wielding penalties for doing so. In addition, the vessel has 1 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

-Perform Emergency Repairs: Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.

-Use Scanners: The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)

-Activate Thrusters: The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.

-Target Lock: The ship can spend a crew action to apply a target lock

-Assisted Piloting: The ship can spend a crew action to activate another pilot skill combat augmentation

Special Trait (Highly Maneuverable): The vessel can move any direction, not just forward. For example, a vessel can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a vessel flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

Special Trait (Missile Barrage): If the pilot has a target lock on a target that is gargantuan-sized or larger, they can sacrifice the target lock to make two additional missile attacks that turn, a total of 3, rather than the typical bonuses.

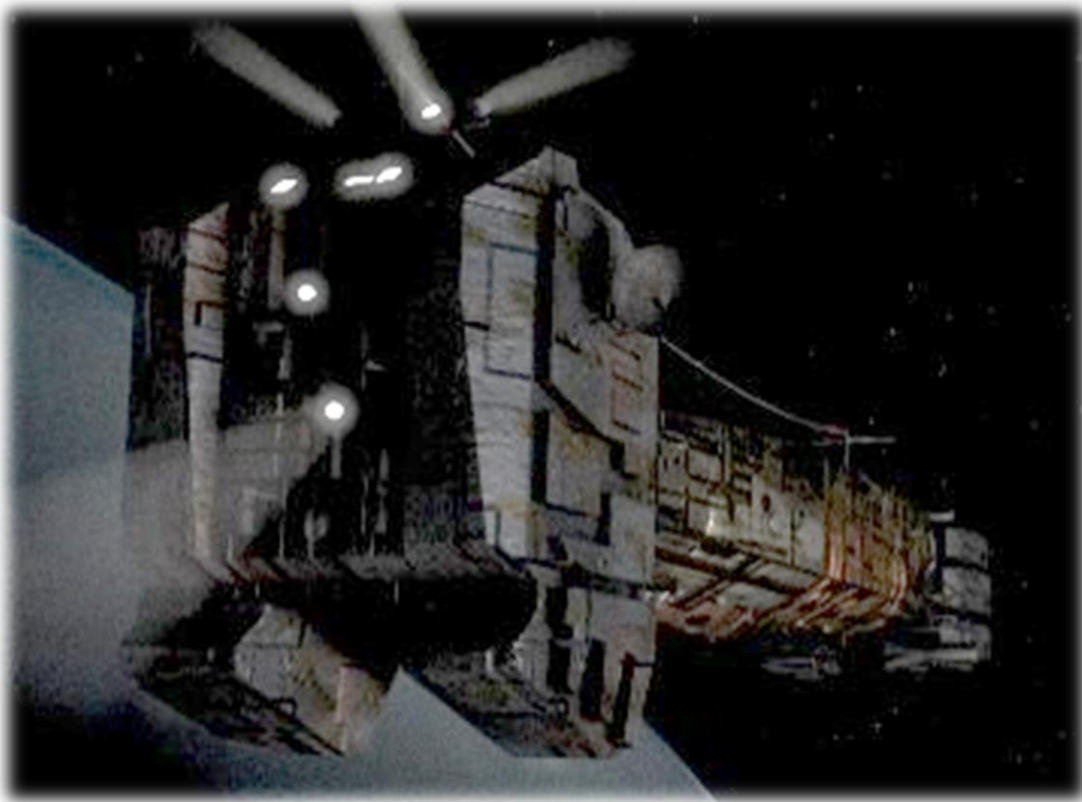
Special Trait (Brace): A member of the command crew can spend a full-round action to 'brace' the vessel against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

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The salvage ship is a heavy-duty cruiser designed to serve many utility purposes, rather than functioning as a war ship. This versatile vessel can serve as a refueling craft, an asteroid miner, operate space salvage operations, and even repair other ships in deep space. Salvage ships are often used as part of military or corporate fleets, where they are sent out on their own to collect resources to bring back to the fleet or fly out to provide support for stranded or damaged ships.



~Salvage Ship

Terran Garrisons

One notable feature that terrans have received notoriety for amongst the sector is their focus on defense. No other race can match the defensive bulwark that terrans are able to deploy. This has become crucial to their survival, as their defensive nature has allowed the terrans to shield their worlds for predations of aliens since the first Great War.

This section covers many defensive protocols that terrans use that may come into play in a StarCraft adventure.

Barricades

Barricades are a form of mobile cover deployed to provide a defensive area to fire from. Most barricades are 1-3 squares wide and are roughly 1 square high. They are very thin, usually about a foot thick, on a tactical map they cover the border between two or more squares. They are usually crafted out of neosteel, to absorb the heaviest firepower.

Anyone taking cover behind a barricade gains a cover bonus (+5 defense) against ranged attacks. If you are crouching behind a barricade, you instead gain improved cover (+10 defense) against ranged attacks. If attacked, each 5-foot section of barricade counts as a Hard Medium-sized object (20 damage resistance, 30 damage threshold, 150 hit points). The barricade should be ignored for dealing damage to it, unless it is attacked directly as a primary target.

Barricades can be purchased for 300 credits per 1 square width section. They weigh 100lbs each section. Alternately, with an SCV and a pile of loose minerals, barricades can be constructed. A single ton of minerals can be used to make 12 sections of barricades, each section taking about 2 minutes to create.

Sandbags

A cheaper form of barricade can be made from piles of bags filled with sand. It costs 30 credits for enough sandbags to block off 1 square. A sandbag barrier weights about 300lbs but can be broken down into smaller sections to make them easier to carrier. For example, a sandbag barrier can be broken into ten 30lb sections for easier transportation.

A sandbag barricade functions identically to a metal barricade, except it takes roughly 1 minute to assemble, and it counts as a Dense Medium object instead (12 damage resistance, 20 damage threshold, 100 hit points). Sandbags cannot be crafted by SCVs.

Laser Barricades

The expensive alternative to metal barricades are laser barricades. Laser barricades come with end pieces, which can project a laser field in a straight line between them. These opalescent field blocks and thwarts attacks that try to pass through it. The laser projectors must be aligned perfectly in order to provide the straight line of deflection between them. They barrier they create is a maximum of 20 squares wide. A laser barricade costs 5,000 credits and is powered by two tier 2 power cells.

A laser barricade functions identically to a metal barricade, except activating and calibrating either end of the laser projector requires a full-round action and a DC 15 science check. The barrier can be deactivated by either laser projector being destroyed. For the purpose of targeting the laser projectors, they count as Unbreakable Small objects (30 damage resistance, 20 damage threshold, 100 hit points). The laser barrier itself can be targeted, but it has 400 hit points, 20 damage resistance, and ignores penetration. If the barrier is brought down, the laser projector will need new power cells to provide a new barrier.

Bunkers

Bunkers are a classic form of terran defense. These short, domed structures allow a safe place for terran soldiers to hunker down and defend against enemy attack. Bunkers are typically manned by a group of 4-6 marines, but sometimes garrison marauders, firebat, or even ghosts. SCVs are even known to shelter in barricades from time to time.

A bunker takes up a 5 by 5 square area. It can support up to six individuals inside; large sized individuals (such as firebats or SCVs) take up two slots. Rather than gain a normal cover or improved cover as a bonus to defense, occupants of a bunker gain a flat +20 cover bonus to defense against all attacks from outside the bunker. In addition, the occupants of a bunker cannot take damage from a weapon with the burst trait; the bunker absorbs all the impact from outside burst attacks. However, bunker occupants can still be targeted by line and cone attacks.

A bunker counts as a huge-sized unbreakable object. Therefore, it has 400 hit points, a damage threshold of 80, a defense of 6, and 30 damage resistance. After a bunker suffers a crippling wound and gains the damaged condition, its defensive bonus to its occupants decreases to a +10 cover bonus to defense. If the bunker is destroyed while still occupied, it collapses on its occupants, who each take a hit of 50 damage and are knocked prone.

Bunkers are sealed by a sealed powered door that can be hacked with a DC 30 Computers check if one does not have clearance to enter. It can also be opened with a plasma torch or through the use of the sabotage talent. The door can be destroyed as normal, with a damage resistance of 30, damage threshold of 40, and 200 hit points.

Bunkers can be constructed by an SCV that has access to 5 tons of minerals. Constructing a bunker takes 1 hour of solid work for a trained pilot of a Space Construction Vehicle.

For determining the encounter points for battles against manned bunkers, simply increase the threat level of all of the bunker's occupants by one threat level.

Bunkers can support a number of additional addons to aid in their protective value.

Defensive Turret

Some advanced bunkers have a turret built into them that aids in their defense. The turret of these bunkers counts as a Sentry Turret with a gauss cannon as described in the Constructs chapter of this supplement. Rather than have its own hit points and resistance, the turret counts as the same object as the bunker and is destroyed if the bunker gains the damaged condition.

Projectile Accelerator

Bunkers on military bases often have weapon mounts that infantry can use to enhance their weapons. Projectile accelerators speed up the shots of weapons that are used with them. Infantry firing from bunkers with these accelerators gain +4 accuracy with their attacks.

Fire Suppression System

Bunkers sometimes have a selection of fire suppression drone that are released to stabilize the bunker and prevent it from taking too much damage. Once the building suffers the damaged condition, two Fire Suppression Drones are released (see their entry in the Constructs chapter of this supplement). Each round, each drone restores 10 hit points to the bunker, up to a maximum of 200 hit points. They cannot restore it above 200 hit points or cure the damaged condition. If the drone are destroyed, it will take the bunker 1 hour to replace them.

Spotlights

The most ubiquitous bunker addon is the spotlight. These spotlights make it difficult to hide within sight of the bunker. A character within the bunker can spend a standard action to use the spotlights. This count as a spotter action against all targets within 10 squares of the bunker.



~Common Terran Bunker

Mounted Guns

Often, military outposts will have fixed mounted weapon emplacements set up in a fixed spot. Anyone walking by can grab use of the weapon and start to fire. Any rifle or heavy weapon can be a mounted weapon, but heavy gauss rifles, chainguns, gauss cannons, rocket launchers, and flamethrowers are the most common.

Mounted weapons cannot be moved from their location. To use a mounted weapon, a character must be standing adjacent to an unattended weapon and use a minor action to take a hold of it. Mounted weapons fixed onto the ground on a tripod or weapons platform can be turned to face any direction. Some mounted weapons are fixed on walls, balconies, or as part of a barricade. These weapons are fixed to face one direction and only have a 180-degree firing arc.

Like normal weapons, mounted weapons can be various equipment tiers, although most are tier 2. Weapons that are set up in a fixed position are usually fixed with a large amount of ammunition fed into them. Therefore, weapons fixed in place have 10x the normal amount of ammunition.

Mounted weapons are generally ignored for the purposes of attacks but can be the primary target of an attack. Mounted rifles count as Hard Small-sized Objects (20 damage resistance, 15 damage threshold, 75 hit points). Mounted heavy weapons count as Hard Medium-sized Objects (20 damage resistance, 30 damage threshold, 150 hit points).

Traps

Traps are features usually found inside a fortified installation. They are defensive features that trigger once a certain condition is met to kill or deter intruders. In the StarCraft universe, terran traps are usually made put into top secret installations, hidden compounds, and outlaw lairs.

Traps are triggered in one of two ways. The first is proximity based, where they are activated once a target enters their assigned area. This trigger can be something as mundane as a floor plate or a trip wire, or something as complex as a motion detector or invisible laser. Mundane methods require a DC 25 perception check to notice. Complex methods require a DC 30 perception check to notice.

The other activation method is remote activation. With remote activation, someone overseeing the systems of the facility chooses to trigger the trap. This is usually a security officer in a control room, or a local adjutant. Remote activation is usually better, because it allows triggering the trap at will and allows a trap to still be activated where a proximity trigger would be bypassed. However, the downside is if a computer hack gains access the facilities systems, they can steal control of a trap's activation.

No matter the activation type, here are list of common traps to include in a fortified outpost and what they do.

Airlock

Airlocks are used exclusively in bases located in space. They are most common in space stations. These airlocks are meant to be nearly unnoticeable in appearance, and when triggered instantly open a hatch that leads into space.

When an airlock opens, all targets within 6 squares of it are instantly drawn in by a vacuum and thrust into space. Characters who have activated gravity boots are immune to this effect. Characters who have gravity boots but do not have them activated can make a DC 10 agility test to activate them before they are pulled outward. Any other character can make DC 20 athletics check to grab hold of a surface before they are pulled out the airlock. Even if they succeed, they are knocked prone and are pulled half their distance from the airlock towards it.

The airlock trap only remains open for a single round before it closes again. In order to deactivate the airlock trap, it needs to either be sealed with a plasma torch so it can't open, or be rigged so it can't open through use of the Sabotage talent.

Crushing Wall

Crushing walls are just that: they are sections of wall that are meant to press outwards and crush anything that passes by them. Crushing wall is a bit of a misnomer, because they don't have to be just walls; it easily be a ceiling that lowers to smash passersby. Crushing walls are most common within corridors that are 1-4 squares wide.

When a crushing wall is triggered, it makes a +12 attack roll against everyone within the affected area. This can be evaded by characters with the Dodge talent. If the attack hits, it deals 80 damage, or half that much damage on a missed attack. Once activated, crushing walls usually take about 1 minute to fully reset.

Crushing walls can be bypassed by being blocked with objects. Such objects must be at least Dense hardness, and completely block the passage that is set to crush. Otherwise, it would take about 1 hour of work with a repair kit, plasma torch, and a DC 20 science check to disable the trap.

Electrified Surface

Electrified surfaces are metal walls or floors that are designed to channel an electrical current. Some electrified surfaces are designed to function when triggered, while some are always active.

An electrified surface deals 20 energy damage and the Slowed and Tormented conditions to a character touching it. When a character is trying to climb or walk across electrified object, they take damage for each square they move up the surface. Furthermore, they must make a DC 25 endurance check each square of movement or be Stunned. Stunned targets fall to the ground if they are climbing or go prone if they are walking across a shocking floor.

Common electrified surfaces include security fences blocking access to restricted areas, and floor tiles in similar areas. Most electrified surfaces can be deactivated by destroying the power source for the electricity. These power conduits count as Hard Small objects (20 damage resistance, 15 damage threshold, 75 hit points).

Explosive Gas

A common and gruesome trap is allowing combustible gas to be vented into a chamber and letting the victims light it. This trap takes a while to properly work, as the gas needs time to build up in a room. Therefore, it is usually remotely activated or used when intruders are trapped.

The gas is lit at any sort of combustion, even just a spark. Even gunfire fire can ignite a gas filled room. Once the gas is lit, everyone in the chamber takes 75 damage per round. Fire eats up the gas quickly, and the blaze only lasts for 3 rounds. It usually takes about 1 minute for a small chamber to fill with gas once again.

The simplest way to circumvent an explosive gas trap is not to use anything to ignite it. Solutions include blocking gas from entering the room, or open doorways out of the chamber so the gas has somewhere to go.

Variant: Poison Gas

A variant of the explosive gas trap is the poison gas trap. Rather than filling a room with combustibles, the room is filled with a gas that is toxic to breathe. Everyone round a victim breathes in poisonous gas, they must make a DC 20 endurance test or take 24 poison damage. Only character's who breathe air are subjected to this damage (protoss are immune, as are characters in enclosed armor with an air supply). Unlike explosive gas, this gas lingers until it is vented.

Gunfire Trap

A gunfire trap is a common trap that releases a hail of gunfire towards the target location once triggered. This gunfire comes from several automatic weapons that fire into the designated location in a cone area that represents a region filled with gunfire. The gunfire trap has a +10 attack bonus, deals 20 damage in a Cone (12) area with Hailfire (2).

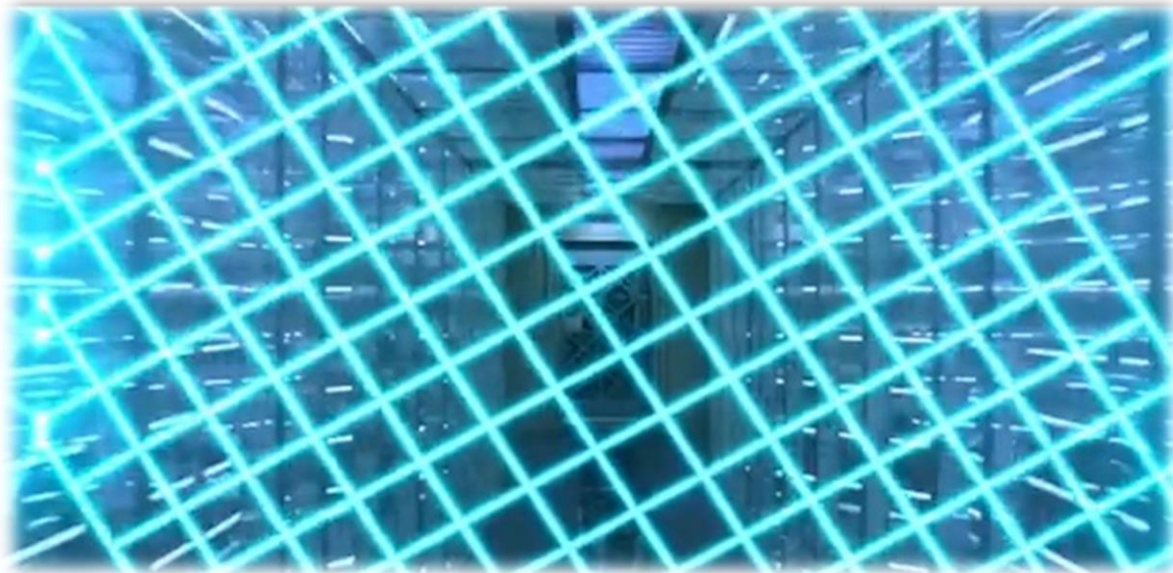
This trap can be used round by round, over and over again, if it is triggered. Typically, these traps have enough rounds stored for about 20 such attacks. They can be accessed to the chamber that the guns are kept. This could involve searching for a secret passage or security room or cutting through the wall they are behind with a plasma torch. Deactivating the guns requires a DC 15 science check over 1 minute or use of the Sabotage talent.

Laser Grid

The laser grid is the most dangerous form of common trap. Literally, a field of lasers move across the room, cutting apart anything in their path. The laser grid usually starts in one corner of the room or corridor, and moves at a speed of 4 squares per round across the room until it reaches the other side. Laser grids have a +5 attack bonus, making them fairly easy to avoid, but on contact they deal 30 damage with the Piercing and Rending (10) traits.

The best way to deactivate a laser grid is to destroy the laser projectors. These count as Hard Tiny-sized Objects (20 damage resistance, 7 damage threshold, 35 hit points). Because they move, they are slightly harder to hit than most objects (defense 20). Once a laser projector is destroyed, the laser vanishes.

Some laser grids possessing more than one laser that moves together as it clears a room. For every laser beyond the first, the laser grid gains +5 accuracy and Hailfire (1). Therefore, a laser grid with 4 lasers has a +20 attack bonus and Hailfire (3), making it substantially more deadly. Each laser projector destroyed gives the grid -5 accuracy and -1 hailfire.



~Image from Resident Evil Movie 1

Chapter 7: Terrans

This chapter, designed for the game master, contains a massive selection of premade NPCs to include in your games of StarCraft. These statistics include terrans from all walks of life, including civilians, soldiers, criminals, and psychics. They are organized by what societal role they fill. At the end of this section there is a large section of premade piloted vehicles, using the vehicles and pilots included in the Core Rulebook and this supplement.

Terran Citizens

Citizens are the common residents of game universe. Every terran world has endless numbers of them, living their lives and performing their day to day responsibilities. Normally, players will not come into conflict with these sort of individuals, particularly if they are lawful in disposition. However, sometimes a Game Master might need statistics for the regular resident of the Koprulu Sector who gets caught up in the player's adventures.

Most of the NPCs in this section are very vague and can be used for a wide variety of different individuals in your setting.

Administrator Description

The 'administrator' is a term for an indoor worker that has some amount of life experience and responsibility. An administrator could be nearly anything, from a business owner, shopkeeper, middle management, office bureaucrat, or low-level politician. They are a people without any real combat expertise but are ready to defend themselves if needed.

Administrator Tactics

Against military level foes, administrators generally flee for safety. If they cannot, or they are against common criminals, administrators defend themselves with handguns and combat influence actions. They regularly use combat influence to demoralize their foes. They can affect three different targets with a single combat influence action. They generally try to demoralize their foes, and then force them to retreat through influence.

Aristocrat Description

Aristocrats are the highborn scions of terran society. Most of them are the sons and daughters of the rich elite, corporate heirs, or the scions of a political dynasty. They are trained from birth to be exceptional, with the greatest teachers and instructors money can buy. They are always surround by friends and servants, all of whom congregate around an aristocrat because of the money that seems to float around them, not out of any sort of loyalty.

Lesser aristocrats are youths who have been raised in a life of wealth and plenty. They live decadent lives but are nonetheless drilled hard by their parents to be worthy successors to their lineage. Senior Aristocrats, on the other hand, are the hierarchs of their clans. They possess endless resources and are icons of personality. These aged administrators know what its like to make tough calls and have an undeniable will to get things done. They care little about feelings or emotions, nor do they care about the lives of 'lesser men'.

Aristocrat Tactics

Aristocrats are usually armed so they can defend themselves from aggressive citizens but prefer to let their henchmen fight for them. They tend to stay back at a position of safety and use their influence and leadership abilities. Aristocrats usually use leadership to improve an ally's skill checks and rally every round to keep them in good spirits. In the meantime, they use influence to demoralize and, eventually, demand surrender.

Aristocrats are great leaders, gaining advantage on leadership checks, giving out temporary hit points when rallying, and bolstering all nearby friends with an Inspiring Presence. Senior aristocrats are even more dangerous, with a more powerful presence that gives greater benefits to allies and equal penalties to enemies. They give all allies under their leadership free morale levels, at the cost of halving their morale bonus. They can rally and combat influence as part of the same action. Finally, when they do fire, they can subtract damage from their attacks to gain a bonus to combat influence tests, which they almost always do against terrans.

Civilian Description

Civilians are the regular residents of a city or urban environment. They come in endless variety, but most of them live blissful, charmed lives. Their biggest worry is what they see on the news and hope the warfront does not reach their world so they can continue to live ordinary, uneventful lives.

Civilian academics represent educated civilians, such as students, medical practitioners, scientists, and teachers. Civilian laborers perform physical labor, such as construction, farming, maintenance, and the such. Residents are the white-collar workers who perform jobs such as officer workers, retail employment, or customer service.

Civilian Tactics

Civilians don't deploy tactics in battle. If a fight breaks out, or they hear gunfire, they simply run away in a disorganized fashion. Maybe 1 in 20 will try to be a hero and defend their fellow citizens in a brazen act that often borders on stupidity.

Colonial Marshal Description

Colonial marshals work on the fringe worlds, upholding the law and protecting their citizens from bandits, animals, and zerg. They have a thankless and incredibly dangerous job where they are usually outnumbered and outgunned. Some marshals are benevolent guardians who care deeply for the lives of their citizens, and gladly risk their lives to preserve their quality of life. The worst are no better than bandits, and often extort their citizens in exchange of protection. All of them are tough frontier folk, skilled trackers, and deadly fighters.

The colonial marshal can also be used to represent an experienced city or private detective, a vigilante, a rebel leader, or a veteran terrorist.

Colonial Marshal Tactics

If there is one thing a marshal learns, it is to stay alive. They are used to fighting solo against overwhelming odds, and they've learned it is no incentive to fight fair.

Given the choice, a marshal will always fight from an ambush. They lie in wait, getting use out of their hunter ability, and then pick targets off with their sniper rifle. They fire only every other round, so they can maintain their stealth. If they are discovered and their position closed in on, they will usually retreat and reengage. If they cannot, they switch to their shotgun and stand their ground. Their pistol is used as a last resort, or as a method to finish off weakened enemies.

Marshals are very tough, with high hit points, damage threshold, and many ways to mitigate crippling wounds. They trained in nearly every skill, thus have a wide variety of actions they can take. They will often take advantage of stealth whenever possible, except when the only other target is the people they are protecting. They use intimidating shot to force enemies to surrender. They tend to bob and weave when they fight, and if they have a spare action they will combat influence to demoralize their enemies.

Military Scientist Description

Military scientists are academics that are deployed in government installations, where they research and develop cutting edge technologies. Military scientists are civilians who work for and with a military body. They are most commonly encountered when players choose to storm a government installation, although sometimes a military scientist could be a benefactor for a group of terran players. The military scientist entry can also be used for military engineers.

In the Dominion under Arcturus Mengsk, military scientists lived on a razor's edge without even knowing it. On one hand, they pursue their passions with limitless resources and a lack of moral responsibility. On the other hand, their government will gladly 'exterminate' them to ensure their secrets are hidden.

Military Scientist Tactics

Military Scientists usually run for cover when engaged, usually behind whatever soldiers are hanging nearby. Once relatively safe, they will deploy their turrets to protect them. Once their turret is deployed, they will have it shoot at the most powerful target, or whoever threatens them personally. In the meantime, the scientist will hide behind cover and fire with their gauss pistol, taking advantage of their Smart Shot talent. They rarely fight to the death and will usually surrender if combat goes poorly for them.

Police Officer Description

Police officers fill the urban population centers. They uphold the law, fight crimes, and arrest wrong doers. They commonly come into conflict with gangs and the criminal element of their homes. In a pinch, police officers will join marines in defending their city from alien invasion.

Police Officer Tactics

The first instinct of most police officers is to cover and protect civilians. They use their Shield Ally ability to protect civilians from enemy fire, and then engage enemies so they can make it to safety. Police Officers engage tactically and employ cover when possible. They prefer to use aim actions rather than bobbing and weaving. They try to stay out of melee combat, and only use their stunners against light or unarmored foes they wish to incapacitate.

Administrator

Level 5 Terran Non-heroic Character (Core Citizen/ Personality/ Diplomat), Low Threat

Skill Purchases: 8	Talent Purchases: 0	Ability Score Purchases: 2
Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 15	Toughness: 14	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 1	Psionic Resistance: 13	

-**Light Revolver** 1d20+2 accuracy, 18 damage, 1 strikes maximum, 6 shots at short range; *Special Traits*: Gradual Reload

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

-**Combat Knife** 1d20+1 accuracy, 11 damage, +2 strikes maximum; *Special Traits*: Throwing

Skills: Computers 4, Defensive Training 2, Durability 2, Influence 6, Leadership 4, Lore 4, Medicine 2, Mental Training 2, Perception 4, Pilot 3, Ranged 2, Science 2, Stealth 3

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

Talents: Dissuade, Great Speaker, Natural Appeal

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

Intelligence: 4 **Willpower**: 4

Gear: Light Revolver with 6 slugs, Combat Knife, Equipment Belt, Fone, Datapad, Communicator, 5d20x5 credits

Special Ability (Impressionable): When making a combat influence test, the administrator can affect 2 additional targets.

Special Ability (Contacts): The administrator has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The administrator gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Aristocrat, Lesser

Level 6 Terran Heroic Character (Core Citizen/ Personality/ Leader), Medium Threat

Skill Purchases: 10	Talent Purchases: 2	Ability Score Purchases: 7
Hit Points: 65	Healing Threshold: 6	Damage Threshold: 21
Defense: 20	Toughness: 17	Resolve: 20
Speed: 5	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 5	Psionic Resistance: 18	

-**Dueling Sword** 1d20+6 accuracy, 18 damage, +1 strike maximum; *Special Traits*: Defensive (+1)

-**Heavy Revolver** 1d20+5 accuracy, 18 damage, +1 strike maximum, 6 shots at medium range; *Special Traits*: Gradual Reload

Skills: Acrobatics 2, Athletics 2, Computers 2, Defensive Training 4, Durability 2, Influence 6, Leadership 6, Lore 4, Mental Training 4, Melee 4, Perception 4, Pilot 2, Ranged 4, Science 2, Stealth 2

Skill Focuses: Leadership +3, Influence +2

Talents: Dissuade, Fast Reload, Great Speaker, Inspirational Presence

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

Intelligence: 4 **Willpower:** 6

Gear: Dueling Sword, Heavy Revolver with 1 magazine, Tier 2 Equipment Belt, Aristocrat's Uniform (Tier 2 Padded Jacket), Tier 2 Fone, Tier 2 Communicator, 1d20x100 credits

Special Ability (Inspirational Presence): All allies within 6 squares of the aristocrat gain a +1 bonus to attacks, skill checks, and morale bonus.

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

Special Ability (Impressionable): When making a combat influence test, the aristocrat can affect 3 additional targets.

Special Ability (Noblesse Oblige): Aristocrats gain advantage on leadership tests, and combat influence attempts against allies under your leadership effects are suffer disadvantage.

Special Ability (Combat Dignity): An aristocrat can use their willpower in place of their agility for defense while wearing light or heavy armor. However, while in power armor or in any vehicle smaller than gargantuan the aristocrat suffers disadvantage on all combat augmentation checks and combat influence tests, and lose the benefits of Noblesse Oblige.

Aristocrat, Senior

Level 19 Terran Heroic Character (Core Citizen/ Personality/ Leader/ Face Reader/ Psychologist/ Enforcer/ Aristocrat/ Taskmaster/ Demagogue), Medium Threat

Skill Purchases: 20

Talent Purchases: 8

Ability Score Purchases: 17

Hit Points: 124

Defense: 28

Speed: 7

Space: 1 square

Damage Resistance: 9

Healing Threshold: 8

Toughness: 23

Shift Speed: 2

Reach: 1 square

Psionic Resistance: 32

Damage Threshold: 28

Resolve: 32

Morale Bonus: +8

Initiative: +6

-Dueling Sword 1d20+12 accuracy, 27 damage, +1 strike maximum; *Special Traits:* Penetration 6, Defensive (+2)

-Gauss Pistol 1d20+11 accuracy, 14 damage, +3 strike maximum, 15 shots at distant range; *Special Traits:* Penetration 6, Rending 2

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

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

Talents: Air of Authority, Defense of Will, Defensive Fighting, Dissuade, Fast Reload, Inspirational Presence II, Intimidating Presence II, Great Speaker, Keen Senses, Outstanding Presence, Resolute

Strength: 5

Instinct: 6

Agility: 6

Fortitude: 6

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Dueling Sword with Piercing, Tier 2 Gauss Pistol with Suppressor, Improved Precision, and Improved Potency and 2 magazines of U-238 rounds, Tier 3 Equipment Belt, Aristocrat's Uniform (Tier 3 Padded Jacket), Tier 3 Fone, Tier 3 Communicator, Tier 3 Datapad, 1d20x200 credits

Special Ability (Outstanding Presence): All allies within 8 squares of the aristocrat gain a +2 bonus to attacks, skill checks, and morale bonus, while all enemies in that area gain the same penalties.

Special Ability (Air of Authority): All enemies of the same race as the caster with a morale score must spend a morale point to attack this character – foes that may not attack this character do not cause the character to be threatened. This morale point must be spent every round. Characters that have been attacked, or had their allies attacked by, this character in this encounter may ignore this protection. This ability does not function on foes this aristocrat has taunted, or foes at a negative morale level.

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the aristocrat can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

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

Special Ability (Impressionable): When making a combat influence test, they aristocrat can affect 3 additional targets.

Special Ability (Psychological Treatment): When the aristocrat or an ally within 6 squares spends or loses a morale point, they can roll a d20. On a 14+, they do not lose that morale point.

Special Ability (Authority): When an aristocrat tries to use a function of combat influence against one of the character's allies within sight, the character can make an opposed influence check. If the character's influence check is higher, than the combat influence has no effect on their ally. In addition, allies under this character's leadership effects can use their influence or leadership ranks instead of their normal morale bonus.

Special Ability (Noblesse Oblige): Aristocrats gain advantage on leadership tests, and combat influence attempts against allies under your leadership effects are suffer disadvantage.

Special Ability (Combat Dignity): An aristocrat can use their willpower in place of their agility for defense while wearing light or heavy armor. However, while in power armor or in any vehicle smaller than gargantuan the aristocrat suffers disadvantage on all combat augmentation checks and combat influence tests and lose the benefits of Noblesse Oblige.

Special Ability (Ruthless Overseer): This character is an efficient but ruthless party leader. Any ally under the effect of this character's leadership gains a free morale point every round, but their morale bonus is only half what it normally is.

Special Ability (Stirring Rhetoric): The character can make a leadership test and a combat influence attempt in a single minor action.

Special Ability (Face Reading): The aristocrat is skilled at reading facial expressions and behavior to understand the mindset of others. They gain a +5 bonus on all perception checks to use empathy, or a +10 bonus if they can see the target's face. They count their targets as 1 morale level lower for using combat influence, and gain +5 to non-combat uses of influence. Finally, the aristocrat is accustomed to thinking quickly and processing information rapidly. They can perform a Focus or Thought Blocking behavior as a free action. They can still only perform 1 combat behavior per turn.



Civilian, Academic

Level 1 Terran Non-heroic Character (Core Citizen/ Academic), Low Threat

Skill Purchases: 3	Talent Purchases: 0	Ability Score Purchases: 1
Hit Points: 33	Healing Threshold: 6	Damage Threshold: 19
Defense: 13	Toughness: 12	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1	Psionic Resistance: 9	

-Unarmed 1d20+0 accuracy, 8 damage, +2 strikes maximum; *Special Traits*: Unarmed

Skills: Computers 2, Durability 1, Lore 2, Medicine 3, Mental Training 1, Perception 2, Pilot 1, Science 3

Skill Focuses: Lore +2, Science +2

Talents: Smart Shot

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

Intelligence: 5 **Willpower**: 3

Gear: Datapad, Equipment Belt, Communicator, 2d20 credits

Special Ability (Contacts): The academic has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The academic gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Civilian, Laborer

Level 1 Terran Non-heroic Character (Core Citizen/ Brute), Low Threat

Skill Purchases: 3	Talent Purchases: 0	Ability Score Purchases: 1
Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 14	Toughness: 15	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1	Psionic Resistance: 6	

-Heavy Tool 1d20+1 accuracy, 19 damage, 1 strikes maximum; *Special Traits*: Penetration 1, Smashing

Skills: Athletics 2, Defensive Training 1, Durability 2, Endurance 2, Melee 2, Perception 1, Pilot 1, Ranged 1

Skill Focuses: Endurance +2, Athletics +2

Talents: Power Strike

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

Intelligence: 3 **Willpower**: 2

Gear: Heavy Tool, Equipment Belt, Fone, 1d20 credits

Special Ability (Mighty Swing): When the laborer makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Contacts): The laborer has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The laborer gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Civilian, Resident

Level 1 Terran Non-heroic Character (Core Citizen/ Personality), Low Threat

Skill Purchases: 3	Talent Purchases: 0	Ability Score Purchases: 1
Hit Points: 33	Healing Threshold: 6	Damage Threshold: 19
Defense: 13	Toughness: 12	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1	Psionic Resistance: 9	

-Unarmed 1d20+0 accuracy, 8 damage, +2 strikes maximum; *Special Traits*: Unarmed

Skills: Computers 2, Durability 1, Influence 3, Medicine 1, Mental Training 1, Perception 2, Pilot 2, Ranged 1, Science 1, Stealth 1

Skill Focuses: Lore +2, Influence +2

Talents: Dissuade

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

Intelligence: 4 **Willpower:** 3

Gear: Equipment Belt, Fone, Communicator, 3d20 credits

Special Ability (Impressionable): When making a combat influence test, they civilian can affect 2 different targets.

Special Ability (Contacts): The civilian has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The civilian gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.



Colonial Marshal

Level 15 Terran Heroic Character (Fringe Colonist/ Survivalist/ Outlander/ Huntsmen/ Enforcer/ Adventurer), Medium Threat

Skill Purchases: 20

Talent Purchases: 10

Ability Score Purchases: 12

Hit Points: 215

Healing Threshold: 10

Damage Threshold: 38

Defense: 22

Toughness: 23

Resolve: 21

Speed: 7

Shift Speed: 2

Morale Bonus: +5

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 16

Psionic Resistance: 18

-Sniper Rifle 1d20+11 accuracy, 42 damage, 1 strike maximum, 4 shots at long range; *Special Traits:* Penetration 5, Digital Scope

-Military Shotgun 1d20+9 accuracy, 25 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 6, Rending 4, Spread, Gradual Reload, Close Quarters

-Heavy Revolver 1d20+10 accuracy, 30 damage, +1 strike maximum, 6 shots at medium range; *Special Traits:* Penetration 2, Rending 5

-Rifle Bayonet 1d20+7 accuracy, 30 damage, 1 strike maximum; *Special Traits:* Penetration 4

Skills: Acrobatics 6, Athletics 6, Computers 2, Defensive Training 7, Durability 11, Endurance 6, Influence 4, Lore 4, Medicine 2, Melee 6, Mental Training 6, Perception 7, Pilot 5, Ranged 8, Stealth 7, Survival 9, Tactics 4

Skill Focuses: Durability +4, Survival +2, Endurance +2, Ranged +2

Talents: Close Combat Shot, Defensive Fighting, Dodge, Fast Reload, Hardened Survivalist, Jaded, Natural Health II, Penetration II, Resilience, Sneak Attack, Weapon Mastery (ranged II)

Strength: 6

Instinct: 5

Agility: 6

Fortitude: 7

Intelligence: 4

Willpower: 5

Gear: Tier 2 Sniper Rifle with Digital Scope, Improved Potency, and Suppressor with 2 magazines of Armor Piercing Slugs and 1 magazine of Unstoppable Slugs, Tier 2 Military Shotgun with Rifle Bayonet and 2 magazines of Adamantine Shells, Tier 2 Heavy Revolver with Improved Potency and 12 Hollow Point Slugs, Quick Loader, Tier 2 Flak Armor with Extra Reinforcement, Communicator, Motion Detector, Medipack x2, Power Cell x2, Tier 2 Binoculars, 5 days of rations

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the marshal can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Watch and Wait): The marshal can stay still and wait for a prolonged period of time. While prone, sneaking, and not having moved for at least 1 minute, the marshal gains the following benefits: they count as cloaked instead of sneaking; detector actions must make a DC 22 perception check to reveal their location; they can go three times as long without eating, drinking, or sleep; firing a non-suppressed weapon does not reveal their location unless they fire it in two consecutive turns.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the marshal has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the marshal have disadvantage. However, the colonist has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Relentless): Whenever the marshal would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Special Ability (Fortune's Favor): As a free action on their turn the marshal can spend a morale point to suppress the ongoing penalties from all crippling wounds they are affected by for 1 turn, and they gain +4 damage threshold for 1 turn as well.

Special Ability (Ultimate Survivor): The marshal has rid themselves of the comforts of life, and are accustomed to going without fulfilling basic needs. The marshal can go twice as long without food or water before suffering penalties. They can hold their breath for twice as long, and take half as much damage from drowning and suffocation. They gain advantage on Endurance checks against poisons, diseases, and infestation, or to resist fatigue from forced marches.

Military Scientist

Level 9 Terran Non-heroic Character (Core Citizen/ Academic/ Medic/ Engineer), Low Threat

Skill Purchases: 10

Talent Purchases: 4

Ability Score Purchases: 4

Hit Points: 53

Healing Threshold: 6

Damage Threshold: 22

Defense: 17

Toughness: 16

Resolve: 25

Speed: 5

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 1

Psionic Resistance: 16

-Turret 1d20+6 accuracy, 18 damage, +2 strikes maximum, long range; *Special Traits*: Scope, Automatic

-Gauss Pistol 1d20+7 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4

-Unarmed 1d20+0 accuracy, 8 damage, +2 strikes maximum; *Special Traits*: Unarmed

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

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

Talents: Field Medic, Demean, Resolute, Smart Shot, Structural Weakness, Sabotage, Weapon Mastery (ranged)

Strength: 2

Instinct: 4

Agility: 3

Fortitude: 3

Intelligence: 7

Willpower: 4

Gear: Gauss Pistol with Improved Precision and 2 magazines, Equipment Belt, Backpack, Tier 2 Communicator, Tier 2 Datapad, Tier 2 Fone, Medipack x2, Injector with Painkillers x3, 1d20x10 credits

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

Special Ability (Fast Turret): The scientist has created a portable turret that he can quickly set up and control in combat. Setting up the turret is a full-round action, and it can be placed in any square adjacent to them. The turret can also be taken down as a full-round action. The engineer can fire the turret as a minor action and can do so from remote up to 15 squares away. The turret counts as being fired by the character for the purpose of attack bonus, damage, and all other combat values. The turret counts as an Auto Rifle, using the attacker's ranged skill. When being attacked, the turret has 90 hit points, 14 damage resistance, and a defense of 10. If the turret is destroyed or takes any damage, the damage is repaired or the turret is replaced when the character takes an 8 hour rest.

Special Ability (Contacts): The scientist has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The scientist gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Police Officer

Level 4 Terran Non-heroic Character (Core Citizen/ Soldier/Guardian), Low Threat

Skill Purchases: 5

Talent Purchases: 2

Ability Score Purchases: 2

Hit Points: 45

Healing Threshold: 6

Damage Threshold: 21

Defense: 16

Toughness: 17

Resolve: 14

Speed: 5

Shift Speed: 1

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 8

Psionic Resistance: 6

-Gauss Pistol 1d20+5 accuracy, 14 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4

-Stunner 1d20+1 accuracy, 11 damage, 1 strike maximum; *Special Traits*: Stun, Energy Damage

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

Skill Focuses: Influence +2, Ranged +2, Defensive Training +2

Talents: Precision Shot, Weapon Mastery (ranged)

Strength: 3

Instinct: 4

Agility: 3

Fortitude: 3

Intelligence: 4

Willpower: 2

Gear: Gauss Pistol with 3 magazines, Stunner, Protective Vest with Extra Reinforcement, Communicator, Fone, Tier 2 Equipment Belt, 1d20x2 credits

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

Special Ability (Contacts): The police officer has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The police officer gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.



Terran Criminals

As a population that originated from exiled criminals, the terrans of the Koprulu Sector have an, unsurprisingly, high criminal population. These criminal enterprises are bolstered by the general political corruption prevalent in the sector. In fact, in some instances an individual may be both a civil servant and a ruthless criminal simultaneously. Emperor Valerian Mengsk has sworn to hunt down both criminal behavior and political corruption, but it is deep seated in terran society that it could take years, even decades, to make a noticeable difference in the crime rates of the terran Dominion.

Many example outlaws and criminals were detailed in the Core Rulebook, with common examples such as thugs, guns-for-hire, enforcers, hardskin mercenaries, bounty hunters, and assassins. Those examples make up the core of most criminal outfits. This section expands on those examples to include more types of criminal agents.

Crime Lords Description

Crime Lords are veteran criminals who run their own crime syndicates. Often, these individuals are so powerful that they have a celebrity status in their neighborhoods and inspire both awe and fear. They have plenty of credits to toss around and have gangs of henchmen to obey their every whim and mood swing. Crime lords did not carve out a criminal empire by being meek, and they are usually tough fighters and brawlers as well.

Crime lord kingpins are like ordinary criminals, but even more powerful. They rule entire empires of illicit activity and can sometimes be defacto rulers of entire planets. Their smaller operations are usually run by more common crime lords, who are forced to give up a portion of their profits to the kingpin. Kingpins are deadly individuals who often have origins amongst mercenary or military outfits.

The crime lord statistics here assume that the crime lord has had time to gear up for combat. Given the range of agents and defenses these individuals have, it is not a farfetched conclusion.

Crime Lord Tactics

Crime lords are never faced without a host of minions at their side, usually enforcers, bounty hunters, and hardskin mercenaries. They hang back during a fight, and let their paid protectors bear the burden for them. A crime lord's greatest strength is their ability to influence others. They use their minor action to demoralize 4 of their foes while simultaneously using leadership to set up Efficiency and rally their warriors. Once their target's drop low enough in morale, they use intimidating shot to demand surrender from their chosen target. Crime lords prefer to take prisoners above killing others. Dead bodies aren't worth near as much money.

If a crime lord loses their defenders, they will usually try to cut a deal to save their own life and business, trying to buy their way out of a predicament. If they cannot bargain for their lives, they will charge into combat and fight to the death by using heavy strike actions to beat their foes to a pulp.

Crime Lord Kingpins are even more dangerous, firstly because they possess military-grade arms and armor. Secondly, their presence and influence is very devastating. Their combat influence attempts can affect 3 primary targets and fill a Burst 1 area around each foe. This potentially allows them to effect 15 targets a turn with combat influence, and deal effects such as a staggered or stun to their enemies. In addition, enemies that had not been attacked by the crime lord must spend morale levels to attack him, and all enemies within 8 squares suffer a -2 penalty to attacks, skills, and morale. Otherwise, the fight identically to lesser crime lords.

Grifter Description

The grifter is a confidence man who builds trust and relationships before scamming an individual out of their wealth. They are devious and unscrupulous individuals who prefer nonviolent ways of obtaining someone's money but will simply shank someone in a dark alleyway if they need to. Grifters have no compassion or remorse, and simply live for their next score.

The grifter entry can be used for a wide variety of criminal individual, including smugglers, black market dealers, corrupt businesspeople, and charming criminal crew leaders.

Grifter Tactics

Grifters are not fighters. Their priority in combat is to escape. Therefore, they use influence to Dissuade enemies from attacking them or demoralize their enemies, then run from combat, using Rapid Reaction to improve their defense. If they are forced to fight, they try to set up flanking with their allies, hiding behind cover, and using influence to Demoralize or force their enemies to run away.

Pirates Description

Pirates are criminals who raid and commandeer other starships to rob their passengers. They often steal their starships as well, and either sell them or retrofit them to be additional raiding vessels.

Pirates come in many forms and all sorts of backstories. Many are mercenaries or soldiers turned dark, while others are bandits who were lucky enough to get ahold of a spaceship. Some belong to criminal organizations or corrupt companies and launder their profits through legal fronts. Pirates also come in a wide variety of skill levels. Goons perform the manual labor and replaceable manpower. Raiders board ships with heavy armor and military weaponry. Officers lead the goons and raiders and serve as pilots for pirate fleets lucky enough to have superiority fighters. Captains lead pirate operations and command their starships in battle.

Pirates Tactics

Pirate goons cover the inside of a pirate ship, working on repairs, manning guns, salvaging their latest haul, or simply squabbling amongst themselves. Once a fight opens, goons prefer to rely on numbers, surrounding foes and firing at them with repeating pistols with focused bursts. They employ cover if they can, but their main priority is to surround and gain flanking against their foes. When they run out of ammo or are engaged, they will gladly fight up close with Heavy Strike knife attacks, gaining hailfire and cleaving.

Pirate raiders are equipped with powered armor and advanced weaponry, and usually spearhead any battles upon a ship. They use tactics to increase their damage resistance, and slowly advance towards their enemies. They rely on their armor for damage mitigation, and do not bob and weave, use tactics to increase their defense, or utilize cover. Unlike common marines, raiders specialize in melee combat and use their weapons to weaken their foes before engaging them up close with rifle bayonets and battle hammers.

Two common variants on the raiders exist: the pillager and the demolitionist. The pillager fights with military shotguns, which are highly effective in the close quarters environments of boarded starships. They try to quickly engage their foes in melee and blast them apart with shotgun blasts. They fight similarly to raiders but move forward quicker and are less likely to utilize their melee weapons, unless enemies are very resistant to their shotguns. Demolitionists are the heavy weapons experts of the pirates, who utilize grenade launchers with fragmentation grenades to break enemy ranks. They are only utilized when the pirates are not concerned with destroying the ship or breaking valuables. They stay in the back of the raider ranks and aim their grenade launchers for maximum damage against the enemy ranks.

Pirate officers are, unlike their military equivalents, not very good commanders. They have little expertise in real leadership, and usually inspire their minions out of threats of power and harsh language rather than true leadership. They are, however, skilled combatants who utilize skill and tactics. Because they possess light armor, pirate officers use tactics to increase their defense, and use bob and weave actions most turns. They often begin engagements by launching concussive grenades into enemy ranks, hiding behind allies and cover, and picking off foes with focused bursts. They can fight with swords in close combat, but usually turn this into a fighting retreat rather than a prolonged battle, while they flee for additional muscle.

All pirate ships of any worth are led by a Pirate Captain. These venerable individuals dress in combat armor overlaid with a luxurious military officer's jacket, carrying swords at their sides. Pirate captains fight with the flourish of a swashbuckling sailor on the old seas of Earth. Their preferred weapon is the sword, which they wield with deadly skill, and they rush into combat quickly to utilize it. As they advance into combat, they use leadership to set up a defensive formation with their allies. Once in close combat, they try to spend their standard action to attack, their move action to Bob and Weave, and their minor action to rally or reapply leadership. Because of their leadership expertise, they give 8 temporary hit points whenever they bolster an ally.

Both pirate officers and captains show their best expertise once engaged in space combat. Officers often fly smaller vessels, such as wraiths and banshees, while the captains command from the decks of command ships, such as Confederate Battle frigates and Cerberus-class Battlecruisers.

Crime Lord

Level 14 Terran Heroic Character (Core Citizen/ Personality/ Infiltrator/ Brute/ Demagogue/ Paranoid/ Enforcer), Low Threat

Skill Purchases: 16

Talent Purchases: 5

Ability Score Purchases: 17

Hit Points: 146

Healing Threshold: 8

Damage Threshold: 30

Defense: 22

Toughness: 24

Resolve: 26

Speed: 6

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +1

Damage Resistance: 14

Psionic Resistance: 22

-Brass Knuckles 1d20+9 accuracy, 27 damage, +2 strikes maximum; *Special Traits*: Rending 4, Unarmed

-Brass Knuckles w/ Heavy Strike 1d20+14 accuracy, 27 damage, 1 strike maximum; *Special Traits*: Rending 4, Hailfire 1, Cleaving 1, Unarmed

-Automatic Shotgun 1d20+8 accuracy, 19 damage, +2 strikes maximum, 12 shots at short range; *Special Traits*: Penetration 2, Spread, Long Reload, Recoil

Skills: Acrobatics 2, Athletics 5, Computers 4, Defensive Training 6, Durability 8, Endurance 5, Influence 10, Leadership 4, Lore 4, Melee 7, Mental Training 8, Perception 5, Pilot 4, Ranged 8, Stealth 8, Survival 4, Tactics 4

Skill Focuses: Influence +3, Stealth +2, Durability +2, Leadership +2, Mental Training +2, Ranged +2

Talents: Cynic, Demean, Dissuade, Great Speaker, Jaded, Military Unarmed Combat II, Power Strike, Sneak Attack, Weapon Mastery (melee)

Strength: 6

Instinct: 5

Agility: 5

Fortitude: 6

Intelligence: 6

Willpower: 6

Gear: Tier 3 Brass Knuckles (Reinforced Unarmed) with Improved Potency and Jagged, Tier 2 Automatic Shotgun with Empowered Firepower and 2 magazines, Tier 2 Light Combat Armor with Shadow Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Injector with Rage and Combat Stimulant, Injector with 3 doses of Painkillers, Tier 2 Fone, Tier 2 PDA, 1d20 x500 credits

Special Ability (Power of Persuasion): When making a combat influence test, the crime lord can affect 3 additional targets with the same type of influence. The crime lord can make a leadership test and a combat influence attempt in a single minor action.

Special Ability (Hide in Plain Sight): The crime lord can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the crime lord can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Contacts): The crime lord has a network of contacts all throughout core planets. When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The crime lord gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Crime Lord, Kingpin

Level 21 Terran Heroic Character (Core Citizen/ Personality/ Infiltrator/ Brute/ Demagogue/ Paranoid/ Enforcer/ Tough Guy/ Orator/ Figurehead), Medium Threat

Skill Purchases: 23

Talent Purchases: 11

Ability Score Purchases: 20

Hit Points: 234

Healing Threshold: 9

Damage Threshold: 34

Defense: 24

Toughness: 31

Resolve: 28

Speed: 6

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 27

Psionic Resistance: 29

-Power Glove 1d20+12 accuracy, 34 damage, +2 strikes maximum; *Special Traits*: Penetration 9, Rending 6, Smashing Penetration, Unarmed

-Power Glove w/ Heavy Strike 1d20+19 accuracy, 34 damage, 1 strike maximum; *Special Traits*: Penetration 9, Rending 6, Hailfire 1, Cleaving 1, Smashing Penetration, Unarmed

-Flak Rifle 1d20+11 accuracy, 22 damage, +1 strike maximum, 24 shots at long range; *Special Traits*: Penetration 4, Rending 5, Spread, Flak Shot, Recoil

Skills: Acrobatics 6, Athletics 9, Computers 4, Defensive Training 8, Durability 10, Endurance 7, Influence 13, Leadership 8, Lore 8, Melee 9, Mental Training 11, Perception 8, Pilot 5, Ranged 10, Stealth 10, Survival 6, Tactics 8

Skill Focuses: Influence +4, Stealth +2, Durability +2, Leadership +2, Mental Training +2, Ranged +2, Endurance +2, Lore +2

Talents: Air of Authority, Cynic, Demean, Dissuade, Intimidating Presence II, Jaded, Hardened Survivalist, Military Unarmed Combat II, Mountain Strike, Natural Health II, Power Strike, Powered Armor Training, Sneak Attack, Weapon Mastery (melee)

Strength: 11*

Instinct: 5

Agility: 5

Fortitude: 8

Intelligence: 6

Willpower: 8

Gear: Tier 2 Power Glove with Improved Potency, Piercing, and Jagged, Tier 2 Flak Rifle with Improved Potency, Empowered Firepower, and Spinning Shrapnel and 3 magazines, Tier 2 Radiation Grenades with Improved Potency, Tier 3 CMC-200 Powered Combat Armor, Tier 3 Equipment Belt x2, Combat Stimulants x2, Rage x1, Painkillers x2, Tier 3 Fone, Tier 3 PDA, 1d20 x1,000 credits

Special Ability (Paragon of Persuasion): The crime lord is master of influence and leadership, and has a noteworthy presence wherever they go. They gain the following benefits in regard to leadership and influence.

-All enemies within 8 squares of a crime lord suffer -2 to their attacks, skill checks, and morale bonus

-The character can make two combat influence attempts with the same minor action

-When making a combat influence test, the crime lord can affect 2 additional targets with the same type of influence. Every combat influence attempt effects a burst 1 area centered on the primary target, effecting all within the area.

-The crime lord can make a leadership test and a combat influence attempt in a single minor action.

-When the kingpin exceeds the target's resolve with a combat influence attempt, targets of the crime lord's combat influence lose a morale level and are staggered. In addition, if the crime lord succeeds a demoralize influence attempt at a target at low morale, the target is stunned. A target cannot be stunned two turns in a row by this ability.

- All enemy terrans with a morale score must spend a morale point to attack the crime lord. Foes that may not attack this character do not cause the character to be threatened. This morale point must be spent every round. Characters that have been attacked, or had their allies attacked by, the crime lord in this encounter may ignore this protection. This ability does not function on foes this character has taunted, or foes at a negative morale level.

- When making a successful ranged attack with a pistol or rifle, the crime lord can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Hide in Plain Sight): The crime lord can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Push On): Whenever the crime lord takes damage from an attack, they can instantly perform a shift action. This does not use up a reaction.

Special Ability (Lord of Cities): The crime lord is a well known figurehead that has great influence in the cities. They gain the following benefits in urban environments.

-When they make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

-The crime lord gains advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

-All items the crime lord purchases from terran vendors are 20% cheaper, as long as they are not disguising their identity or reputation.

Grifter

Level 10 Terran Non-heroic Character (Core Citizen/ Personality/ Cutthroat/ Face Reader/ Insurgent), Low Threat

Skill Purchases: 13	Talent Purchases: 4	Ability Score Purchases: 4
Hit Points: 54	Healing Threshold: 6	Damage Threshold: 22
Defense: 23	Toughness: 18	Resolve: 14
Speed: 6	Shift Speed: 2	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 5	Psionic Resistance: 12	

-**Gauss Pistol** 1d20+8 accuracy, 12 damage, +2 strike maximum, 15 shots at medium range; *Special Traits:* Penetration 4, Grip Extension

-**Combat Knife** 1d20+8 accuracy, 17 damage, +2 strike maximum; *Special Traits:* Rending 4, Throwing

Skills: Acrobatics 5, Athletics 2, Computers 2, Defensive Training 6, Durability 4, Influence 9, Lore 2, Melee 6, Perception 8, Pilot 5, Ranged 6, Stealth 8

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

Talents: Defensive Fighting, Dissuade, Great Speaker, Keen Senses, Sneak Attack, Stalker, Weapon Mastery (melee)

Strength: 2 **Instinct:** 4 **Agility:** 5 **Fortitude:** 2

Intelligence: 5 **Willpower:** 4

Gear: Padded Jacket was Extra Reinforcement, Tier 2 Gauss Pistol with 3 magazines, Tier 2 Combat Knife with Jagged and Improved Potency, Binoculars, Fone, PDA, 200 credits

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

Special Ability (Throat Slitter): Whenever the grifter damages a flat-footed opponent with a melee weapon, the target suffers 3 bleed damage every round.

Special Ability (Face Reading): The grifter is skilled at reading facial expressions and behavior to understand the mindset of others. They gain a +5 bonus on all perception checks to use empathy, or a +10 bonus if they can see the target's face. They count their targets as 1 morale level lower for using combat influence, and gain +5 to non-combat uses of influence. Finally, the grifter is accustomed to thinking quickly and processing information rapidly. They can perform a Focus or Thought Blocking behavior as a free action. They can still only perform 1 combat behavior per turn.

Special Ability (Rapid Reaction): The grifter gains +2 accuracy as long as they move at least 1 square on your turn. In addition, they can make a bob and weave action as a free action in any turn that they action move.

Special Ability (Contacts): When the outlaw makes an influence test to gather information, they roll an additional dice and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The outlaw has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Pirate Captain

Level 20 Terran Non-heroic Character (Fringe Colonist/ Skirmisher/ Pilot/ Leader/ Warrior/ Master of Arms [Blades]/ Master Navigator/ Slicer/ Insurgent/ Commodore), Low Threat

Skill Purchases: 23

Talent Purchases: 7

Ability Score Purchases: 8

Hit Points: 125

Healing Threshold: 7

Damage Threshold: 30

Defense: 30

Toughness: 27

Resolve: 22

Speed: 9

Shift Speed: 2

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 17

Psionic Resistance: 12

-Sword w/ Two-Hands 1d20+15 accuracy, 57 damage, +3 strikes maximum; *Special Traits:* Penetration 7, Rending 6

Skills: Acrobatics 6, Athletics 6, Computers 4, Defensive Training 11, Durability 9, Influence 8, Leadership 8, Melee 12, Mental Training 8, Perception 8, Pilot 11, Ranged 12, Stealth 7, Tactics 6

Skill Focuses: Pilot +4, Ranged +3, Acrobatics +3, Melee +3, Leadership +2, Prowess +1

Talents: Critical Timing, Defensive Fighting, Dodge, Inspirational Presence, Knife Master II, Weapon Mastery (melee II, ranged II)

Strength: 6

Instinct: 6*

Agility: 8

Fortitude: 5

Intelligence: 4

Willpower: 4

Gear: Tie 2 Sword with Improved Potency, Improved Precision, Jagged, and Piercing, Tier 3 Light Combat Armor, Tier 2 Digital Uplink, Tier 3 Communicator, Tier 3 Fone, 2d20x20 credits

Special Ability (Moving Cover): If a pirate has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

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

Special Ability (Veteran Pilot): The pirate gains +3 bonus to defense when piloting a vehicle. When piloting a gargantuan-sized or smaller vessel, they gain advantage on pilot maneuvers and ignore facing when firing their weapons. Their vehicle weapons gain +5 damage and penetration. Finally, their vessel gains temporary hit points equal to the vehicle's fortitude at the start of every turn.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the pirate has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

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



Pirate Goon

Level 5 Terran Non-heroic Character (Fringe Colonist/ Skirmisher/ Brute), Low Threat

Skill Purchases: 9	Talent Purchases: 2	Ability Score Purchases: 1
Hit Points: 69	Healing Threshold: 6	Damage Threshold: 24
Defense: 18	Toughness: 18	Resolve: 13
Speed: 7	Shift Speed: 2	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 6	Psionic Resistance: 9	

-**Repeating Pistol** 1d20+5 accuracy, 10 damage, +2 strike maximum, 30 shots at medium range; *Special Traits*: Penetration 5, Fast Reload, Recoil, Automatic

-**Combat Knife** 1d20+5 accuracy, 15 damage, +3 strikes maximum; *Special Traits*: Rending 2, Throwing

Skills: Acrobatics 2, Athletics 3, Defensive Training 4, Durability 5, Melee 4, Perception 4, Pilot 4, Ranged 4, Stealth 4, Tactics 2

Skill Focuses: Stealth +2, Acrobatics +2, Durability +2

Talents: Dodge, Power Strike, Sneak Attack, Swift Strikes

Strength: 4 **Instinct**: 2 **Agility**: 5 **Fortitude**: 3

Intelligence: 2 **Willpower**: 3

Gear: Repeating Pistol with Empowered Firepower and 2 magazines of Armor Piercing Rounds, Combat Knife with Jagged and Improved Potency, Protective Vest, Plasma Torch, Communicator, 1d20x3 credits

Special Ability (Moving Cover): If a pirate has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Mighty Swing): When the pirate makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the pirate has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

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

Pirate Officer

Level 14 Terran Non-heroic Character (Fringe Colonist/ Skirmisher/ Pilot/ Infiltrator/ Scout/ Master Navigator/ Assassin), Low Threat

Skill Purchases: 16	Talent Purchases: 6	Ability Score Purchases: 5
Hit Points: 95	Healing Threshold: 7	Damage Threshold: 27
Defense: 24	Toughness: 21	Resolve: 19
Speed: 8	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 14	Psionic Resistance: 12	

-**Gauss Assault Rifle** 1d20+9 accuracy, 21 damage, +3 strikes maximum, 50 shots at distant range; *Special Traits*: Penetration 8, Rending 2, Digital Scope, Automatic

-**Gauss Assault Rifle w/ Grenade Launcher** 1d20+7 accuracy, 55 damage, 1 strikes maximum, 2 shots at medium range; *Special Traits*: Penetration 5, Rending 2, Burst 1, Grenade, Gravity Field, Digital Scope

-**Needle Pistol** 1d20+12 accuracy, 19 damage, +1 strike maximum, 15 shots at medium range; *Special Traits*: Rending 2, Poisonous Rounds (DC 12 Endurance or 15 poison damage), Silent

-**Dueling Sword** 1d20+8 accuracy, 21 damage, +1 strike maximum; *Special Traits*: Penetration 2, Defensive

Skills: Acrobatics 3, Athletics 3, Computers 3, Defensive Training 7, Durability 7, Influence 4, Leadership 2, Melee 6, Mental Training 6, Perception 7, Pilot 7, Ranged 9, Stealth 10, Tactics 6

Skill Focuses: Pilot +3, Acrobatics +2, Ranged +2, Stealth +4

Talents: Defensive Fighting, Dodge, Dual-Weapon Skill, Precision Burst, Sneak Attack II, Survival Instincts, Weapon Mastery (ranged II)

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

Intelligence: 4 **Willpower**: 3

Gear: Gauss Assault Rifle with Improved Potency and Empowered Firepower with 3 magazines of U-238 rounds and 2 concussive grenades, Needle Pistol with Improved Precision and Improved Potency, Dueling Sword with Improved Potency and Piercing, Tier 2 Light Combat Armor, Digital Uplink, Tier 2 Air Tank, Tier 2 Fone, 1d20x10 credits

Special Ability (Slayer in the Dark): The pirate deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the pirate deals +20 damage with all attacks against targets that are unconscious, helpless, stunned, immobilized, or at -5 morale.

Special Ability (Moving Cover): If a pirate has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Hide in Plain Sight): The pirate can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Veteran Pilot): The pirate gains +3 bonus to defense when piloting a vehicle. When piloting a gargantuan-sized or smaller vessel, they gain advantage on pilot maneuvers and ignore facing when firing their weapons, and count as sneaking as long as they are 30 squares away from enemies, and did not attack or were attacked in the past turn.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the pirate has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

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

Pirate Raider

Level 8 Terran Non-heroic Character (Fringe Colonist/ Soldier/ Skirmisher/ Slugger), Medium Threat

Skill Purchases: 13	Talent Purchases: 3	Ability Score Purchases: 2
Hit Points: 95	Healing Threshold: 7	Damage Threshold: 27
Defense: 16	Toughness: 23	Resolve: 13
Speed: 7	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 15	Psionic Resistance: 9	

-Heavy Gauss Rifle 1d20+7 accuracy, 22 damage, 1 strike maximum, 150 shots at medium range; *Special Traits:* Penetration 4, Fully Automatic

-Rifle Bayonet 1d20+9 accuracy, 34 damage, 1 strike maximum; *Special Traits:* Penetration 5

-Heavy Tool 1d20+10 accuracy, 33 damage, +1 strike maximum; *Special Traits:* Penetration 6, Rending 4, Smashing

Skills: Acrobatics 2, Athletics 3, Defensive Training 5, Durability 7, Lore 1, Melee 6, Medicine 2, Perception 4, Pilot 4, Ranged 6, Stealth 4, Tactics 4

Skill Focuses: Durability +2, Acrobatics +2, Ranged +2, Melee +2

Talents: Dodge, Jaded, Powered Armor Training, Weapon Mastery (melee, ranged)

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

Intelligence: 2 **Willpower:** 3

Gear: Heavy Gauss Rifle with Rifle Bayonet and 2 magazines, Tier 2 Heavy Tool with Piercing and Jagged, CMC-200 Powered Combat Armor, Combat Stimulants x2, Rage x1, Painkillers x2, 1d20x5 credits

Special Ability (Moving Cover): If a pirate has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the pirate has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

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

Pirate Demolitionist Equipment Package: Grenade Launcher with 6 Fragmentation Grenades (replaces heavy gauss rifle)

-Grenade Launcher; 1d20+6 accuracy, 50 damage, +1 strike maximum, 6 shots at medium range; *Special Traits:* Penetration 5, Burst 2, Gradual Reload, Ground Fire

Pirate Pillager Equipment Package: Military Shotgun with 30 adamantine shells (replaces heavy gauss rifle)

-Military Shotgun; 1d20+6 accuracy, 22 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 4, Rending 4, Spread, Close Quarters



~Pirate Raiders



Terran Ghosts

Ghosts are the legendary psionic assassins used by various governments to enforce and uphold their political agenda. Ghosts are kept under control via neural implants, mind wipes, and brain conditioning to be utterly loyal to their handlers. Such precautions are necessary, for a ghost that goes out of control can send entire planets into anarchy and topple governments.

In addition to their psionic abilities, ghosts have several special weapons that are unique to them. The most notable is their Hostile Environment Suit, which, in addition to giving accelerated strength and speed, also allows the ghosts to cloak and turn invisible. The other is their canister rifle, a long gun that fires explosive canisters at long range, as well as special ammunition options that allow them to negate the threat of certain enemy targets, such as immobilizing an enemy vehicle or breaking the plasma shields of a protoss warrior.

Ghosts instill a great deal of fear in everyone around them, including their allies and superiors. Most killed by ghosts die without ever knowing they are there, and those who know find themselves trapped with an invisible combatant that can read their every thought and predict their every action.

Ghosts are always recruited from the ranks of psionic children that are raised in the ghost program. It is a brutal regime designed to create the ultimate, professional, covert ops soldiers. Upon initiation as a new ghost, they are carefully controlled and monitored through neural implants and mind wipes. As a ghost earns their place, or beings to prove their initiative, they are given more freedom, often in the form of less restrictive implants and fewer memory wipes. Senior Operatives may have close to complete autonomy and are given command of their own troops.

Ghost Tactics

Ghosts utilize several different equipment loadouts as detailed in their mission. The most common ghost assassins carry their canister rifles and combat knives, so they can deal quick death without their enemy every being aware of them. Ghost combatants carry assault rifles with gauss spikes and grenades and excel at open field combat where they can use suppressing fire and explosives to assist groups of marines in open field combat. The ghost exterminator, however, exist to kill zerg, pushing into close combat with powerful shotgun blasts, and breaking hordes with deadly radiation grenades. Finally, blademeisters are close combat killers, who sneak up on foes and quickly eliminate them with piercing blade swings.

The great equalizer, however, is the ghosts powered suit, which allows them to cloak. Generally, the very first action a ghost will perform in an encounter is to try to cloak, if they are not already. From there, they will use tactics to increase their accuracy, and pick off their targets one by one. The first target they chose is generally a supporting figure, such as a medic, psionic master, or zerg with evolution powers. They keep close track of how much energy they have remaining, as they will try to hide before their cloaking breaks from energy fatigue, so they can be hidden when they try to recover their strength.

Ghost will generally try to save their psionic energy to maintain cloaking. However, if cloaking is ineffective, or another power is in greater demand, that will switch to their other abilities. If they have little energy fatigue, they will use stop organ to try to take down a single, powerful target that stands alone against them. They use muscular enhancement once they need to escape or take down a foe in melee.

Novice ghosts cannot maintain a cloaking effect for more than a couple rounds, so they rely more on traditional stealth. They use Hide in Plain Sight to disappear from foe's vision. Like more experienced ghosts, they prefer to use their canister rifles to eliminate priority targets first, although any assigned target by their commander always takes priority. Ghost Auxiliaries, on the other hand, fight with assault rifles,

Senior Operatives are deadly foes. They have much greater offense and precision and are natural telepaths as well. They can stay cloaked for a near indefinite amount of time and prefer to always remain cloaked if they can. They try to keep their distance and eliminate targets with their canister rifles. They can use Kill Shot to gain a bonus attack after killing a foe, and Terror on the Range to consistently deal negative morale and psionic damage to those near struck targets.

If a Senior Operative's position is compromised, they will use Command to take control of a foe and use them against their allies. *Mind Blast* is used to kill targets that have impenetrable defense or damage resistance. When worst comes to worst, Senior Operatives will wade into melee combat with their psiblades, using toughness to improve their resistances, and use Cloaking and Shadow Step to confuse and outmaneuver their foes. They rely on their energy shields to mitigate some of the damage they take and take available moments to swap out power cells to revitalize their shields once they get low.

Ghost's Favored Psionic Powers: Psi Level 4, +15 psionic manifestation bonus, recovers 1 energy fatigue per turn

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

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

-Stop Organ: DC 18 manifestation as a standard action; 2 energy fatigue; +12 accuracy versus resolve, deal 40 psionic damage that does not reduce hit points, wounds to random locations.

Ghost

Level 15 Psionic Terran Advanced Heroic Character (Basic Telepath/ Ghost/ Infiltrator/ Soldier/ Sniper/ Survivalist/ Psionic Shadow/ Cannoneer), High Threat

Skill Purchases: 17

Talent Purchases: 17

Ability Score Purchases: 13

Hit Points: 156

Healing Threshold: 8

Damage Threshold: 29

Defense: 31

Toughness: 27

Resolve: 23

Speed: 8

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 16

Psionic Resistance: 25

-Canister Rifle 1d20+13 accuracy, 42 damage, +2 strikes maximum, 20 shots at distant range; *Special Traits:* Penetration 13, Rending 8, Unstoppable, Digital Scope

-Canister Rifle w/ EMP Canisters 1d20+13 accuracy, 42 damage, 1 strike maximum, 3 shots at distant range; *Special Traits:* Energy Drain, Burst 3, Digital Scope

-Combat Knife 1d20+10 accuracy, 23 damage, +4 strikes maximum; *Special Traits:* Penetration 10, Throwing

Skills: Acrobatics 7, Athletics 7, Computers 6, Defensive Training 9, Durability 7, Endurance 7, Lore 7, Medicine 6, Melee 7, Mental Training 7, Perception 7, Pilot 7, Psionics 9, Ranged 11, Science 6, Stealth 9, Tactics 7

Skill Focuses: Psionics +2, Ranged +4, Stealth +3, Defensive Training +2

Talents: Defensive Fighting II, Devastating Cripple (ranged), Endless Energy, Ghost Combat Training (Critical Strikes, Covert Ops Training, Psionic Reflexes), Hardened Survivalist, Jaded, Martial Arts Unarmed Training, Precision Shot, Psi Level 3, Psi Level 4, Psychic Power x3, Sneak Attack, Weapon Mastery (ranged II, melee)

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Hallucination, Stop Organ, Cloaking, Acute Senses, Rush, Muscular Enhancement, Toughness, Sheer Climb*

Strength: 8*

Instinct: 6

Agility: 9*

Fortitude: 6

Intelligence: 5

Willpower: 6

Gear: Tier 2 Canister Rifle with Improved Potency and Digital Scope 3 magazines of Shredder Canisters and 3 EMP Canisters, Tier 2 Hostile Environment Suit with Extra Enhancement, Tier 2 Tactical Mask, Tier 2 Gravity Boots, Tier 3 Piercing Combat Knife, Tier 3 Equipment Belt, Tier 2 Medipack x2, Operative-Pattern Neural Implant

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

Special Ability (Ghost Psychic Training): The character is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. The character has gone through layers of mental conditioning, mind wipes, and is controlled through neural implants. While essentially a slave to their government, the character is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Shadow Step): The ghost does not need to make a manifestation check to manifest the *Cloaking* psionic power, and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the ghost can teleport 6 squares. The location they are teleporting to must be within line of sight

Special Ability (Terror of the Range): When damaging an opponent beyond medium range with a scoped rifle, the target of the attack and all their allies within 6 squares take a now loses one morale level. In addition, the ghost gains rending 4 with all sniper rifles, gauss sniper rifles, long rifles, and canister rifles.

Special Ability (Hide in Plain Sight): The ghost can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Relentless): Whenever the ghost would be dealt an ongoing crippling wound effect, he/she can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the ghost must roll for each separate crippling point.

Ghost Combatant Equipment Package: Tier 2 Gauss Assault Rifle with Improved Potency and Rifle Bayonet and 3 magazines of U-238 rounds (replaces canister rifle) and 3 Frag Launcher Grenades

-**Gauss Assault Rifle;** 1d20+13 accuracy, 25 damage, +4 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 10, Automatic, Scope

-**Gauss Assault Rifle w/ Frag Grenade Launcher** 1d20+9 accuracy, 65 damage, 1 strike maximum, 1 shot at medium range; *Special Traits:* Penetration 9, Burst 3, Grenade, Ground Fire, Gradual Reload, Delay

-**Rifle Bayonet;** 1d20+8 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 6

Ghost Blademaster Equipment Package: Tier 2 Psiblade with Improved Potency and Improved Precision (replaces all other weapons)

-**Psiblade;** 1d20+10 accuracy, 34 damage, +2 strikes maximum; *Special Traits:* Penetration 8, Defensive, Psionic

Ghost Exterminator Equipment Package: Tier 2 Military Shotgun with Improved Potency and 30 Adamantine Shells (replaces canister rifle), Tier 2 Radiation Grenade x2 (replaces combat knife)

-**Military Shotgun;** 1d20+12 accuracy, 31 damage, +2 strikes maximum, 10 shots at medium range; *Special Traits:* Penetration 8, Rending 4, Spread, Gradual Reload

-**Radiation Grenade** 1d20+10 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 9, Burst 3, Grenade, Corrosion

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

-**Cloaking;** DC 14 manifestation as a move action; 5 energy fatigue, sustained as minor action for 5 energy fatigue per round; character is cloaked while effect is active

Ghost, Novice

Level 7 Psionic Terran Advanced Heroic Character (Basic Telepath/ Ghost/ Infiltrator/ Soldier), High Threat

Skill Purchases: 12

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 97

Healing Threshold: 7

Damage Threshold: 25

Defense: 21

Toughness: 21

Resolve: 19

Speed: 7

Shift Speed: 2

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 10

Psionic Resistance: 18

-**Canister Rifle** 1d20+8 accuracy, 30 damage, +1 strike maximum, 20 shots at long range; *Special Traits:* Penetration 2, Rending 4, Scope

-**Canister Rifle w/ EMP Canisters** 1d20+8 accuracy, 30 damage, 1 strike maximum, 3 shots at long range; *Special Traits:* Energy Drain, Burst 2

-**Combat Knife** 1d20+7 accuracy, 15 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Throwing

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

Skill Focuses: Psionics +2, Ranged +2, Stealth +2

Talents: Defensive Fighting, Ghost Combat Training (Covert Ops Training), Jaded, Psi Level 3, Psychic Power, Sneak Attack, Weapon Mastery (range)

Psionic Powers: Reading, Messaging, Cloaking

Strength: 6*

Instinct: 4

Agility: 5*

Fortitude: 4

Intelligence: 4

Willpower: 5

Gear: Canister Rifle with 3 magazines of ammunition with 1 EMP Canisters, Hostile Environment Suit, Tactical Mask, Gravity Boots, Tier 2 Piercing Combat Knife, Tier 2 Equipment Belt, Medipack x2, Vessel-Pattern Neural Implant

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

Special Ability (Ghost Psychic Training): The character is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. The character has gone through layers of mental conditioning, mind wipes, and is controlled through neural implants. While essentially a slave to their government, the character is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Hide in Plain Sight): The ghost can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Novice Ghost Auxiliary Equipment Package: Gauss Assault Rifle with Improved Potency and 3 magazines of U-238 rounds (replaces canister rifle), Fragmentation Grenade x2

-Gauss Assault Rifle; 1d20+8 accuracy, 19 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 6, Automatic, Scope

-Fragmentation Grenade 1d20+5 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Ground Fire, Delay



Ghost Senior Operative's Favored Psionic Powers: Psi Level 6, +21 psionic manifestation bonus, recovers 1 energy fatigue per turn

-Cloaking; Automatic manifestation as a free action; 2 energy fatigue, sustained as free action for 2 energy fatigue per round; character is cloaked while effect is active

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

-Mind Blast; DC 20 manifestation as a standard action; 4 energy fatigue; +18 attack versus resolve at medium range, target takes 64 psionic damage; Rending 3.

-Command; DC 20 manifestation as standard action; 8 energy cost; +18 attack versus resolve of a target at long range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 21 willpower test.

Ghost Senior Operative

Level 23 Psionic Terran Advanced Heroic Character (Advanced Telepath/ Ghost/ Infiltrator/ Soldier/ Sniper/ Survivalist/ Psionic Shadow/ Cannoneer/ Warrior/ Sharpshooter/ Mentalist/ Special Forces), High Threat

Skill Purchases: 24

Talent Purchases: 25

Ability Score Purchases: 18

Hit Points: 237

Healing Threshold: 8

Damage Threshold: 34

Defense: 38

Toughness: 33

Resolve: 28

Speed: 9

Shift Speed: 3

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +11

Damage Resistance: 23

Psionic Resistance: 35

Energy Shields: 50

-Canister Rifle 1d20+18 accuracy, 50 damage, +2 strikes maximum, 20 shots at distant range; *Special Traits:* Penetration 19, Rending 8, Unstoppable, Scope

-Canister Rifle w/ EMP Canisters 1d20+18 accuracy, 50 damage, 1 strike maximum, 3 shots at distant range; *Special Traits:* Energy Drain, Burst 3

-Psiblade 1d20+12 accuracy, 39 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Defensive +1

Skills: Acrobatics 9, Athletics 9, Computers 9, Defensive Training 14, Durability 11, Endurance 10, Lore 9, Medicine 9, Melee 10, Mental Training 10, Perception 10, Pilot 10, Psionics 13, Ranged 15, Science 8, Stealth 12, Tactics 11

Skill Focuses: Psionics +3, Ranged +5, Stealth +3, Defensive Training +3, Tactics +2, Prowess +1

Talents: Critical Timing, Defensive Fighting II, Devastating Cripple (ranged), Endless Energy, Ghost Combat Training (Absorption Field, Critical Strikes, Covert Ops Training, Psionic Reflexes), Hardened Survivalist, Jaded, Martial Arts Unarmed Training, Military Unarmed Training, Precision Shot, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power x4, Sneak Attack, Ultra-Specialization Weapon Mastery (ranged III, melee), Wrestling Combatant

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Hallucination, Stop Organ, Mind Blast, Command, Cloaking, Acute Senses, Rush, Muscular Enhancement, Toughness, Enhanced Attributes, Sheer Climb, Regeneration, Eternal Form*

Strength: 9*

Instinct: 9*

Agility: 11*

Fortitude: 7

Intelligence: 5

Willpower: 8

Gear: Tier 2 Canister Rifle with Improved Potency, Improved Precision, and Digital Scope with 3 magazines of Shredder Canisters and 3 EMP Canisters, Tier 3 Hostile Environment Suit with Extra Enhancement and Extra Reinforcement, Tier 3 Tactical Mask, Tier 3 Gravity Boots, Tier 2 Psiblade with Improved Potency, Protective Energy Barrier, Tier 3 Equipment Belt x2, Tier 3 Medipack x2, Power Cell x2, Agent-Pattern Neural Implant

Special Ability (Kill Shot): When killing an opponent at with a scoped rifle firing a single shot, the ghost can instantly make an attack at another target within short range of the target. However, they will not receive aiming bonuses on this attack. This attack cannot in turn allow other attacks.

Special Ability (Absorption Field): At the start of every turn, the ghost gains 12 temporary hit points. These are not cumulative, but instead refresh every round. The ghost must be wearing their armor to gain this benefit.

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

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

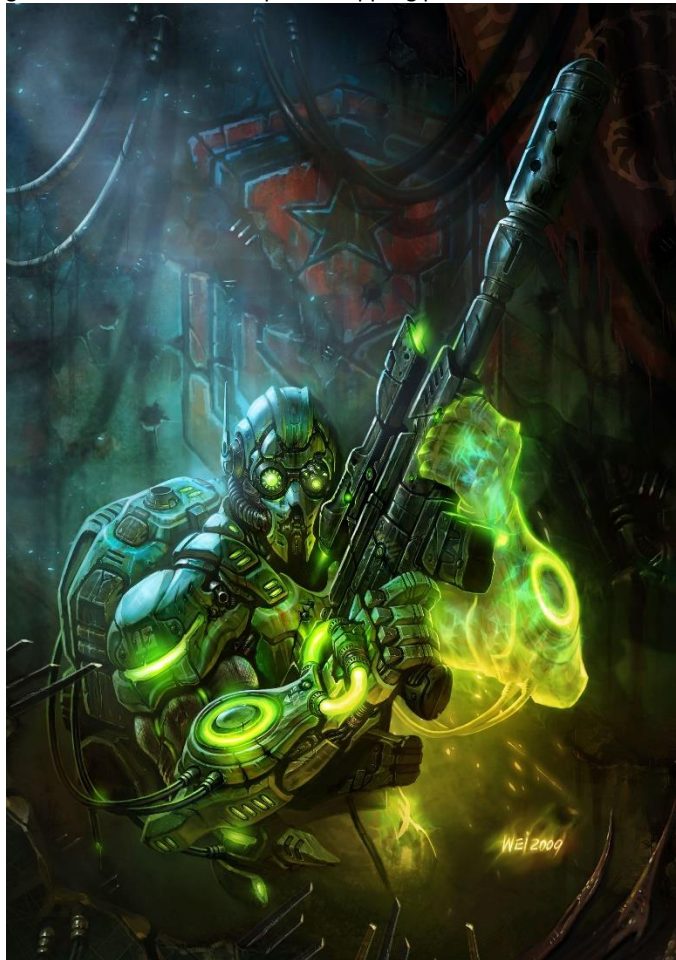
Special Ability (Ghost Psychic Training): The character is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. The character has gone through layers of mental conditioning, mind wipes, and is controlled through neural implants. While essentially a slave to their government, the character is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Shadow Step): The ghost does not need to make a manifestation check to manifest the *Cloaking* psionic power, and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the ghost can teleport 8 squares. The location they are teleporting to must be within line of sight.

Special Ability (Terror of the Range): When damaging an opponent beyond medium range with a scoped rifle, the target of the attack and all their allies within 6 squares take a now loses one morale level. All living targets that take morale damage also suffer 20 psionic damage. In addition, the ghost gains rending 4 with all sniper rifles, gauss sniper rifles, long rifles, and canister rifles.

Special Ability (Hide in Plain Sight): The ghost can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Relentless): Whenever the ghost would be dealt an ongoing crippling wound effect, he/she can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the ghost must roll for each separate crippling point.



Terran Navy

The terran military is often based around fleets of battlecruisers, that drop soldiers off on warzones. From there, they build military bases to help conquer and hold a territory. However, a lot of personnel remains aboard these capital ships, managing the day to day maintenance functions of these venerable craft. These personnel are members of the terran navy.

Navy members are mostly likely to be faced when boarding an enemy capital ship or visiting a military base with off-duty soldiers. Navy members include officers, engineers, gunners, pilots, and ship captains. Most navy members are more focused in vehicular combat than personal combat.

Captain Combat Pilot Description

Combat Pilot Captains are senior pilots. They usually serve as squadron leaders for lighter craft, or pilot more advanced vessels, such as Valkyries or Liberators. They are aerial experts and are highly dangerous in ship combat.

Combat Pilot Tactics

Combat Pilot Captains are not very well armed or very focused in personal combat. Therefore, their priority usually involves staying alive and acting as a leader. Their strategy usually involves using Coordinate leadership to organize their troops, constant rally actions, and taking advantage of their Moving Cover ability, dancing from cover to cover to outmaneuver their foes. They use their repeating pistols in focused bursts, trying to take down one foe at a time.

Once they are inside their vehicles, captains use very different tactics. See the premade statistics for Valkyries, Liberators, Alpha Wraiths, and Vikings for details how they fight in their aircraft.

Commodore Description

Commodores are the commanders aboard terran capital ships, namely battlecruiser. These men are usually aged combat veterans that come from a distinguished, aristocratic, lineage. Commodores are very experienced ship commanders, second only to admirals in command over the terran navy. Many commodores have served aboard their vessels for many years and know every flaw and perk their vessel possesses.

Commodores are usually encountered on the bridge of their ships. They may be the final foe a group of players need to overcome before taking control of a vessel. They are experienced combatants and will not yield their vessel without a fight.

Commodore Tactics

Commodores are never encountered without a retinue of officers, shipmen, and marines. This suits them well, for their proficiency at naval warfare is only matched by their leadership. Commodores spend most of their actions giving considerable benefits to those who serve under them. They use defensive formation to bolster their allies ranks, and rally actions to give plentiful morale points to their allies. Every ally that receives a morale point from rally also receives 17 temporary hit points per morale. Characters who are under the effect of their leadership have half the normal morale bonus (minimum of +6) but receive free morale points every turn. The morale they give grants extra movement speed, and the commodore can try to interrupt combat influence against their soldiers by making an opposed influence check.

Commodores are solid combatants as well. They fight with a flak pistol and a sword, although they only resort to melee combat if they are personally engaged in battle. They can counter attack against a target that hits them every round. Commodores usually use tactics to increase their damage resistance, as their lack of real armor is their greatest weakness.

Commodores mostly fight in battle by acting as the commanders of their battlecruisers. In that sort of engagement, their great command prowess truly shines. See the rules for massive vehicles and capital ships in a future supplement.

Shipman and Naval Officer Description

Shipman and Naval Officers make up most of the crew of a capital-class ship. The shipman scurry about the vessel, firing its weapons and performing maintenance on the craft, while officers lead the shipman and serve as the command crew aboard the bridge. Any boarding action onto a battlecruiser will doubtlessly lead to conflict with numerous shipman, who are generally lead by their officers in and out of combat.

Shipman and Naval Officer Tactics

Shipman are not very effective combatants. They deploy basic tactics, such as moving into cover, setting up flanking, and making tactical retreats. However, their general lack of experience makes them lack luster in execution. Shipman are also very vulnerable to morale breaking and fleeing.

Naval Officers are also combative underwhelming for their experience level, but they are strong leaders who can turn regular shipman into a deadlier fighting force. They use leadership to form a defensive formation, and give temporary hit points out to those in need via rally actions. Because they lack armor-piercing munitions, they prefer lightly-armored targets. Usually, an officer's objective is to lead their squad in a tactical retreat, where they can hold back the enemy until the marines come to reinforce them.

Combat Pilot, Captain

Level 16 Terran Non-heroic Character (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Low Threat

Skill Purchases: 22	Talent Purchases: 4	Ability Score Purchases: 11
Hit Points: 104	Healing Threshold: 7	Damage Threshold: 28
Defense: 24	Toughness: 21	Resolve: 23
Speed: 7	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 10	Psionic Resistance: 19	

-Repeating Gauss Pistol 1d20+12 accuracy, 16 damage, +3 strikes maximum, 50 shots at long range; *Special Traits*: Penetration 4, Automatic

-Pistol Whip 1d20+5 accuracy, 20 damage, +1 strike maximum; *Special Traits*: NA

-EMP Grenade 1d20+9 accuracy, 55 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Burst 4, Energy Drain

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 3 **Instinct**: 8* **Agility**: 7 **Fortitude**: 4

Intelligence: 5 **Willpower**: 5

Gear: Tier 2 Repeating Gauss Pistol with Improved Potency and 3 magazines, Tier 2 Flight Suit with Extra Reinforcement, Tier 2 EMP Grenade, Tier 3 Protective Mask, Tier 2 Digital Uplink, Tier 3 Air Tank, Tier 3 Backpack, Tier 3 Equipment Belt x3

Special Ability (Group Tactics): Instead of using the standard options of the leadership skill, the combat pilot can instead use any tactics skill options and apply those to the character's allies in the same manner of the leadership skill.

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

Special Ability (Contacts): The pilot has a network of contacts all throughout core planets. When you make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The pilot has advantage on the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Special Ability (Vehicle Prowess): The combat pilot gives whatever vehicle they are piloting +7 defense (+9 with aerial vehicles), +75% acceleration rating, and deals +2 power ratings of damage and +4 accuracy. This only effects vehicle's they are piloting or co-piloting.

Special Ability (Moving Cover): If a combat pilot has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Advanced Training): The character deals +1 power rating of damage with all ranged weapons. They instead gain +2 power ratings of damage with ordinance weapons, as well as +1 accuracy.

Commodore

Level 22 Terran Heroic Character (Core Citizen/ Mobile Gunner/ Pilot/ Leader/ Military Commander/ Taskmaster/ Ace Pilot/ Soldier/ Aristocrat/ Commodore/ Weapon's Expert), Medium Threat

Skill Purchases: 24	Talent Purchases: 15	Ability Score Purchases: 13
Hit Points: 212	Healing Threshold: 9	Damage Threshold: 35
Defense: 28	Toughness: 24	Resolve: 26
Speed: 6	Shift Speed: 1	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 10	Psionic Resistance: 29	

-**Flak Pistol** 1d20+16 accuracy, 46 damage, 1 strike maximum, 12 shots at medium range; *Special Traits*: Penetration 15, Rending 5, Recoil, Devastating Cripple

-**Sword** 1d20+13 accuracy, 29 damage, +1 strike maximum; *Special Traits*: Penetration 9, Rending 4, Defensive, Versatile

Skills: Acrobatics 6, Athletics 6, Computers 8, Defensive Training 10, Durability 11, Influence 8, Leadership 12, Lore 8, Melee 10, Mental Training 10, Perception 8, Pilot 12, Ranged 14, Science 8, Survival 6, Tactics 12

Skill Focuses: Pilot +4, Tactics +2, Ranged +4, Leadership +3, Durability +2, Influence +2

Talents: Aerial Evasion, Bombardment, Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged), Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Intimidating Presence, Penetration III, Resilience, Resolute, Ultra-Specialization, War Scars, Weapon Mastery (ranged III)

Strength: 4 **Instinct**: 8 **Agility**: 4 **Fortitude**: 6

Intelligence: 6 **Willpower**: 6

Gear: Tier 2 Flak Pistol with Improved Potency, Improved Precision, Spinning Shrapnel, and Empowered Firepower, and 3 magazines, Commander's Blade (Tier 2 Sword with Improved Potency, Improved Precision, Jagged, and Piercing), Commodore's Uniform (Tier 3 Padded Jacket), Tier 3 Equipment Belt, Tier 2 injector with Painkillers x6, 1,000 credits

Special Ability (Vehicle Commander): The commodore gains the following benefits when commanding, piloting, or co-piloting an aerial vehicle or capital ship. This is the accumulation of all the commodore's talents and specializations.

-The commodore gives their vehicle +7 defense (+9 with aerial vehicles)

-Any commanded vehicles gain +75% acceleration rating

-Vehicles deal +6 power ratings of damage, and then gain a flat +5 damage bonus. This damage bonus increases to +17 while aiming.

-Piloted vehicles also gain +4 accuracy, or +10 with ordinance

-Vehicle weapons gain +10 penetration

-Vehicle weapons deal +1 crippling wound points

Piloted vehicles gain temporary hit points each round equal to fortitude

Special Ability (Maximum Firepower): Once per round, when the commodore is hit by an enemy attack, they gain spend an opportunity attack to counter attack, as long as they know where the target is. They can use this ability inside a vehicle, and counter attack with vehicle weapons.

Special Ability (Authority Figure): The commodore is an excellent leader. They gain the following benefits regarding leadership.

-The commodore gives 17 temporary hit points per morale point given whenever they rally allies.

-The commodore generates twice as many morale points when rallying, and can give up to morale points to each ally

-The commodore's leadership combat augmentations cap at DC 35

-Allies under the effect of the commodore's morale gain a bonus to their movement speed equal to their morale level

-The commodore gives a free morale point to led allies every turn, but their morale bonus is reduced by half (minimum of +6, no matter if their base morale would be lower than that).

-When one of the commodore's ally is targeted by a combat influence attempt, the commodore can make an opposed influence check, cancelling the effect if they win

Special Ability (Contacts): When the commodore makes an influence test to gather information, they gain advantage and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The commodore has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Naval Officer

Level 12 Terran Non-heroic Character (Core Citizen/ Mobile Gunner/ Pilot/ Leader/ Military Commander/ Taskmaster), Low Threat

Skill Purchases: 12	Talent Purchases: 1	Ability Score Purchases: 6
Hit Points: 85	Healing Threshold: 7	Damage Threshold: 26
Defense: 21	Toughness: 18	Resolve: 18
Speed: 5	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 6	Psionic Resistance: 14	

-**Pistol** 1d20+9 accuracy, 21 damage, +2 strike maximum, 15 shots at medium range; *Special Traits*: Penetration 2, Rending 5, Fast Reload, Far Shot

-**Sword** 1d20+7 accuracy, 24 damage, 1 strike maximum; *Special Traits*: Defensive, Versatile

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

Skill Focuses: Pilot +2, Tactics +2, Ranged +2, Leadership +3, Durability +2

Talents: Bombardment, Defensive Fighting, Far Shot, Inspirational Presence, Intimidating Presence, Ultra-Specialization, Weapon Mastery (ranged)

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

Intelligence: 5 **Willpower**: 4

Gear: Tier 2 Pistol with Improved Potency, Improved Precision, and Empowered Firepower, and 3 magazines of Hollow Point Rounds, Tier 2 Sword, Officer's Uniform (Tier 2 Padded Jacket), Tier 2 Equipment Belt, Tier 2 Repair Kit, Tier 2 Medipack, 250 credits

Special Ability (Manned Weapon's Gunner): When the officer is manning a gun of a vehicle or station, but not piloting it, they gain significant bonuses to using the weapon they are controlling. While aiming with that weapon, they deal +8 damage. Any missiles that they fire gain +3 accuracy. If the officer is acting as the commander aboard a capital ship, all the ship's weapons gains this bonus.

Special Ability (Ruthless Overseer): This officer is an efficient but ruthless party leader. Any ally under the effect of the officer's leadership gains a free morale point every round, but their morale bonus is only half what it normally is.

Special Ability (Vehicle Specialization): The officer gives whatever vehicle they are piloting +3 defense. This only effects vehicle's they are piloting or co-piloting.

Special Ability (Rallying Boost): Whenever the officer uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 5 temporary hit points. This stacks with multiple morale points.

Special Ability (Push Forward): When the officer generates morale points using the rally ability, he generates twice as many and may apply up to two of those morale points per ally. In addition the officer's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Special Ability (Contacts): When the officer makes an influence test to gather information, they gain advantage and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The officer has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Shipman

Level 2 Terran Non-heroic Character (Core Citizen/ Mobile Gunner), Low Threat

Skill Purchases: 4

Talent Purchases: 1

Ability Score Purchases: 1

Hit Points: 40

Healing Threshold: 6

Damage Threshold: 20

Defense: 15

Toughness: 14

Resolve: 14

Speed: 5

Shift Speed: 1

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 2

Psionic Resistance: 6

-Pistol 1d20+3 accuracy, 12 damage, +2 strike maximum, 15 shots at medium range; *Special Traits*: Fast Reload, Far Shot

-Unarmed 1d20+1 accuracy, 8 damage, +2 strikes maximum; *Special Traits*: Unarmed

Skills: Computers 1, Defensive Training 2, Durability 2, Influence 1, Leadership 1, Melee 1, Mental Training 2, Perception 2, Pilot 3, Ranged 2, Science 1, Tactics 2

Skill Focuses: Pilot +2, Tactics +2

Talents: Bombardment, Far Shot

Strength: 2

Instinct: 4

Agility: 3

Fortitude: 2

Intelligence: 4

Willpower: 2

Gear: Pistol with 2 Magazines, Padded Jacket, Equipment Belt, Repair Kit, 50 credits

Special Ability (Manned Weapon's Gunner): When the shipman is manning a gun of a vehicle or station, but not piloting it, they gain significant bonuses to using the weapon they are controlling. While aiming with that weapon, they deal +6 damage. Any missiles that they fire gain +1 accuracy. If the character is acting as the commander aboard a capital ship, all the ship's weapons gains this bonus.

Special Ability (Contacts): When the shipman makes an influence test to gather information, they gain advantage and take half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The shipman has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.



Terran Rogue Psychics

Rogue psychics are terrans born with natural, powerful, psionic abilities but are not claimed by any government agency. Rogue psychics are never formally trained, so their abilities are very raw and difficult to control. They are no less potent than those of ghosts, however, and those who live long enough for their power to blossom can create devastating effects.

Rogue psychics live hidden lives. If they are discovered by authorities, they will either be killed or captured. Most governments try to control the number of psionic terrans in their populace by having all of them on their own payroll. Those too old or stubborn to train are simply killed so they do not pose a future threat. Emperor Arcturus Mengsk was adamant at hunting down all psychics in the sector, and even performed regular purges of his ghost operatives; such was his paranoia about what powerful psychics were capable of.

Psionic terrans usually come into their power in their teenage years. At this time, most are collected to become ghosts or shadowguard. Sometimes, though, children are not sent to the government. Perhaps their parents do not want to give them up, or the children are orphans who have no ties to society. Either way, as these children get older, their abilities become more difficult to hide. Their very psionic presence acts as a magnet for ghosts and wranglers. Inevitably, if they want to remain free, they must remain on the run.

Rogue psychic wanderers are adult rogue psychics who travel the sector like a drifter, wandering place from place with no real destination in mind. They constant travel to avoid zerg and terran military forces, either of which will forcefully absorb a psionic terran into their fold. They sometimes find work aboard a passenger ship or freighter, barter for passage amongst transports, or stowaway on commercial vessels to get from place to place. Being a drifter is a dangerous life, and these wanderers have learned to fight to protect themselves against frontier wildlife, criminals, and those who pursue them.

Psychic criminals are rogue psychics that have settled into a role within society, for example working for a crime syndicate. Crime lords can benefit vastly with a powerful 'teep' in their employ, who can read, manipulate, and control minds. Psionic terrans who play their cards right can earn a fortune by working for crime syndicates or corporate organizations and using their psionic powers to manipulate others for a profit. These individuals can use their contacts to help hide them from ghosts and wranglers but are also capable of fighting a ghost to defend themselves, if they must.

Psychic adventurers are veteran warriors who have traveled the stars for many years and fought in many battlefields. Adventurers have full control and mastery over their psionic prowess and can easily destroy entire hosts of enemies with their vast power. They live as mercenaries, traveling the sector looking for work, profit, and excitement. Individuals with their level of psionic power are difficult, if impossible, to hide from ghosts and wranglers. Therefore, these individuals usually have one of two life circumstances. The first is that they have a sort of 'live and let live' agreement with the government, where they do not pursue each other for mutual preservation in return for the psychic adventurer performing the odd job for the military from time to time. The second circumstance is that they are wanted criminals throughout the sector, who have become accustomed to fighting off assassins, ghosts, and wranglers at every turn. Their wanted poster can be found throughout the core and fringe worlds, and they often offer a substantial reward in return for their kill or capture.

Rogue Psychic Tactics

Rogue psychics specialize in survival and subterfuge. Early in their lives, they rely mostly on their skills and equipment, using psionics to simply add them in their actions. As they become more experienced, their reliance on technology wanes, and they solve more problems with psionic might.

Wanderers are survivors before being fighters. While they are tough, their telepathic abilities have not blossomed to the point of defending themselves. They avoid combat where they can. When danger is close, they use *Rush* to escape, *Hidden Sight* or the Hide in Plain Sight ability to try to escape combat. When forced to fight, they try to find escape routes and fire their way to safety. If engaged closely, they use their stunners to try to daze opponents, so they can retreat. When a wanderer is not trying to escape, they fight with their auto rifles from positions of cover. They prefer to Bob and Weave in combat.

Psychic criminals have begun to master offensive telepathic powers. If they get a chance, they cast *Regeneration* before combat to increase their healing. If not, they use *Command* and *Regeneration* on the first turn of combat in conjunction with a Focus action, targeting their *Command* on the most physically imposing enemy. They use their dominated minion to defend them and fight off their foes, while they position in a safe location in battle and tear at foes with their ranged weapons while they let their energy recover. Once their energy is back up, they use *Mind Blast* repeatedly to kill non-psionic foes. Like wanderers, they prefer to Bob and Weave, but they also use focus to increase their accuracy with *Mind Blast*. They use tactics to increase their damage resistance.

Psychic adventurers are masters of telekinetic powers, often known as 'Teeks'. Unlike lesser psychics, psychic adventurers solve almost all their problems with their psionic ability. Adventurers will usually have *Toughness* and *Regeneration* prepared before a battle starts and will manifest *Telekinetic Dome* at the onset of a fight. The barrier in place, they will then barrage enemies with *Telemetric Impacts* and *Telekinetic Shockwaves*. Their energy recovery is quite high, so they can do these powers for a long time without running out of energy, even while maintaining *Telekinetic Dome*. If they are substantially outnumbered, psychics will spend turns using *Command* to grab control of numerous enemies to use the enemy's numbers against them. If they do run too low on energy to be effective, they retreat to a distant location to regain their strength. They can restore their energy as a move action, and will usually do that as they are making their retreat. Against distant foes outside the reach of most telekinetic powers, they will use aim actions with their long rifles (taking advantage of their Guided Shot ability, digital scope, and penetrator rounds) or grab opponents and crush the life from them with *Telekinetic Grasp*.

Rogue Psychic Adventurer's Favored Psionic Powers: Psi Level 8, +24 psionic manifestation bonus, recovers 4 energy fatigue per turn

-Toughness; DC 14 manifestation as a minor action; 7 energy fatigue; +8 damage and psionic resistance, and +4 damage threshold for 10 rounds

-Regeneration; DC 18 manifestation as a minor action; 7 energy fatigue; caster gains regeneration 16; lasts for 8 minutes

-Telekinetic Impact; DC 22 manifestation as a standard action; 5 energy fatigue; +18 attack versus defense and toughness at long range, target takes 65 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness

-Telekinetic Grasp; DC 24 manifestation as a standard action; 7 energy fatigue +5 per round sustained; +18 attack versus toughness at distant range, target takes 54 damage per round, is Staggered, Tormented, and Immobilized sustained, can attempt to escape with a DC 24 strength at end of turn, caster sustains as a standard action

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 9 energy fatigue; +18 attack versus defense and toughness in a Burst 9 centered on the caster, targets takes 65 damage if their defense is hit; if toughness is hit, targets are pushed 1 square +1 square per 5 points toughness is surpassed and are knocked prone

-Telekinetic Dome; DC 24 manifestation as a standard action; 3 energy fatigue, +4 per round sustained; while sustained, caster has an energy shield that has a shield pool of 90 and a shield armor of 18, sustained as a move action

-Command; DC 20 manifestation as standard action; 7 energy cost; +18 attack versus resolve of a target at distant range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 21 willpower test at the end of every hour

Rogue Psychic, Adventurer

Level 20 Psionic Terran Advanced Heroic Character (Fringe Colonist/ Telekinetic/ Infiltrator/ Survivalist/ Diplomat/ Mentalist/ Psionic Marksman/ Enforcer/ Warrior/ Adventurer/ Metapsychic), Medium Threat

Skill Purchases: 26

Talent Purchases: 16

Ability Score Purchases: 15

Hit Points: 214

Healing Threshold: 8

Damage Threshold: 32

Defense: 29

Toughness: 27

Resolve: 29

Speed: 7

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 17

Psionic Resistance: 45

-Long Rifle 1d20+12 accuracy, 34 damage, +1 strike maximum, 50 shots at long range; *Special Traits:* Penetration 30, Unstoppable, Digital Scope

-Frag Grenade 1d20+9 accuracy, 60 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 4, Grenade, Delay

-EMP Grenade 1d20+9 accuracy, 60 damage, 1 strike maximum; *Special Traits:* Energy Drain, Burst 5, Grenade, Delay

-Rifle Bayonet 1d20+8 accuracy, 32 damage, 1 strike maximum; *Special Traits:* Penetration 2

Skills: Acrobatics 5, Athletics 5, Computers 6, Defensive Training 10, Durability 9, Endurance 8, Influence 10, Lore 8, Medicine 9, Melee 7, Mental Training 8, Perception 9, Pilot 8, Psionics 13, Ranged 9, Science 5, Stealth 10, Survival 10, Tactics 5

Skill Focuses: Psionics +4, Stealth +2, Survival +2, Influence +2, Ranged +3, Defensive Training +2, Durability +2, Prowess +1

Talents: Awesome Abilities (willpower), Critical Timing, Defensive Fighting II, Dissuade, Endless Energy IV, Hardened Survivalist, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telekinesis), Psychic Power x4, Sneak Attack, Weapon Mastery (ranged II)

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Manipulate, Move Object, Levitation, Command, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Telekinetic Dome, Imbue Form, Toughness, Regeneration, Breathless, Eternal Form, Acute Senses, Muscular Enhance*

Strength: 7* **Instinct:** 5* **Agility:** 7* **Fortitude:** 7
Intelligence: 5 **Willpower:** 11

Gear: Tier 2 Long Rifle with Improved Potency, Empowered Firepower, Digital Scope, and Rifle Bayonet and 3 magazines of Penetrator Rounds, Tier 3 Fragmentation Grenade, Tier 3 EMP Grenade, Tier 2 Combat Body Suit with Extra Reinforcement, Shadowed, and Extra Enhancement, Tier 2 Equipment Belt x3, Tier 3 Backpack, Tier 2 Medipack x3, Tier 3 Fone, Tier 3 Communicator, Tier 2 Digital Uplink, Injector with 3 doses of Painkillers, 1d20 x100 credits

Special Trait (Psionic Paragon): The rogue psychic can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. After a great deal of time honing their psionic abilities, the rogue psychic is now a controlled psychic, rather than an uncontrolled psychic. They never overcharge powers through poor dice rolls, and they send telepathic messages at the speed of normal speech. Finally, their telepathy powers costs 3 less energy fatigue, and their other powers cost 1 less energy fatigue.

Special Ability (Fortune's Favor): As a free action on their turn the rogue psychic can spend a morale point to suppress the ongoing penalties from all crippling wounds they are affected by for 1 turn, and they increase their damage threshold by +9 for 1 turn as well.

Special Ability (Revitalize): The rogue psychic gains a surge of strength and life whenever they use their psionic powers. Whenever the character manifests a psionic power, they gain 18 temporary hit points. These temporary hit points are not cumulative with hit points from the same source, and last for 5 minutes or until the end of the encounter, whichever comes first. In addition, the psionic terran can recover energy fatigue as a move action.

Special Ability (Guided Shots): When making a ranged attack while aiming, the rogue psychic gains +4 rending, and their attacks ignore cover. Improved cover instead counts as regular cover. Total cover still blocks the attack. This ability cannot be used when the psychics manifestation bonus is +0 or lower

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the rogue psychic can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Relentless): Whenever the rogue psychic would be dealt an ongoing crippling wound effect, he/she can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the rogue psychic must roll for each separate crippling point.

Special Ability (Hide in Plain Sight): The rogue psychic can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the rogue psychic has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Rogue Psychic Criminal's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus, recovers 2 energy fatigue per turn

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +6 damage and psionic resistance and +3 threshold for 4 rounds

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

-Mind Blast; DC 20 manifestation as a standard action; 4 energy fatigue; +14 attack versus resolve at medium range, target takes 68 psionic damage; Rending 3, Burst 1.

-Command; DC 20 manifestation as standard action; 8 energy cost; +14 attack versus resolve of a target at distant range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 22 willpower test.

Rogue Psychic, Criminal

Level 15 Psionic Terran Heroic Character (Fringe Colonist/ Advanced Telepath/ Infiltrator/ Survivalist/ Diplomat/ Mentalist/ Psionic Marksman/ Enforcer), Medium Threat

Skill Purchases: 21

Talent Purchases: 8

Ability Score Purchases: 8

Hit Points: 153

Healing Threshold: 7

Damage Threshold: 28

Defense: 21

Toughness: 19

Resolve: 24

Speed: 6

Shift Speed: 2

Morale Bonus: +7

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 13

Psionic Resistance: 33

-Repeating Gauss Pistol 1d20+9 accuracy, 14 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 6

-Frag Grenade 1d20+6 accuracy, 50 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 3, Grenade, Delay

-EMP Grenade 1d20+6 accuracy, 50 damage, 1 strike maximum; *Special Traits:* Energy Drain, Burst 4, Grenade, Delay

-Pistol Whip 1d20+4 accuracy, 20 damage, +1 strike maximum; *Special Traits:* NA

Skills: Acrobatics 3, Athletics 3, Computers 4, Defensive Training 7, Durability 7, Endurance 6, Influence 8, Lore 6, Medicine 7, Melee 5, Mental Training 6, Perception 7, Pilot 6, Psionics 10, Ranged 7, Science 3, Stealth 8, Survival 8, Tactics 3

Skill Focuses: Psionics +3, Stealth +2, Survival +2, Influence +2, Ranged +3

Talents: Dissuade, Endless Energy II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telepathy), Psychic Power x2, Sneak Attack, Weapon Mastery (ranged)

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Hallucination, Mind Blast, Command, Rush, Toughness, Regeneration*

Strength: 2

Instinct: 4

Agility: 5

Fortitude: 5

Intelligence: 4

Willpower: 8

Gear: Tier 2 Repeating Gauss Pistol with Improved Potency, Empowered Firepower, and 3 magazines, Tier 2 Fragmentation Grenade, Tier 2 EMP Grenade, Tier 2 Light Combat Armor with Shadowed, Tier 2 Equipment Belt x3, Tier 2 Backpack, Tier 2 Medipack x3, Tier 2 Fone, Tier 2 Communicator, Digital Uplink, Injector with 3 doses of Painkillers, 1d20 x25 credits

Special Trait (Advanced Telepath): The rogue psychic can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. After a great deal of time honing their psionic abilities, the rogue psychic is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Telepathic): The rogue psychic can send messages at the speed of normal speech regardless of PL. In addition, all telepathy powers cost 2 less power points to manifest, to a minimum of 0.

Special Ability (Guided Shots): When making a ranged attack while aiming, the rogue psychic gains +3 rending, and their attacks ignore cover. Improved cover instead counts as regular cover. Total cover still blocks the attack. This ability cannot be used when the psychics manifestation bonus is +0 or lower

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the rogue psychic can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Relentless): Whenever the rogue psychic would be dealt an ongoing crippling wound effect, he/she can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the rogue psychic must roll for each separate crippling point.

Special Ability (Hide in Plain Sight): The rogue psychic can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the rogue psychic has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the rogue psychic have disadvantage. However, the rogue psychic has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the rogue psychic have disadvantage. However, the rogue psychic has disadvantage on all combat influence tests they perform, except those to taunt.

Rogue Psychic Wanderer's Favored Psionic Powers: Psi Level 4, +13 psionic manifestation bonus, recovers 1 energy fatigue per turn

-Hidden Sight; DC 16 manifestation as a standard action; 1 energy fatigue, +1 per round sustained, sustained as a standard action, up to two targets that are large-sized or smaller count as cloaked as long as they do not move or attack on their turn

-Rush; DC 10 manifestation as a free action; 5 energy fatigue; gains +4 move speed, +2 shift speed, and sprints at 5x normal speed

-Compulsion; DC 16 manifestation as a move action; 4 energy cost; +11 attack versus resolve of a target at long range, struck target is hit by a compulsion to perform an action, thought, or behavior indicated by the psychic, behavior cannot place individual or comrades at risk or be against nature, target is not aware they are targeted by this power

Rogue Psychic, Wanderer

Level 8 Psionic Terran Heroic Character (Fringe Colonist/ Advanced Telepath/ Infiltrator/ Survivalist/ Diplomat), Medium Threat

Skill Purchases: 13 Talent Purchases: 4 Ability Score Purchases: 4

Hit Points: 112	Healing Threshold: 7	Damage Threshold: 25
Defense: 19	Toughness: 17	Resolve: 20
Speed: 6	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 9	Psionic Resistance: 24	

-Auto Rifle 1d20+6 accuracy, 16 damage, +2 strikes maximum, 60 shots at medium range; *Special Traits:* Penetration 3, Scope

-Gauss Pistol 1d20+7 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-Stunner 1d20+4 accuracy, 14 damage, 1 strikes maximum; *Special Traits:* Stun, Energy Damage

Skills: Acrobatics 1, Athletics 1, Computers 2, Defensive Training 5, Durability 5, Endurance 4, Influence 6, Lore 4, Medicine 5, Melee 3, Mental Training 4, Perception 5, Pilot 4, Psionics 7, Ranged 5, Science 1, Stealth 6, Survival 6

Skill Focuses: Psionics +2, Stealth +2, Survival +2, Influence +2

Talents: Dissuade, Endless Energy, Hardened Survivalist, Psi Level 3, Psi Level 4, Psychic Power, Sneak Attack

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Hallucination, Rush*

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

Intelligence: 4 **Willpower:** 6

Gear: Autorifle with Improved Precision and Improved Potency and 2 magazines of Armor Piercing rounds, Tier 2 Gauss Pistol, Tier 2 Stunner, Tier 2 Protective Vest, Tier 2 Equipment Belt x3, Tier 2 Backpack, Medipack x2, Fone, Grappling Hook, Motion Detector, 10 days of rations

Special Trait (Advanced Telepath): The rogue psychic can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The rogue psychic is an uncontrolled manifester that has a higher chance of losing control of their psionic powers.

Special Ability (Relentless): Whenever the rogue psychic would be dealt an ongoing crippling wound effect, he/she can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the rogue psychic must roll for each separate crippling point.

Special Ability (Hide in Plain Sight): The rogue psychic can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the rogue psychic has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the rogue psychic have disadvantage. However, the rogue psychic has disadvantage on all combat influence tests they perform, except those to taunt.

Terran Soldiers

Soldiers are the infantry and combatants of the various factions in the Sector. They may belong to an organized military, a paramilitary mercenary or rebel group, or swear allegiance to a powerful cooperation or organization. Soldiers are trained fighters and are often the most likely foes that players will face that can match their own combat skills.

Many of the most common terran soldiers were detailed in the Core Rulebook. This section expands on that list with other common specialty troops and with more skilled elite operatives that are meant to take on more dangerous assignments and tougher foes.

Firebat Description

Firebats are specialty troops that wear the CMC-660 Powered Armor, known and recognized for its duel-flamethrowers. Most of these soldiers are sociopaths, murderers, and pyromaniacs that are resocialized or give a chance to work off their debts to humanity. Using the CMC-660 is already known as a risky endeavor because of the vulnerable fuel tanks and the close proximity to flaming promethean, and it is commonly thought the only a madman would be willing wade into battle with one.

The Promethean Company firebats are a different breed from the common, hulking, thugs that serve in the Dominion military. The Promethean Company are professionals, an elite unit trained by Dominion high command to counter zerg infestation. These are professionals dedicated to doing a dirty job right and looking out for the betterment of their squad and teammates. As per their occupation, they are particularly effective at fighting the zerg.

Firebats usually work in pairs, supporting a squad of marines. Promethean Company Firebats work in units of 3-4 of their own, often with vehicle and artillery support.

Firebat Tactics

In a large battle, the first instinct of a firebat is activate their combat stimulants, use tactics to increase their damage resistance, and wait for the enemy to get in range. Once a foe is within the grasp of their flamethrowers, they unleash hell. Firebats always dual-wield, firing both flamethrowers, while taking advantage of their stimulants to give them extra hailfire with their weapons. Using this strategy, firebats can quickly overwhelm most foes, even large swarms.

Firebats rely their special abilities to stay alive, such as Juggernaut, Push On, and Galactic Champion. These features give them incredible staying power, especially when supported by a medic. They prefer to bob and weave in combat, and rarely retreat, unless faced with a terrifying foe. Most firebats are too filled with bloodlust to register fear properly.

Promethean Company fight in a similar method but are more coordinated than common firebats. They stick in close ranks, often forming a line, and create overlapping fields of fire. They target zerg above other enemies, especially zerg swarms. The entire unit bobs and weaves, and in additional +3 defense and resistance from the Fight as One trait. Only the squad member with the most hit points remaining uses Defiant Stance.

Elite Marauder Description

Elite Marauders are the best of their form of warfare and are specialists in the art of destruction. Having earned their place in their armed forces, elite marauders are called in when the job requires an expert's touch. They accompany elite marine squads in raids on enemy fortresses, acting as a demolitions specialist and mobile artillery. Other times they form kill squads with other elite marauders, where they search out enemy squads and destroy them with devastating firepower. Occasionally, an Elite Marauder may have adopted some leadership training as well, as will sometimes serve as a squad commander over an elite marine squad. For these soldiers, give them -3 survival and tactics but grant them 6 points of leadership.

Elite Marauder Tactics

Elite Marauders fight like common marauders, only more effectively. They stand from a distance, bombarding their foes with their grenade launchers. While they prefer to keep their distance, and aim their shots for maximum destruction, marauders do not seek cover or hide from their enemies. Instead, they rely on their armor to protect them from attacks. Their Ultimate Tactics ability allows them to maintain all functions of tactics up at once, and therefore they will never go without tactics active. Elite Marauders target front-rank melee foes first, to lay down the gravity fields and slow their enemies with Concussive Grenades.

Elite Marines, Medics, and Captains Description

Elite Marines have more experience and better equipment than the rank and file that makes up most armies. Elite marines are given dangerous assignments that are not trusted to the regular grunts or are assigned to high priority battlefields where they serve as an example for common soldiers.

Elite marine squads are made up of usually 4-12 marines, 1-2 medical officers, and a captain. Most of the marines are equipped with heavy gauss rifles and ballistic shields. Usually 1 in 4 will be a specialty soldier, such as a destroyer, fire support, or sniper. The captain leads the group from the front lines, while the medical officer hangs back and waits for their services to be required. They operate seamlessly together, and most elite squads have served with one another across many battlefields, aiding in their cohesion.

Outside the battlefield, elite marine units have plenty to keep themselves busy. Captains have a great deal of responsibilities as commissioned officers and are often apart of tactical briefings and working with their commanders to implement a battlefield strategy. Medical officers are fully trained doctors, and work on genetic research and long-term treatment of wound patients. Elite marines tend to spend slightly less time carousing than their less-skilled comrades, and more time training, exercising, or bullying new recruits.

Elite Marine Tactics

When an elite marine squad takes to battle, they work together. The soldiers armed with shields and rifles take to the lead, using tactics to further improve their defense while they block shots for their more vulnerable allies. Snipers attempt before battle to find a hiding spot to fire down upon their foes. Destroyers position themselves in perfect positions to fire upon enemy armor, if there is no such target, they will general fight with grenades and flak pistols to conserve their precious armor. On the other hand, marine fire support will aim at the closest concentration of enemies and tear into them with enlarged area bursts.

Marine Medical Officers are very skilled healers, as well as guardians for their allies. They will try to pull seriously wounded enemies back and patch them up with first aid. They can use Shield Ally to take the hits for their seriously wounded allies they are trying to heal. In the meantime, they will liberally use their healing spray to mend lightly damaged allies. If the captain calls for it, they will launch flash grenades into enemy lines.

Marine captains are tough and venerable combatants. They can deal significant damage with their focused bursts by gaining extra hailfire with the Barrage ability. However, their focus in battle is leading their troops. They activate a defensive formation for their four most exposed soldiers and rally every turn to ensure they have a steady supply of temporary hit points and morale points to spend. When necessary, they will lead their squad in maneuvering around the battlefield or lay down suppressing fire to cover their soldiers.

Marine Master Sergeant Description

The master sergeant is a veteran marine commander who has seen their share of combat and warfare. They are experienced leaders and masters of arms, and have experience organize tactical operations across many battlefields. While some master sergeants continue to lead field operations in battlefields, many of them have been assigned as battlefield tank commanders.

Master Sergeants are usually encountered with their vehicles but are occasionally found leading squads of elite marines or platoons of common marines.

Master Sergeant Tactics

Master Sergeants have a great deal of bravado, and lead fights from the front lines. They use grenades to root enemies from cover, throw taunts to goad enemies into rushing them, and use their shotguns once they get close. If the enemies remain at range, they will fight with their repeating pistols. They prefer bobbing and weaving to aiming, use tactics to improve their damage resistance, so they can handle the punishment. They use leadership for Coordination, and actively try to set up flanking operations.

Once they are inside their tanks, master sergeants use very different tactics. See the premade statistics for Diamondback Tanks, Siege Tanks, and Thors for details how they fight in their heavy armor.

Marine Recruits Description

Recruits are the freshest boots in the marine corps. They represent brand new cadets or recent conscripts. Recruits have no field experience and have never seen battle before. Truthfully, they are any training besides how to point and fire their weapons. However, they are still allowed suits of powered armor and gauss weaponry, and sometimes that is enough.

Recruit Tactics

Recruits are impressionable, and dogmatically follow whatever orders are given by a senior marine. They have little skill, so they almost entirely rely on their advanced armaments. They do not use tactics, and bob and weave in combat. They will usually flee if they reach -2 morale level.

Reaper Description

Reapers are a special forces unit derived from criminals and convicts. Most of these individuals were too aggressive to be successfully resocialized, or too violent to let go to waste in a prison. Once an individual is shown to have sufficient behavioral problems, they are sent to facility to channel and harness their aggression. They go through advanced training in utilizing jump packs and explosives and are treated with aggression amplifying chemicals. Once their instructors are satisfied, they are set loose with a promise: two years of service, and their record is wiped clean. Few survive that long.

Reapers often go rogue, and they are found in paramilitary organizations around the sector. Wherever they serve, reapers are some of the sector's most lethal assassins and saboteurs. Their notoriety is only matched by ghosts.

Reapers are usually only encountered with others of their own kind, usually in squads of 2-6. Occasionally, they will be called in to reinforce embattled marine squads.

Reaper Tactics

Reapers lack the armor of marines and are therefore very vulnerable to any form of fire. They make up for this by being agile and hard to hit. Reapers have an innately high defense, which they supplement with bob and weave actions. Their Rapid Reaction ability lets them bob and weave even while action moving, which is their preferred method of combat. In addition, if they are bogged down by sheer numbers of melee attacks, they can use their jump packs to leap into the sky. They also have Dodge II and can make evade attempts against any type of attack.

Reapers fight by using their pair of repeating gauss pistols in focused bursts against a single target at a time. With their Pistol Finesse and Precision Burst, their focused bursts are a mighty Hailfire 4. Their penetration makes them effective against all but the most armored targets. They use their demolition charges to destroy heavy armor or structures, as their mission details.

While reapers are very dangerous, they are well-countered by explosives and area of effect attacks that still do half damage on misses. Weapons that fire many shots are also effective against them, as are telepathic attacks.

Outrider Description

Outriders are fringe colonists who are recruited by a military to serve as scouts and raiders. Some outriders are colonist explorers, prospectors, or salvagers, while others are recruited from the ranks of highwayman and bandits. Either way, they make the ideal pilots of vultures and hellions for organized forces.

Outriders are notably less disciplined than standard military forces, and often their rank is outside the common chain of command. Marines usually regard them somewhere between conscripts and cowboys.

Outrider Tactics

When fighting on foot, an outrider's priority is to escape and survive. They use suppressing fire and flash grenades to cover their retreat, and focused bursts against anyone that gets too close. They use their shotgun if they are overwhelmed in melee, and their machetes as instruments of last resort. They perform bob and weave behavior most of the time.

Once they are inside their vehicles, outriders use very different tactics. See the premade statistics for Hellions, Hellbats, and Vultures for details how they fight in their reconnaissance craft.

Firebat

Level 12 Terran Non-heroic Character (Fringe Colonist/ Brute/ Tough Guy/ Survivalist/ Hulk/ Master of Arms (flamethrower))

High Threat

Skill Purchases: 15

Talent Purchases: 5

Ability Score Purchases: 4

Hit Points: 210

Healing Threshold: 8

Damage Threshold: 35

Defense: 16

Toughness: 33

Resolve: 14

Speed: 7

Shift Speed: 1

Morale Bonus: +2

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 24

Psionic Resistance: 12

-Flamethrower w/ Dual-Wielding 1d20+8 accuracy, 33 damage, +2 strikes maximum x2, 120 shots at medium range; *Special Traits:* Penetration (2), Cone (6), Hailfire (1), Energy Damage, Flames (Burning foes take 40 damage per round, Pen 5)

-Rifle Butt 1d20+4 accuracy, 24 damage, 1 strike maximum; *Special Traits:* NA

Skills: Acrobatics 2, Athletics 3, Defensive Training 8, Durability 9, Endurance 6, Lore 2, Melee 6, Perception 4, Pilot 2, Ranged 8, Stealth 3, Survival 3, Tactics 4

Skill Focuses: Durability +3, Endurance +2, Athletics +2, Defensive Training +2, Ranged +2

Talents: Dual-Weapon Skill, Galactic Champion, Hardened Survivalist, Juggernaut, Powered Armor Training, Power Strike, Weapon Mastery (ranged)

Strength: 11*

Instinct: 2*

Agility: 4

Fortitude: 6

Intelligence: 2

Willpower: 4

Gear: CMC 660 'Firebat' Powered Combat Armor with 120 fuel, 1 doses of Combat Stimulants, 2 doses of Painkiller, 2 doses of Rage

Special Ability (Push On): Whenever the firebat takes damage from an attack, they can instantly perform a shift action. This does not use up a reaction.

Special Ability (Beast of Man): The firebat is extremely large, brutish, and resilient. They count as large-sized for determining hit points, toughness, and damage threshold. To counteract this their instincts are weakened, and they can no longer improve their instinct score

Special Ability (Adapted Resistance): The marauder has a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the marauder have disadvantage.

Special Ability (Mighty Swing): When the firebat makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Galactic Champion): Upon killing an enemy or reducing an enemy to 0 hit points, the firebat instantly recovers 10 hit points. This does not use up a healing threshold, but cannot bring the character above their normal maximum hit points.

Special Ability (Juggernaut): Once per day, when the character is brought to below 105 hit points, they gain 11 temporary hit points every round until the end of the encounter.

Special Ability (Relentless): Whenever the marauder would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the marauder must roll for each separate crippling point.

Firebat, Promethean Company

Level 20 Terran Non-heroic Character (Core Citizen/ Soldier/ Slugger/ Brute/ Protector/ Prime Specimen/ Spartan/ Outlander/ Veteran/ Hero), High Threat

Skill Purchases: 17	Talent Purchases: 13	Ability Score Purchases: 8
Hit Points: 224	Healing Threshold: 10	Damage Threshold: 40
Defense: 20	Toughness: 35	Resolve: 18
Speed: 7	Shift Speed: 1	Morale Bonus: +4
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 35	Psionic Resistance: 9	

-Flamethrower w/ Dual-Wielding 1d20+11 accuracy, 49 damage, +2 strikes maximum x2, 120 shots at medium range; *Special Traits*: Penetration (2), Cone (7), Hailfire (1), Energy Damage, Flames, Devastating Cripple

-Rifle Butt 1d20+11 accuracy, 37 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Athletics 6, Acrobatics 6, Defensive Training 10, Durability 12, Endurance 9, Lore 7, Medicine 5, Melee 6, Mental Training 6, Perception 5, Pilot 7, Ranged 10, Tactics 6

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

Talents: Devastating Cripple (ranged), Dual-Weapon Skill, Jaded, Natural Health II, Powered Armor Training, Purifier of the Swarm II, Power Strike, Resilience, Weapon Expertise (flamethrower), Weapon Master (ranged II, melee), Zerg Hunter III

Strength: 11* **Instinct**: 6* **Agility**: 4 **Fortitude**: 8

Intelligence: 4 **Willpower**: 2

Gear: Tier 2 CMC-660 Powered Combat Armor with Improved Potency and Extra Reinforcement with 120 fuel, 2 doses of Combat Stimulants, 2 doses of Painkiller, 1 dose of Tranquilizer

Special Ability (Hunter of Zerg): The promethean company firebats are experts at fighting zerg infestation. All of their attacks gain +2 accuracy and +5 rending against zerg. In addition, any zerg that deal a crippling wound to loses 4+ the number of crippling wound points in biomass. The firebat also gains +6 to perception and lore checks involving zerg. Finally, they gain a +10 bonus on endurance tests against zerg poisons and evolution powers, and cannot be infested.

Special Ability (Back in the Fight): When the firebat spends a healing threshold to recover hit points, they gain a regeneration value of 8 for 10 rounds. This regeneration does not allow them to heal crippling wounds or regeneration lost limbs. Being healed multiple times increases the duration this effect is active by 10 rounds every time a healing threshold, but does not increase the amount of regeneration.

Special Ability (Fight as One): When the character uses the Bobbing and Weaving combat behavior, all allies within 6 squares gain +2 defense and damage resistance. When the character uses a Focus combat behavior, all allies within 6 squares gain +3 defense and resolve.

Special Ability (Mighty Swing): When the firebat makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Defiant Stance): The firebat attracts all nearby enemies into attacking him rather than his allies. All enemies cannot attack the character's allies within 3 squares if the firebat can be attacked instead. This affects all enemies, including constructs and non-intelligent foes. Enemies can make a DC 20 willpower test once per day to try and defy this effect.

Special Ability (Contacts): When the firebat make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The firebat has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Special Ability (Ultimate Survivor): The firebat has rid themselves of the comforts of life, and are accustomed to going without fulfilling basic needs. The firebat can go twice as long without food or water before suffering penalties. They can hold their breath for twice as long, and take half as much damage from drowning and suffocation. They gain advantage on Endurance checks against poisons, diseases, and infestation, or to resist fatigue from forced marches.

Special Ability (Prime Physique): The firebat gains a +7 bonus on endurance checks against poison and disease. This is cumulative with their Hunter of Zerg ability, making it a +17 bonus against zerg poisons and diseases.



~Firebat (above)

~Elite Marauder (below)



~Art by Worthart (<https://www.deviantart.com/worthart/art/StarCraft-2-Marauder-272209348>)

Marauder, Elite

Level 20 Terran Non-heroic Character (Fringe Colonist/ Soldier/ Demolitionist/ Survivalist/ Guardian/ Spartan/ Ever-Living/ Master of Arms (ordinance)/ Cannoneer/ Special Forces), High Threat

Skill Purchases: 23

Talent Purchases: 10

Ability Score Purchases: 11

Hit Points: 223

Healing Threshold: 9

Damage Threshold: 36

Defense: 22

Toughness: 40

Resolve: 22

Speed: 7

Shift Speed: 1

Morale Bonus: +6

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +9

Damage Resistance: 34

Psionic Resistance: 16

-Grenade Launcher 1d20+14 accuracy, 79 damage, +1 strike maximum, 200 shots at long range; *Special Traits:* Pen 13, Burst 3, Gravity Field, Devastating Cripple, Ground Fire

-Grenade Launcher w/ Dual-Wielding 1d20+9 accuracy, 79 damage, +1 strike maximum x2, 200 shots at long range; *Special Traits:* Pen 13, Burst 3, Gravity Field, Devastating Cripple, Ground Fire

-Rifle Butt 1d20+7 accuracy, 29 damage, 1 strike maximum; *Special Traits:* NA

Skills: Athletics 7, Defensive Training 12, Durability 11, Endurance 9, Medicine 4, Melee 8, Mental Training 8, Perception 5, Ranged 12, Survival 8, Tactics 9

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

Talents: Chemical Tolerance, Defensive Fighting, Devastating Cripple (ranged), Grenade Catcher, Hardened Survivalist, Powered Armor Training, Resilience, Resistant II, Weapon Mastery (ranged III)

Strength: 14*

Instinct: 8*

Agility: 4

Fortitude: 9

Intelligence: 2

Willpower: 4

Gear: Tier 2 5-4 'Marauder' Armored Infantry Suit with Improved Potency and Empowered Servos with 200 concussive grenades, 2 doses of Combat Stimulants, 2 doses of Painkiller, 1 dose of Tranquilizer

Special Ability (Concussive Grenades): When this weapon explodes, it creates an area of High Gravity within the blast radius that persists for 2 rounds. In areas of high gravity are counted as difficult terrain. In addition, standing from crouched or prone is a full-round action, and athletics checks to jump in the area gain +20 DC.

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

Special Ability (Adapted Resistance): The marauder has a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the marauder have disadvantage.

Special Ability (Rapid Healing): Whenever the marauder spends a healing threshold to regain hit points, they recover twice as many hit points as normal.

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

Special Ability (Relentless): Whenever the marauder would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the marauder must roll for each separate crippling point.

Marine, Elite

Level 11 Terran Non-heroic Character (Core Citizen/ Soldier/ Demolitionist/ Warrior/ Weapon's Expert), Medium Threat

Skill Purchases: 16

Talent Purchases: 4

Ability Score Purchases: 6

Hit Points: 95

Healing Threshold: 7

Damage Threshold: 27

Defense: 21

Toughness: 26

Resolve: 18

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 22

Psionic Resistance: 14

-Heavy Gauss Rifle 1d20+10 accuracy, 31 damage, automatic, 150 shots at distant range; *Special Traits:* Penetration 7, Rending 2, Full Automatic

-Flak Pistol 1d20+8 accuracy, 38 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 7, Rending 3, Recoil

-Frag Grenade 1d20+7 accuracy, 60 damage, 1 strike maximum; *Special Traits:* Penetration 6, Burst 4, Grenade, Delay

-Rifle Bayonet 1d20+5 accuracy, 31 damage, 1 strike maximum; *Special Traits:* Penetration 3

Skills: Athletics 4, Acrobatics 4, Computers 1, Defensive Training 7, Durability 6, Endurance 4, Influence 1, Medicine 3, Melee 5, Mental Training 4, Perception 4, Pilot 5, Ranged 8, Tactics 6, Stealth 1, Survival 1

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

Talents: Critical Timing, Grenade Catcher, Penetration, Powered Armor Training, Weapon Mastery (ranged II)

Strength: 9*

Instinct: 6*

Agility: 4

Fortitude: 5

Intelligence: 3

Willpower: 4

Gear: Heavy Gauss Rifle with Rifle Bayonet, Improved Potency, and 2 magazines of U-238 rounds, Tier 2 Ballistic Combat Shield with Shield Weapon Platform, CMC-400 Powered Combat Armor with Extra Reinforcement, Flak Pistol with Improved Potency and 3 magazines, Tier 2 Fragmentation Grenade x2, 3 doses of Combat Stimulants, 2 doses of Painkillers

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Elite Marine Destroyer Equipment Package: Rocket Launcher with Improved Potency and Digital Scope and 6 Anti-Armor Rockets (replaces heavy gauss rifle and ballistic combat shield [-3 defense])

-Rocket Launcher; 1d20+9 accuracy, 60 damage, 1 strike maximum, 3 shots at long range; *Special Traits:* Penetration 21, Burst 1, Long Reload, Rocket, Digital Scope

Elite Marine Sniper Equipment Package: Gauss Sniper Rifle with Improved Potency, Improved Precision, and 2 magazines of U-238 (replaces heavy gauss rifle and ballistic combat shield [-3 defense])

-Gauss Sniper Rifle; 1d20+12 accuracy, 39 damage, 1 strike maximum, 20 shots at distant range; *Special Traits:* Penetration 7, Rending 2, Digital Scope, Grip Extension

Elite Marine Fire Support Equipment Package: Gauss Cannon with Improved Potency, Digital Scope, and 600 U-238 shells (replaces heavy gauss rifle and ballistic combat shield [-3 defense])

-Gauss Cannon; 1d20+9 accuracy, 33 damage, fully automatic, 300 shots at distant range; *Special Traits:* Penetration 7, Rending 2, Hailfire 1, Extreme Recoil, Long Reload

Marine Medical Officer

Level 13 Terran Non-heroic Character (Core Citizen/ Medic/ Soldier/Guardian/ Doctor/ Medical Officer), Medium Threat

Skill Purchases: 16

Talent Purchases: 5

Ability Score Purchases: 5

Hit Points: 95

Healing Threshold: 7

Damage Threshold: 27

Defense: 25

Toughness: 27

Resolve: 20

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 17

Psionic Resistance: 12

-Gauss Pistol 1d20+8 accuracy, 16 damage, +2 strikes maximum, 15 shots at distant range; *Special Traits*: Penetration 7, Rending 2

-Grenade Launcher w/ Flash Grenades 1d20+7 accuracy, no damage, 1 strike maximum, 1 shot at medium range; *Special Traits*: Burst 2, Flash, Gradual Reload, Ground Fire

-Pistol Whip 1d20+3 accuracy, 17 damage, 1 strike maximum; *Special Traits*: Penetration 1

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

Skill Focuses: Medicine +3, Ranged +2, Defensive Training +3, Leadership +2

Talents: Efficient First Aid, Field Medic, Penetration, Powered Armor Training, Ultra-Specialization, Weapon Mastery (ranged)

Strength: 7*

Instinct: 6*

Agility: 4

Fortitude: 5

Intelligence: 6

Willpower: 3

Gear: CMC-405 Light Powered Armor with Medical Delivery System (10 units of nanites) and Extra Reinforcement with Attached Heavy Weapon Upgrade (grenade launcher with flash grenades), Gauss Pistol with Improved Potency and 2 U-238 magazines, Tier 2 Ballistic Combat Shield, Flash Launcher Grenade x2, Tier 2 First Aid Kit x3, Tier 2 Injector with 2 doses of Anti-toxin and 2 doses of painkillersx2

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

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

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Special Ability (Supreme Healthcare): When rolling an unmodified result of 12 or higher on a first aid check, the target character does not use up a healing threshold.

Special Ability (Surgical Aid): When rolling a natural 6 or higher on a first aid check, the target character also heals 1 crippling wound.

Special Ability (Advanced Training): The medic gains +1 power rating with ranged weapons.

Marine Captain

Level 16 Terran Non-heroic Character (Core Citizen/ Soldier/ Survivalist/ Leader/ Tactical Commander/ Prime Specimen/ Gunner/ Warrior), Medium Threat

Skill Purchases: 21

Talent Purchases: 7

Ability Score Purchases: 9

Hit Points: 185

Healing Threshold: 10

Damage Threshold: 36

Defense: 22

Toughness: 33

Resolve: 22

Speed: 5

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 31

Psionic Resistance: 16

-Heavy Gauss Rifle 1d20+12 accuracy, 31 damage, automatic, 150 shots at distant range; *Special Traits*: Penetration 7, Rending 2, Full Automatic

-Flak Pistol 1d20+11 accuracy, 42 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Penetration 7, Rending 3, Recoil

-Frag Grenade 1d20+9 accuracy, 60 damage, 1 strike maximum; *Special Traits*: Penetration 11, Burst 3, Grenade, Delay

-Rifle Bayonet 1d20+7 accuracy, 36 damage, 1 strike maximum; *Special Traits*: Penetration 3

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

Skill Focuses: Ranged +3, Defensive Training +3, Leadership +2, Tactics +3, Durability +2, All Prowess +1

Talents: Critical Timing, Defensive Fighting, Hardened Survivalist, Inspirational Presence, Natural Health, Penetration, Powered Armor Training, Resistant, War Scars, Weapon Mastery (ranged II)

Strength: 13*

Instinct: 6*

Agility: 4

Fortitude: 7

Intelligence: 4

Willpower: 4

Gear: Tier 2 CMC-400 Powered Armor with Extra Reinforcement, Kinetic Foam, and Empowered Servos, Tier 2 Heavy Gauss Rifle with Improved Potency and Rifle Bayonet and 3 magazines of U-238 rounds, Tier 2 Flak Pistol with Improved Potency and 3 magazines, Tier 2 Fragmentation Grenade with Penetrating x2, 3 doses of Combat Stimulants, 2 doses of Painkillers, Tier 2 Communicator, Tier 2 Medipack

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain +1 hailfire against the primary target.

Special Ability (Show the Weak Spot): When landing a hit with an aimed ranged attack, the marine demonstrates a weakness in the target's defenses. Until the start of the characters next turn, all allies gain the benefit of aiming without needing to make an aim action, as long as they are attacking that target.

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Special Ability (Rallying Boost): Whenever the marine uses the Rally function of the Leadership skill, allies that gain a morale marker also gain 5 temporary hit points. Damage these characters' take is first taken from the bonus hit points.

Special Ability (Kinetic Foam): The marine's armor gives them 10 temporary hit points at the start of each round, which are subtracted from first whenever the user takes damage.

Special Ability (Relentless): Whenever the marine would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the marine must roll for each separate crippling point.

Special Ability (Prime Physique): The character gains +2 maximum hit points per rank of durability (increasing their hit points per durability to 7+ fortitude). They also add +6 (their ranks in lore) to Endurance tests against poison, disease, and infestation.

Marine Master Sergeant

Level 16 Terran Non-heroic Character (Core Citizen/ Soldier/ Demolitionist/ Pilot/ Military Commander/ Goader/ Tank Commander/ Survivalist), Medium Threat

Skill Purchases: 21

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 142

Healing Threshold: 6

Damage Threshold: 20

Defense: 23

Toughness: 34

Resolve: 22

Speed: 5

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 26

Psionic Resistance: 16

-Military Shotgun 1d20+11 accuracy, 28 damage, 1 strike maximum, 10 shots at long range; *Special Traits*: Penetration 6, Rending 4, Spread, Gradual Reload, Close Quarters

-Repeating Gauss Pistol 1d20+12 accuracy, 16 damage, +2 strikes maximum, 50 shots at distant range; *Special Traits*: Penetration 6, Rending 2, Automatic

-Rifle Bayonet 1d20+9 accuracy, 36 damage, 1 strike maximum; *Special Traits*: Penetration 2

-Frag Grenade 1d20+9 accuracy, 55 damage, 1 strike maximum; *Special Traits*: Penetration 10, Burst 4, Grenade, Delay

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

Skill Focuses: Ranged +3, Defensive Training +4, Pilot +2, Leadership +2, Survival +2

Talents: Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

Strength: 12*

Instinct: 6

Agility: 3

Fortitude: 6

Intelligence: 4

Willpower: 4

Gear: Tier 2 CMC-300 Powered Armor with Extra Reinforcement, Kinetic Foam, and Empowered Servos, Tier 2 Military Shotgun with Improved Potency, Empowered Firepower, and Rifle Bayonet with 3 magazines of Adamantine Shells, Tier 2 Repeating Gauss Pistol with Improved Potency and 3 magazines of U-238 rounds, Tier 2 Fragmentation Grenade with Penetrating x2, 2 doses of Combat Stimulants, 2 doses of Painkillers, 1 dose of Tranquilizer, Tier 2 Communicator

Special Ability (Expert Pilot): Any vehicles the character pilots gains the following benefits: +3 defense, +4 toughness, +4 damage threshold. In addition, when piloting or co-piloting a ground or hover vehicle that is not open-topped, those vehicles gain +5 damage resistance and +5 damage threshold.

Special Ability (Master of Taunts): When the marine performs a successful Taunt combat influence action in combat, they effect all enemies within a Burst (2). In addition, the penalty for not attacking the marine while taunted is -13

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Special Ability (Kinetic Foam): The marine's armor gives them 10 temporary hit points at the start of each round, which are subtracted from first whenever the user takes damage.

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

Special Ability (Big Bang): The marine is specialized in controlling weapons with the grenade, rocket, or missile traits as well as weapons from the explosives category. When they attack with such weapons, they may choose to increase their burst area by 1.

Special Ability (Push Forward): When the marine generates morale points using the rally ability, he generates twice as many and may apply up to two of those morale points per ally. In addition, the character's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Special Ability (Relentless): Whenever the marine would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.



~Elite Marine (left)



~Marine Master Sergeant (right)

Marine Recruit

Level 1 Terran Non-heroic Character (Core Citizen/ Soldier), Medium Threat

Skill Purchases: 4

Talent Purchases: 1

Ability Score Purchases: 0

Hit Points: 40

Healing Threshold: 6

Damage Threshold: 20

Defense: 12

Toughness: 19

Resolve: 12

Speed: 5

Shift Speed: 1

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 16

Psionic Resistance: 6

-Gauss Pistol 1d20+3 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4

-Power Armor Unarmed 1d20+2 accuracy, 17 damage, +2 strikes maximum; *Special Traits*: Unarmed

Skills: Athletics 2, Acrobatics 1, Defensive Training 2, Durability 2, Endurance 1, Melee 2, Perception 1, Pilot 1, Ranged 2, Tactics 2

Skill Focuses: Ranged +2, Defensive Training +2

Talents: Powered Armor Training

Strength: 7*

Instinct: 4

Agility: 3

Fortitude: 2

Intelligence: 3

Willpower: 2

Gear: CMC-300 Powered Armor, Gauss Pistol with 2 magazines, 1 dose of Painkillers

Special Ability (Contacts): When the marine make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The marine has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

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

Reaper

Level 16 Terran Heroic Character (Fringe Colonist/ Skirmisher /Demolitionist /Paranoid /Insurgent /Cutthroat /Weapon's Expert / Stunt Devil), Medium Threat

Skill Purchases: 19

Talent Purchases: 14

Ability Score Purchases: 9

Hit Points: 125

Healing Threshold: 7

Damage Threshold: 28

Defense: 31

Toughness: 33

Resolve: 24

Speed: 9

Shift Speed: 2

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +1

Damage Resistance: 11

Psionic Resistance: 16

-Repeating Gauss Pistol w/ Dual-Wielding 1d20+13 accuracy, 31 damage, +4 strikes maximum x2, 50 shots at distant range;

Special Traits: Penetration 14, Rending 2, Automatic

-Demolition Charge 1d20+9 accuracy, 90 damage, 1 strike maximum; *Special Traits:* Penetration 14, Burst 6, Unstable Explosive, Destructible

-Pistol Whip w/ Dual-Wielding 1d20+7 accuracy, 23 damage, +2 strikes maximum; *Special Traits:* Penetration 4

-Combat Knife 1d20+10 accuracy, 20 damage, +4 strikes maximum; *Special Traits:* Penetration 8, Throwing

Skills: Acrobatics 8, Athletics 8, Defensive Training 10, Durability 7, Endurance 5, Influence 2, Lore 2, Medicine 2, Melee 8, Mental Training 8, Perception 5, Pilot 4, Ranged 10, Stealth 8, Survival 4, Tactics 4

Skill Focuses: Athletics +3, Acrobatics +2, Defensive Training +2, Ranged +3, Stealth +2

Talents: Cynic, Combat Reflexes, Dodge II, Dual-Weapon Skill II, Grenade Catcher, Jaded, Mobile Attacker, Quick Draw, Penetration IV, Pistol Finesse II, Precision Burst, Sneak Attack II, Weapon Mastery (ranged)

Strength: 8*

Instinct: 5

Agility: 9*

Fortitude: 5

Intelligence: 4

Willpower: 4

Gear: Tier 2 Repeating Gauss Pistol with Improved Potency and two magazines of U-238 rounds x2, Tier 2 Combat Body Suit with Extra Enhancement, Tier 2 Combat Knife with Improved Potency and Piercing, Tier 2 Jet Pack, Tier 2 Demolition Charge x2, Injector with 3 doses of Painkillers, Injector with 1 dose of Combat Stimulants and 1 dose of Rage

Special Ability (Jet Pack): The jet pack has a fuel reserve of 80, and 1 fuel can be spent performing one of the following actions:

-Boosting: When boosting with the jet pack, the character gains +4 movement speed and +15 to jump checks.

-Thrust: Can instantly travel 10 squares into the air as a move action, moving horizontally, vertically, or a combination of the two

-Hover: Can hover in air, allowing them to not fall back down after thrusting so they can Thrust again next round

-Controlled Fall: When jumping downwards or making a controlled fall, can reduce falling damage by 4 squares per fuel spent.

Special Ability (Rapid Reaction): The reaper gains +2 accuracy as long as they move at least 1 square on your turn. In addition, they can make a bob and weave action as a free action in any turn that they action move.

Special Ability (Throat Slitter): Whenever the character damages a flat-footed opponent with a melee weapon, the target suffers 4 bleed damage.

Special Ability (Adapted Resistance): The reaper has a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the reaper have disadvantage.

Special Ability (Moving Cover): If a reaper has cover against a foe at any point during their turn and ends their turn without cover, they retain a +4 cover bonus to defense against ranged attacks

Special Ability (Stunt): The reaper is accustomed to jumping, falling, and taking hits. They take half as much falling damage whenever they fall, and all falls are controlled falls. In addition, when evading, the character moves 2 squares further than their shift speed.



~A Terran Reaper is a fast and dangerous foe

~Bottom Art by TamplierPainter (<https://www.deviantart.com/tamplierpainter/art/Reaper-364328556>)

Outrider

Level 9 Terran Non-heroic Character (Fringe Colonist/ Skirmisher/ Outdoorsman/ Scout), Low Threat

Skill Purchases: 10

Talent Purchases: 3

Ability Score Purchases: 4

Hit Points: 61

Healing Threshold: 6

Damage Threshold: 23

Defense: 23

Toughness: 19

Resolve: 16

Speed: 8

Shift Speed: 2

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 11

Psionic Resistance: 13

-**Gauss Assault Rifle** 1d20+5 accuracy, 17 damage, +3 strikes maximum, 50 shots at distant range; *Special Traits*: Penetration 6, Rending 2, Digital Scope, Automatic

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

-**Shotgun** 1d20+4 accuracy, 16 damage, 1 strike maximum, 2 shots at short range; *Special Traits*: Spread, Twin-linked, Gradual Reload, Close Quarter

-**Rifle Butt** 1d20+0 accuracy, 20 damage, 1 strike maximum; *Special Traits*: NA

-**Machete** 1d20+3 accuracy, 24 damage, 1 strike maximum; *Special Traits*: Defensive, Versatile

Skills: Athletics 4, Acrobatics 4, Defensive Training 6, Durability 4, Endurance 4, Medicine 1, Melee 2, Mental Training 2, Perception 4, Pilot 4, Ranged 4, Tactics 1, Science 2, Stealth 4, Survival 4

Skill Focuses: Defensive Training +2, Athletics +2, Survival +2, Pilot +2

Talents: Defensive Fighting, Dodge, Hardened Survivalist, Stalker, Survival Instincts, Weapon Mastery (ranged)

Strength: 3

Instinct: 3

Agility: 6

Fortitude: 3

Intelligence: 4

Willpower: 4

Gear: Gauss Assault Rifle with Digital Scope and 3 magazines of U-238 rounds and 2 Flash Grenades, Shotgun with 6 shells, Sword with Improved Potency (Machete), Tier 2 Flak Armor, Equipment Belt x3, Tier 2 Backpack, Medipack x2, Repair Kit, Grappling Hook, Motion Detector, Flashlight with 2 power cells, Communicator, five days of rations

Special Ability (Adapted Resistance): The outrider has a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the outrider have disadvantage.

Special Ability (Moving Cover): If an outrider has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Reconnaissance Craft): The outrider can pilot a huge-sized or smaller ship in a manner that is subtle and difficult to detect. While piloting these vehicles, their vehicle is always considered sneaking unless they attacked, or were attacked, in the previous turn. This trait does not function if they are within 30 squares of an enemy.

Special Ability (Wilderness Expertise): The outrider is the master of the wild world. When they use survival to gather food, they only pick the choicest sections of meat or the most nutritious plants. Anyone that eats food scavenged by this character recovers 4 hit points without having to spend a healing threshold. The outdoorsman also leaves no tracks while traveling through the wilderness. Finally, they gain advantage on survival checks to use Animal Handling and lore checks to use Identify Weakness on natural animal fauna.

Terran Spectres

Spectres are a special league of ghosts created by Project Shadowblade. The project attempted to create a superior covert operative by taking a ghost and applying jorium crystal and terrazine gas to enhance their psionic abilities. The result created operatives that were far more powerful than anything seen before. However, it also resulted in causing psychiatric failures and eccentricities, making them unstable. It also made them resistant to the effects of mind wipes and neural implants, which made them impossible to control.

As the spectres went rogue, Project Shadowblade was shut down. Many of the spectres were either killed or imprisoned. The rest went rogue. Now spectres exist in the shadows throughout the sector, working as mercenaries, bounty hunters, and assassins. They recruit additional spectres from the ranks of ghosts.

Spectres are powerful; even more powerful than ghosts. The psi-indoctrination process which transforms them in the spectres gives them enhanced psionic ability and supernatural speed, strength, and reflexes. The downside is that spectres are varying levels of unhinged. They are known for talking to themselves, believing in supernatural forces, and hallucinating dead loves ones and fantastic individuals.

Spectres are occasionally seen in the employ of certain groups, such as the Moebius Foundation or Raynor's Raiders. Groups with spectres tend to have a lot of oversight for them and keep them on a short leash. Even then, spectres are notoriously difficult to control and prefer to do their own thing. However, no one can doubt their effectiveness in covert ops.

Spectre Tactics

Fighting a spectre is much like fighting a ghost, only more difficult. The largest difference is that their psionics are much more powerful. A spectre has nearly limitless reservoirs of energy to call upon, and powerful telepathic abilities that can decimate the minds of their foes. Spectres also have strength and agility beyond that of an average ghost.

Most spectres fight with a gauss assault rifle. As assassins, they use aim actions in conjunction with either focused bursts or semi-automatic fire. Spectres try to either utilize cover or have *Cloaking* active to maintain their survivability. They keep a supply of EMP grenades to deal with high armor opponents, and their assault rifles have grenade launchers loaded with concussive grenades to smite enemy groups. When they do not have either cover or cloaking, spectres tend to retreat (usually in conjunction with the *Rush* psionic power) to fight on advantageous playing field. They are tactical combatants and fight intelligently.

Spectres supplement their combat skill with psionic prowess. They use *Toughness* in order to empower their resistances if they are taking damage too fast. Enemy ghosts and alien psychics are targeted by *Feedback* on the onset of an encounter. *Mind Blast* is used to deal with an opponent who is heavily rooted in cover or has unusually high damage resistance. Because of their high energy fatigue recovery, spectres can use their psionics virtually endlessly, and even when they run out of ammunition or are disarmed they will continue to fight by blasting their foes with telepathic surges.

Spectres are hindered by their mental instability. The more powerful the spectre, the more strain they suffer under. Initiates merely suffer in personality, suffering disadvantage on influence and leadership. Fully trained spectres also hallucinate. Whenever they roll a 1 on any check, their turn automatically ends as they are overcome with confusion. The terrifying spectre anti-heroes also have a weakened constitution, losing fortitude and have disadvantage on endurance checks.

There are many variants of spectres, as this group is made of individuals and outcasts. Initiates are ghost recruits that have recently been indoctrinated as a spectre. Many of their skills and abilities are the same as a ghost, although they have begun gaining anomalies due to their indoctrination. Initiates are less skilled, are do not yet have offensive psionic abilities or EMP grenades. Seditious Ghosts and Assassins are two variants on the common spectre who rely on long ranged, precision weapons; the canister rifle and the sniper rifle respectively. Both prefer long ranged combat and picking their opponents off from afar. They rely on stealth and a vantage point, and usually fall back once they are discovered.

The most dangerous variant of the spectre is known as an Anti-Hero. These terrans have ascended the normal limitations of what a terran can be, as their psionic mastery now increases their speed and reflexes to unnatural levels. They use powerful canister rifles to quickly eliminate foes with concentrated bursts of fire, then letting the attack cleave through to another enemy. They have access to ultrasonic canisters and the potent *Psionic Maelstrom* power, which allows them to stun and debilitate entire groups of enemies at once. If surrounded, they can endlessly activate *Mind Ripple* to devastate their foes with waves of telepathic fury. They can remain cloaked indefinitely and move faster than a fired bullet. If they had a weakness,

it would be their durability. They suffer from a permanent fever from their psi-indoctrination, which gives them weakened fortitude and disadvantage on endurance checks.

Spectre's Favored Psionic Powers: Psi Level 5, +16 psionic manifestation bonus, recovers 4 energy fatigue per turn

-Cloaking; DC 14 manifestation as a move action; 4 energy fatigue, sustained as minor action for 4 energy fatigue per round; character is cloaked while effect is active

-Rush; DC 10 manifestation as a free action; 5 energy fatigue; gains +5 move speed, +2 shift speed, and sprints at 5x normal speed; lasts 5 rounds

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; gains +5 damage and psionic resistance and +2 damage threshold; lasts 3 rounds

-Feedback; DC 18 manifestation as a standard action; 6 energy fatigue; +13 attack versus resolve of another psychic within medium range, target gains 5 energy fatigue and suffers 45 psionic damage

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +13 attack versus resolve at medium range, target takes 60 psionic damage

Spectre

Level 15 Psionic Terran Advanced Heroic Character (Basic Telepath/ Ghost/ Infiltrator/ Soldier/ Survivalist/ Paranoid/ Gunner/ Weapon's Expert), High Threat

Skill Purchases: 17	Talent Purchases: 15	Ability Score Purchases: 13
Hit Points: 156	Healing Threshold: 8	Damage Threshold: 29
Defense: 34	Toughness: 30	Resolve: 27
Speed: 9	Shift Speed: 3	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 19	Psionic Resistance: 30	

-Gauss Assault Rifle; 1d20+14 accuracy, 27 damage, +4 strikes maximum, 50 shots at distant range; *Special Traits:* Penetration 15, Rending 2, Automatic, Digital Scope

-Gauss Assault Rifle w/ Concussive Grenade Launcher 1d20+11 accuracy, 65 damage, 1 strike maximum, 1 shot at medium range; *Special Traits:* Penetration 12, Burst 2, Gravity Field, Grenade, Ground Fire, Gradual Reload, Delay

-EMP Grenade 1d20+10 accuracy, 60 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Energy Drain, Burst 4

-Combat Knife 1d20+9 accuracy, 23 damage, +4 strikes maximum; *Special Traits:* Penetration 11, Throwing

Skills: Acrobatics 7, Athletics 7, Computers 6, Defensive Training 9, Durability 7, Endurance 6, Lore 5, Medicine 6, Melee 7, Mental Training 8, Perception 4, Pilot 7, Psionics 9, Ranged 11, Science 6, Stealth 9, Tactics 7

Skill Focuses: Psionics +2, Ranged +4, Stealth +2, Defensive Training +2, Mental Training +2

Talents: Cynic, Defensive Fighting II, Endless Energy II, Ghost Combat Training (Critical Strikes, Covert Ops Training, Psionic Reflexes), Hardened Survivalist, Jaded, Martial Arts Unarmed Training, Psi Level 3, Psi level 4, Psi Level 5, Psychic Power x3, Sneak Attack, Spectre Enhancement (Ascension, Infinite Energy), Ultra-Specialization, Weapon Mastery (ranged II, melee)

Psionic Powers: *Reading, Messaging, Cloaking, Compulsion, Hallucination, Feedback, Mind Blast, Acute Senses, Rush, Toughness*

Strength: 8* **Instinct:** 6* **Agility:** 10* **Fortitude:** 6

Intelligence: 4 **Willpower:** 7

Gear: Tier 2 Gauss Assault Rifle with Digital Scope, Improved Potency, and Empowered Firepower with 3 magazines of U-238 ammunition with 2 Concussive Grenades, Tier 2 EMP Grenade x2, Tier 2 Shadowblade Hostile Environment Suit with Extra Reinforcement, Tier 2 Tactical Mask, Tier 2 Gravity Boots, Tier 3 Piercing Combat Knife, Tier 3 Equipment Belt, Medipack, Dose of Terrazine x3

Special Trait (Terrazine-Ascended Telepath): The spectre can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading

Special Trait (Spectre Psychic Training): The spectre is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. Their psychic abilities have been expanded through extensive use of terrazine. While their mind is warped from exposure to the drug, the spectre is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Hide in Plain Sight): The spectre can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Odd Behavior and Hallucinations): The spectre suffers from unusual personality quirks and hallucinations that make them less than optimally functional. The spectre suffers disadvantage on all influence and leadership checks.. They cannot benefit from another character's leadership combat augmentation. Any time they roll a natural 1 on a check, their turn immediately ends and they can perform no more actions that round.

Special Ability (Relentless): Whenever the spectre would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the spectre must roll for each separate crippling point.

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain +1 hailfire against the primary target.

Seditious Ghost Equipment Package: Tier 2 Canister Rifle with Improved Potency and Digital Scope 3 magazines of Shredder Canisters and 3 Ultrasonic Canisters (replaces gauss assault rifle)

-**Canister Rifle** 1d20+13 accuracy, 42 damage, +2 strikes maximum, 20 shots at distant range; *Special Traits:* Penetration 12, Rending 4, Unstoppable, Digital Scope

-**Canister Rifle w/ Ultrasonic Canister** 1d20+13 accuracy, 42 damage, 1 strike maximum, 3 shots at distant range; *Special Traits:* Penetration 9, Burst 4, Stun, Energy Damage

Spectre Assassin Equipment Package: Tier 2 Sniper Rifle with Improved Potency, Digital Scope, Empowered Firepower, and 3 magazines of Penetrator Rounds (replaces gauss assault rifle)

-**Sniper Rifle;** 1d20+14 accuracy, 50 damage, 1 strike maximum, 4 shots at long range; *Special Traits:* Penetration 29, Unstoppable, Digital Scope



Spectre Anti-Hero's Favored Psionic Powers: Psi Level 7, +21 psionic manifestation bonus, recovers 6 energy fatigue per turn

-Cloaking; Automatic manifestation as a free action; 2 energy fatigue, sustained as free action for 2 energy fatigue per round; character is cloaked while effect is active

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; gains +7 damage and psionic resistance and +3 threshold; lasts 9 rounds

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +21 attack versus resolve at medium range, target takes 68 psionic damage; Rending 3, Burst 1

-Mind Ripple; DC 22 manifestation as a full-round action; 12 energy fatigue; +21 attack versus resolve in a Burst 7 centered on the caster, targets takes 68 psionic damage

-Psionic Maelstrom; DC 24 manifested as standard action; 16 energy fatigue; +21 attack versus resolve at long range, Burst 14 area, struck targets are stunned, stunned targets must make a DC 22 endurance; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within remote range and move them 7 squares per round, objects can instead be hurled up to 21 squares dealing damage as the type of object they are, +16 accuracy with thrown objects

Spectre, Anti-Hero

Level 23 Psionic Terran Advanced Heroic Character (Advanced Telepath/ Ghost/ Infiltrator/ Soldier/ Survivalist/ Paranoid/ Warrior/ Gunner/ Weapon's Expert/ Psionic Shadow/ Assassin/ Special Forces), High Threat

Skill Purchases: 28

Talent Purchases: 22

Ability Score Purchases: 18

Hit Points: 209

Healing Threshold: 7

Damage Threshold: 34

Defense: 39

Toughness: 39

Resolve: 34

Speed: 10

Shift Speed: 4

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 24

Psionic Resistance: 40

-Canister Rifle 1d20+20 accuracy, 50 damage, +3 strikes maximum, 20 shots at long range; *Special Traits:* Penetration 18, Rending 6, Unstoppable, Digital Scope, Devastating Cripple

-Canister Rifle w/ Ultrasonic Canisters 1d20+20 accuracy, 50 damage, +2 strikes maximum, 20 shots at long range; *Special Traits:* Penetration 15, Rending 6, Burst 4, Stun, Energy Damage, Unstoppable, Digital Scope, Devastating Cripple

-Psiblade 1d20+15 accuracy, 39 damage, +3 strikes maximum; *Special Traits:* Penetration 13, Rending 2, Defensive +1

Skills: Acrobatics 9, Athletics 9, Computers 8, Defensive Training 13, Durability 11, Endurance 10, Lore 9, Medicine 10, Melee 11, Mental Training 13, Perception 8, Pilot 9, Psionics 12, Ranged 15, Science 8, Stealth 11, Tactics 12

Skill Focuses: Psionics +2, Ranged +4, Stealth +4, Defensive Training +3, Mental Training +2, Tactics +2, Prowess +1

Talents: Critical Timing, Cynic, Defensive Fighting II, Devastating Cripple (ranged), Endless Energy III, Ghost Combat Training (Absorption Field, Critical Strikes, Covert Ops Training, Psionic Reflexes), Hardened Survivalist, Jaded, Martial Arts Unarmed Training, Psi Level 3, Psi level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psychic Power x4, Resilience, Sneak Attack, Spectre Enhancement (Ascension, Infinite Energy, Strength and Focus), Ultra-Specialization, Weapon Mastery (ranged III, melee I)

Psionic Powers: *Reading, Messaging, Cloaking, Compulsion, Hallucination, Feedback, Mind Blast, Acute Senses, Rush, Toughness, Mind Ripple, Command, Psionic Maelstrom, Move Object*

Strength: 10*

Instinct: 8*

Agility: 13*

Fortitude: 5

Intelligence: 4

Willpower: 9

Gear: Tier 2 Canister Rifle with Improved Potency, Improved Precision, and Digital Scope with 3 magazines of Shredder Canisters and 3 Ultrasonic Canisters, Tier 3 Shadowblade Hostile Environment Suit with Extra Enhancement and Extra Reinforcement, Tier 3 Tactical Mask, Tier 3 Gravity Boots, Tier 2 Psiblade with Improved Potency, Tier 3 Equipment Belt x2, Tier 3 Medipack x2, Power Cell, Dose of Terrazine x3, Injector with 4 Painkillers x2

Special Ability (Absorption Field): At the start of every turn, the spectre gains 14 temporary hit points. These are not cumulative, but instead refresh every round. The spectre must be wearing their armor to gain this benefit.

Special Ability (Slayer in the Dark): In addition, the spectre deals +5 damage with all attacks against targets that are at negative morale or are unaware of them. Finally, the spectre deals +20 damage with all attacks against targets that are unconscious, helpless, stunned, or at -5 morale

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

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

Special Trait (Spectre Psychic Training): The spectre is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. Their psychic abilities have been expanded through extensive use of terrazine. While their mind is warped from exposure to the drug, the spectre is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Shadow Step): The spectre does not need to make a manifestation check to manifest the *Cloaking* psionic power, and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round while cloaking, the spectre can teleport 9 squares. The location they are teleporting to must be within line of sight

Special Ability (Hide in Plain Sight): The spectre can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Terrazine Sickness): The spectre suffers from unusual personality quirks and hallucinations that make them less than optimally functional. The spectre suffers disadvantage on all influence, leadership, and endurance checks. They cannot benefit from another character's leadership combat augmentation. Any time they roll a natural 1 on a check, their turn immediately ends and they can perform no more actions that round. They suffer a -2 penalty to fortitude (included in the statistics block above).

Special Ability (Relentless): Whenever the spectre would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the spectre must roll for each separate crippling point.

Spectre Initiate's Favored Psionic Powers: Psi Level 3, +12 psionic manifestation bonus, recovers 1 energy fatigue per turn

-Cloaking: DC 14 manifestation as a move action; 5 energy fatigue, sustained as minor action for 5 energy fatigue per round; character is cloaked while effect is active

Spectre, Initiate

Level 7 Psionic Terran Advanced Heroic Character (Basic Telepath/ Ghost/ Infiltrator/ Soldier), High Threat

Skill Purchases: 12	Talent Purchases: 5	Ability Score Purchases: 8
Hit Points: 97	Healing Threshold: 7	Damage Threshold: 25
Defense: 22	Toughness: 22	Resolve: 19
Speed: 7	Shift Speed: 2	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 9	Psionic Resistance: 20	

-Gauss Assault Rifle: 1d20+8 accuracy, 19 damage, +3 strikes maximum, 50 shots at distant range; *Special Traits:* Penetration 6, Rending 2, Automatic, Digital Scope

-Gauss Assault Rifle w/ Concussive Grenade Launcher 1d20+6 accuracy, 50 damage, 1 strike maximum, 1 shot at medium range; *Special Traits:* Penetration 5, Burst 1, Gravity Field, Grenade, Ground Fire, Gradual Reload, Delay

-Combat Knife 1d20+7 accuracy, 15 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Throwing

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

Skill Focuses: Psionics +2, Ranged +2, Stealth +2

Talents: Ghost Combat Training (Covert Ops Training), Jaded, Psi Level 3, Psychic Power, Sneak Attack, Spectre Enhancement (Infinite Energy), Weapon Mastery (ranged)

Psionic Powers: *Reading, Messaging, Cloaking*

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

Intelligence: 4 **Willpower:** 5

Gear: Gauss Assault Rifle with Digital Scope and 3 magazines of U-238 ammunition with 2 Concussive Grenades, Shadowblade Hostile Environment Suit, Tactical Mask, Gravity Boots, Tier 2 Piercing Combat Knife, Tier 2 Equipment Belt, Medipack, Dose of Terrazine x2

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

Special Ability (Spectre Psychic Training): The spectre is a trained and certified graduate of the government's ghost program. Their skills as a psychic have been augmented by strict physical and mental conditioning. Their psychic abilities have been expanded through extensive use of terrazine. While their mind is warped from exposure to the drug, the character is now a controlled psychic, rather than an uncontrolled psychic.

Special Ability (Hide in Plain Sight): The spectre can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Odd Behavior): The spectre suffers disadvantage on all influence and leadership checks due to their unusual personality and behavior.



Terran Wranglers

Wranglers are special terrans with latent psionic abilities. While not able to manifest psionic powers, they are able to detect and interact with psionic echoes. They are known as wranglers because of their role in the government. Government wranglers are sent to track down and round up wayward psychics and bring them into government care. Most of these psionic individuals are indoctrinated into the ghost program.

Individuals with a latent psionic ability are not unheard of, and many such terrans exist in the Koprulu Sector. In comparison, very few of them are found and end up as government blood hounds. Those that do work for the government serve a variety of roles in the ghost program, including investigators that search for psychics and follow trails for where they might be at, recruiters that deal with wayward psychics and sometimes seek to bring them in with violent force, and instructors who act as handlers and teachers at a ghost academy.

Wranglers that have received formalized training, or at least practice with their psionic prowess, have realize that their abilities are more than simple psionic detection. They can manipulate their grasp of psionic impressions and empathic feelings to varying effects. Some wranglers can 'mark' targets in a crowd and have a mental hold on them. Others can blanket or disrupt psionic powers. Rarer are wranglers that are able to absorb pain from others or even share a sympathetic connection with the natural world around them.

Only wranglers are capable of these selective gifts, for only they practice enough with the latent pull and tug of subtler psionic energies. More potent psychics, such as ghosts, are accustomed to manipulating psionic energies through direct application of will with tangible results, therefore are unable to manipulate with such subtlety.

Parties of adventurers are most likely to interact with wranglers when they are either looking for a psychic or are a psychic and wanting to avoid being found. To a rogue psychic, they are very conscious about the presence of wranglers any time they go to a settled world. Emperor Arcturus views psychics as a resource, they he either wants to control or deny they be used against him. Alternatively, players might contact and employ a wrangler to track down a dangerous psychic foe who eludes them. Their detection abilities and investigative skill would come in useful in tracking such a nefarious individual down.

Wrangler Tactics

Wranglers come in a variety of skill levels based on their experience and position. However, they are generally not as combat focused on individuals as what one would expect of pure soldiers. Wranglers rely on having a wide variety of skills and tricks to perform rather than pure fighting ability. They are investigators and detectives first, not warriors. When wranglers know they are going into battle, they are usually accompanied by ghost and marines.

Wrangler Investigators carry only pistols and stunners to fight with. When combat begins, they use their Hunter's Quarry ability to mark their favored targets, so they can keep an eye on them and use their influence to demoralize their foes. If they have allies, they stay behind them and support from a safe position. Sometimes they will function as an impromptu medic. If they are alone, they usually flee if a fight is clearly beyond their means. Because of their hunter's quarry, they use readied actions frequently because they will automatically gain the benefit of aiming with those actions.

Wrangler Recruiters are more formidable individuals, who prefer to fight from the shadows. Recruiters try to find a vantage point to snipe from with their silent weapons, usually while ground forces are keeping their targets busy. They use needle rifles on vulnerable targets to quickly knock them out with poisonous needles. They prefer to get the jump on their foes, attacking from surprise while using Ambush Master and Hunter's Quarry on their preferred targets. It is against rival psychics that recruiters truly shine. Their Calm Field produces an aura that shields allies from telepathic intrusion, increase ally's resolve, and even misdirects psionic attacks against them. When tracking psychics, they use this psionic disruption to protect themselves and allies from the telepath should they prove hostile. In case they are engaged up close, they use their silence pistols and rely heavily on their energy shields to shield them until they get to safety.

Wrangler Instructors run the ghost academies and manage a selection of lethal ghosts. As such, they are formidable individuals and are almost always accompanied by those elite operatives. Like other wranglers, instructors start by marking foes with their Hunter's Quarry, gaining improved bonus including +4 accuracy and ignoring concealment. They use their focus action to empower their tactics and leadership combat augmentations and stay in the back lines and perform aimed strikes at their foes. They act as healers to keep their operatives alive in battle, using their empathic scan and empathic touch powers to give efficient healing.

Wrangler Instructor

Level 21 Psionic Terran Heroic Character (Core Citizen/ Personality/ Gifted Hunter/ Calm Bringer/ Empathic Healer/ Psionic Recruiter/ Expert/ Operative/ Military Commander/ Paragon of Discipline), Medium Threat

Skill Purchases: 26

Talent Purchases: 13

Ability Score Purchases: 14

Hit Points: 193

Healing Threshold: 9

Damage Threshold: 41

Defense: 31

Toughness: 28

Resolve: 33

Speed: 7

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 17

Psionic Resistance: 41

Energy Shields: 100

-Canister Rifle 1d20+14 accuracy, 38 damage, +1 strike maximum, 20 shots at long range; *Special Traits*: Penetration 5, Rending 4, Scope, Targeting Laser

-Stunner 1d20+10 accuracy, 18 damage, 1 strike maximum; *Special Traits*: Stun, Energy Damage

Skills: Acrobatics 5, Athletics 5, Computers 6, Defensive Training 11, Durability 9, Influence 11, Leadership 8, Lore 9, Medicine 10, Melee 9, Mental Training 11, Perception 12, Pilot 7, Psionics 9, Ranged 11, Stealth 8, Survival 7, Tactics 8

Skill Focuses: Perception +3, Influence +2, Survival +2, Mental Training +3, Defensive Training +2, Ranged +2, Stealth +2, Medicine +2, Leadership +2

Talents: Defensive Fighting II, Dissuade, Guarded Mind, Hardened Survivalist, Keen Senses, Martial Arts Unarmed Training, Natural Health, Psi Level 2, Psi Level 3, Psi level 4, Surgical Precision, Weapon Mastery (ranged II), Wrangler Power III, X-Factor Training

Strength: 7*

Instinct: 4

Agility: 7*

Fortitude: 6

Intelligence: 6

Willpower: 8

Gear: Tier 2 Canister Rifle with Improved Potency, Improved Precision with 3 magazines of Shredder Canisters, Tier 2 Stunner with Improved Potency and Improved Precision, Tier 2 Protective Energy Barrier, Tier 2 Combat Body with Extra Reinforcement and Extra Enhancement, Tier 2 Backpack, Tier 2 Equipment Belt x2, Tier 2 Medipack x2, Tier 3 Navigation Unit, Tier 3 Fone, Tier 3 Flashlight, Tier 2 Power Cell x2

Special Ability (Fortitude of Spirit): The wrangler gains a morale level at the end of each one of their turns, and roll a d20 whenever they use a morale point. On a 12+, the morale point is not spent.

Special Ability (Calm Field): The wrangler has a unique ability to stabilize and weaken psionic energy around them. As a free action, the wrangler masks allied characters within long range from psionic detection and give them the benefit of the thought blocking, and can use the wrangler's resolve if it is higher than their own. Psionic attack rolls against creatures effected by the calm field suffer a -8 accuracy penalty. In addition, enemy psychics within long range of the wrangler gain 4 energy fatigue every round.

Special Ability (Dispel Psionics): As a standard action, the wrangler can target an individual with an ongoing psionic effect. If they succeed an opposed psionics check against the original manifester of the power, they can dispel all psionic powers effecting the target.

Special Ability (Greater Hunter's Quarry): The wrangler's psionic senses may 'attune' to the psychic imprint of other individuals. As a minor action, they may "mark" up to 4 living targets within their psionic detection range (80 squares). They can have up to 9 targets marked at once. The wrangler knows precisely what square they are in if the target is within distant range. If they target is already thought-blocking or performs a thought-blocking action on their turn the wrangler must succeed a psionic attack roll against their resolve to affect them or keep them affected. They gain the ability to perform detector actions as a free action, but only against their marked targets; these do not get shared with allies via a digital uplink. If the wrangler make a detector action against a marked target, they are flat-footed against the wrangler's attacks that turn. The wrangler may only have one marked target at a time. If the target leaves their psionic detection range, they are no longer marked. Targets can be unmarked as a free action. This ability may not affect minion-strain zerg. If the wrangler readies an action to attack a marked target, the attack gains the benefit of aiming or heavy strike (for ranged or melee attacks respectively). In addition, the character can perform opportunity attacks on marked targets that shift away from them. Finally, marked targets cannot gain the benefit of concealment against the wrangler, and the wrangler gains +4 accuracy and damage against them.

Special Ability (Empathic Scan): The wrangler is particularly tuned to the injuries of those around them. They may spend a minor action to empathically scan a target with either 1 crippling wound or below half health within medium range; the next time you heal hit points to that target before the start of your next turn, they regain +40 hit points.

Special Ability (Empathic Touch): As a minor action the wrangler can perform an empathic touch to heal allies; they may target any ally within short range and take some of its wounds through a psionic link. Both the wrangler and the target must both spend a healing threshold, and the healer rolls a medicine skill check healing the target of twice that many hit points, while the wrangler takes damage equal to half the medicine skill check result. Damage taken in this way ignores all damage resistance, bypasses any temporary hit points, and cannot cause crippling wounds.

Special Ability (Peaceful Mind): The wrangler is immune to the *Dominance*, *Compulsion*, *Command*, and *Reading* psionic powers. In addition, psionic characters under the wrangler's leadership combat augmentation recover 2 energy fatigue per round while they are at positive morale. The character gains +6 damage threshold against psionic powers.

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

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

Special Ability (Wrangler): The wrangler can gain a Psi Level of up to 4, possesses Psionic Detection. They can detect psionic characters within 160 squares of them, and can tell their Psi Level. They can also locate psionic effects and individuals targeted with ongoing psionic abilities, and identify them. They can also detect creatures that have a crippling wound within their detection aura. They can also make spotter actions to detect living creatures within their detection radius. These count as detector actions to reveal enemies with a Psi Level of 2 or less that are using the Cloaking psionic power. Characters that are using the Thought Blocking behavior are immune to psionic detection.

Special Ability (Push Forward): When the wrangler generates morale points using the rally ability, he generates twice as many and may apply up to two of those morale points per ally. In addition, the wrangler's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Special Ability (Impressionable): When making a combat influence test, the wrangler can affect 2 additional targets with the same type of influence. The wrangler gains advantage on influence and leadership checks on psionic characters, and +6 to influencing psionic characters or locating psionic characters through gather information.

Special Ability (Contacts): When the wrangler make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The wrangler has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Wrangler Investigator

Level 7 Psionic Terran Heroic Character (Core Citizen/ Personality/ Gifted Hunter), Medium Threat

Skill Purchases: 12	Talent Purchases: 4	Ability Score Purchases: 6
Hit Points: 81	Healing Threshold: 6	Damage Threshold: 23
Defense: 20	Toughness: 16	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 5	Psionic Resistance: 22	

-**Heavy Revolver** 1d20+6 accuracy, 24 damage, +1 strike maximum, 6 shots at medium range; *Special Traits*: Penetration 2, Rending 5

-**Stunner** 1d20+3 accuracy, 14 damage, 1 strike maximum; *Special Traits*: Stun, Energy Damage

Skills: Acrobatics 3, Computers 3, Defensive Training 4, Durability 4, Influence 6, Leadership 1, Lore 4, Medicine 3, Melee 2, Mental Training 5, Perception 7, Pilot 4, Psionics 4, Ranged 4, Stealth 2, Survival 2, Tactics 2

Skill Focuses: Perception +2, Influence +2, Survival +2

Talents: Defensive Fighting, Dissuade, Psi Level 2, Weapon Mastery (ranged), Wrangler Power I, X-Factor Training

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

Intelligence: 4 **Willpower**: 6

Gear: Tier 2 Heavy Revolver with Empowered Firepower and 12 hollow point slugs, Quick Loader, Tier 2 Stunner, Tier 2 Padded Jacket, Backpack, Tier 2 Equipment Belt, Medipack x2, Navigation Unit, Fone, Flashlight

Special Ability (Hunter's Quarry): The wrangler's psionic senses may 'attune' to the psychic imprint of other individuals. As a minor action, they may "mark" a living target within their psionic detection range (40 squares). The wrangler knows precisely what square they are in if the target is within long range. If the target is already thought-blocking or performs a thought-blocking action on their turn the wrangler must succeed a psionic attack roll against their resolve to affect them or keep them affected. They gain the ability to perform spotter or detector actions as a minor action, but only against their marked target; these do not get shared with allies via a digital uplink. If the wrangler make a spotter action against a marked target, they are flat-footed against the wrangler's attacks that turn. The wrangler may only have one marked target at a time. If the target leaves their psionic detection range, they are no longer marked. Targets can be unmarked as a free action. This ability may not affect minion-strain zerg. If the wrangler readies an action to attack a target, the attack gains the benefit of aiming or heavy strike (for ranged or melee attacks respectively). Finally, the wrangler gains +2 accuracy against the target.

Special Ability (Wrangler): The wrangler can gain a Psi Level of up to 4, possesses Psionic Detection. They can detect psionic characters within 40 squares of them, and can tell their Psi Level. They can also make spotter actions to detect living creatures within their detection radius. Characters that are using the Thought Blocking behavior are immune to psionic detection.

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

Special Ability (Contacts): When the wrangler make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The wrangler has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Wrangler Recruiter

Level 15 Psionic Terran Heroic Character (Core Citizen/ Personality/ Gifted Hunter/ Calm Bringer/ Psionic Recruiter/ Expert/ Operative), Medium Threat

Skill Purchases: 23	Talent Purchases: 7	Ability Score Purchases: 11
Hit Points: 115	Healing Threshold: 7	Damage Threshold: 27
Defense: 27	Toughness: 22	Resolve: 29
Speed: 6	Shift Speed: 1	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 13	Psionic Resistance: 35	Energy Shields: 50

-**Needle Rifle** 1d20+12 accuracy, 18 damage, +1 strike maximum, 10 shots at long range; *Special Traits*: Penetration 2, Poisonous Rounds (DC 15 Endurance or 30 poison damage), Scope, Silent

-Gauss Pistol 1d20+11 accuracy, 16 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4, Silent

-Stunner 1d20+8 accuracy, 18 damage, 1 strike maximum; *Special Traits*: Stun, Energy Damage

Skills: Acrobatics 3, Athletics 3, Computers 4, Defensive Training 8, Durability 6, Influence 10, Leadership 5, Lore 7, Medicine 6, Melee 7, Mental Training 9, Perception 9, Pilot 5, Psionics 7, Ranged 9, Stealth 6, Survival 5, Tactics 6

Skill Focuses: Perception +2, Influence +3, Survival +2, Mental Training +2, Defensive Training +2, Ranged +2, Stealth +2

Talents: Defensive Fighting II, Dissuade, Guarded Mind, Keen Senses, Psi Level 2, Psi Level 3, Weapon Mastery (ranged), Wrangler Power II, X-Factor Training

Strength: 4 **Instinct**: 4 **Agility**: 5 **Fortitude**: 5

Intelligence: 4 **Willpower**: 7

Gear: Needle Rifle with Improved Potency, Empowered Firepower, and 3 magazines, Tier 2 Gauss Pistol with Improved Potency, Suppressor, and 2 magazines, Tier 2 Stunner with Improved Potency, Tier 3 Protective Vest with Extra Reinforcement, Tier 2 Backpack, Tier 2 Equipment Belt x2, Tier 2 Medipack x2, Tier 2 Navigation Unit, Tier 2 Fone, Tier 2 Flashlight, Tier 2 Power Cell, Protective Energy Barrier

Special Ability (Calm Field): The wrangler has a unique ability to stabilize and weaken psionic energy around them. As a free action, the wrangler masks allied characters within medium range from psionic detection and give them the benefit of the thought blocking, and can use the wrangler's resolve if it is higher than their own. Psionic attack rolls against creatures effected by the calm field suffer a -6 accuracy penalty.

Special Ability (Dispel Psionics): As a standard action, the wrangler can target an individual with an ongoing psionic effect. If they succeed an opposed psionics check against the original manifester of the power, they can dispel all psionic powers effecting the target.

Special Ability (Improved Hunter's Quarry): The wrangler's psionic senses may 'attune' to the psychic imprint of other individuals. As a minor action, they may "mark" up to 3 living targets within their psionic detection range (60 squares). They can have up to 7 targets marked at once. The wrangler knows precisely what square they are in if the target is within distant range. If they target is already thought-blocking or performs a thought-blocking action on their turn the wrangler must succeed a psionic attack roll against their resolve to affect them or keep them affected. They gain the ability to perform spotter or detector actions as a minor action, but only against their marked target; these do not get shared with allies via a digital uplink. If the wrangler make a spotter action against a marked target, they are flat-footed against the wrangler's attacks that turn. The wrangler may only have one marked target at a time. If the target leaves their psionic detection range, they are no longer marked. Targets can be unmarked as a free action. This ability may not affect minion-strain zerg. If the wrangler readies an action to attack a marked target, the attack gains the benefit of aiming or heavy strike (for ranged or melee attacks respectively). In addition, the character can perform opportunity attacks on marked targets that shift away from them. Finally, the wrangler gains +3 accuracy against the marked target.

Special Ability (Peaceful Mind): The wrangler is immune to the *Dominate*, *Compulsion*, *Command*, and *Reading* psionic powers. The wrangler gains +5 damage threshold against psionic powers.

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

Special Ability (Wrangler): The wrangler can gain a Psi Level of up to 4, possesses Psionic Detection. They can detect psionic characters within 120 squares of them, and can tell their Psi Level and psionic classification. They can also locate psionic effects and individuals targeted with ongoing psionic abilities, and identify them. They can also make spotter actions to detect living creatures within their detection radius. Characters that are using the Thought Blocking behavior are immune to psionic detection.

Special Ability (Impressionable): When making a combat influence test, the wrangler can affect 2 additional targets with the same type of influence. The wrangler gains advantage on influence and leadership checks on psionic characters, and +5 to influencing psionic characters or locating psionic characters through gather information.

Special Ability (Contacts): When the wrangler make an influence test to gather information, they gain advantage and can gather information in half the duration while within a city with a population of at least 100,000.

Special Ability (Urban Familiarity): The wrangler has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

Terran Premade Vehicles

Any group of players will inevitably be forced to face terran vehicles at some point in their career. This section includes plenty of premade statistics for terran military vessels.

Armored Personnel Carrier Description

This is a typical armored personnel carrier piloted by a common marine (Core Rulebook Book)

Armored Personnel Carrier Tactics

While they have heavy weaponry and thick armor, APCs are not tanks. Their purpose is to transport personnel from one location to another. When an APC is attacked, it generally does not stop and fight, but continues traveling towards its destination. It uses its gauss cannon turret to defend itself, often by using suppressing fire to hold back its foes. APC pilots prefer using tactics to increase accuracy.

When an APC is involved in a direct fight, they tend to use their bulk to serve as cover for infantry soldiers, and then cover the enemies with area bursts and suppressing fire.

Armored Personnel Carrier

Level 9 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Soldier/ Demolitionist), Extreme Threat

Skill Purchases: 9	Talent Purchases: 3	Ability Score Purchases: 3
Hit Points: 370	Healing Threshold: NA	Damage Threshold: 52
Defense: 10	Toughness: 46	Resolve: 14
Acceleration Rating: 10	Max Speed: 100	Morale Bonus: +2
Space: 6 by 6 squares	Reach: NA	Initiative: +4
Damage Resistance: 35	Psionic Resistance: NA	
-Gauss Cannon 1d20+6 accuracy, 27 damage, 1 strikes maximum, 3,000 shots at long range; <i>Special Traits</i> : Penetration 4, Halfire 1, Fully Automatic		
Skills : Athletics 3, Acrobatics 3, Defensive Training 4, Durability 3, Endurance 2, Medicine 2, Melee 3, Mental Training 2, Perception 2, Pilot 4, Ranged 5, Tactics 3		
Skill Focuses : Ranged +3, Defensive Training +2		
Talents : Powered Armor Training, Weapon Mastery (ranged), Penetration, Grenade Catcher		
Strength : 15	Instinct : 5	Agility : 3
Intelligence : 3	Willpower : 2	Fortitude : 15

Special Ability (Co-Pilot): The vehicle has an identical co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the gauss cannon, aim the cannon, or make assisted pilot checks that the primary pilot makes.

Special Ability (Brace): The pilot or co-pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

Special Ability (Reinforcement): The reinforcement value from the APR's plated hull reduces all crippling wound points it suffers by 2.

Banshee Description

This is a selection of some of the most common examples of banshees. The base banshee is controlled by a combat pilot (Core Rulebook), the banshee pirate is controlled by a pirate officer, and the banshee squadron is consistent of three banshees.

Banshee Tactics

The banshee is a superior harassing unit in planetary combat, gaining a huge bonus to defense when in atmosphere. Its Highly Maneuverable rule allows it to easily circle its foes in combat, even when moving past combat speed, bombarding them with volleys of rockets. The banshee fires rockets very quickly, and only uses target locks to gain the extra rocket volley, instead of the full +10 accuracy bonus. Using target locks to make multiple flurries of attacks is the primary purpose of the co-pilot, who is constantly applying new target locks on his actions.

Banshees activate their cloaking when they begin taking fire from enemy batteries, artillery, or anything that does a fair bit of damage to them. Once cloaked, they have enough energy to maintain the effect for 8 rounds before their energy is drained.

Banshees are less effective in space combat, because they lose their atmospheric craft rule, and their downward barrage means they can only strike enemies in their own square in starship combat. In such battles, they typically serve as bombers against enemy capital ships.

Banshee pilots usually prefer to use tactics to increase their defense, especially in atmospheric combat where they also get their bonus defense, making them incredibly difficult to hit.

Banshee

Level 12 Terran Non-heroic Character in Huge-sized Vehicle (Core Citizen/ Pilot/ Skirmisher), Extreme Threat

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 470

Healing Threshold: NA

Damage Threshold: 55

Defense: 18

Toughness: 49

Resolve: 18

Acceleration Rating: 60

Max Speed: 800 (5 starship squares)

Morale Bonus: +4

Space: 5 by 5 squares

Reach: NA

Initiative: +5

Damage Resistance: 29

Psionic Resistance: NA

-Backlash Rocket Battery 1d20+17 accuracy, 80 damage, +3 strikes maximum, 240 shots at remote range; *Special Traits:* Penetration 20, Burst 3, Downward Barrage

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 16

Instinct: 5

Agility: 6

Fortitude: 16

Intelligence: 4

Willpower: 4

Special Ability (Target Lock): The pilot or co-pilot can issue a target lock as a standard action. A pilot or gunner aboard the ship can then expend the lock freely with the battery attack on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second rocket against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way.

Special Ability (Cloaking Device): This vehicle has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

Special Ability (Co-Pilot): The banshee has a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, apply a target lock, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Atmospheric Craft): The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

Special Ability (Highly Maneuverable): The banshee can move any direction, not just forward. For example, a banshee can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a banshee flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

Special Ability (Reinforcement): The reinforcement value from the banshee's plated hull reduces all crippling wound points it suffers by 2.

Banshee Pirate

Level 15 Terran Non-heroic Character in Gargantuan-sized Vehicle (Fringe Colonist/ Skirmisher/ Pilot/ Infiltrator/ Scout/ Master Navigator/ Assassin), Extreme Threat

Skill Purchases: 10	Talent Purchases: 1	Ability Score Purchases: 8
Hit Points: 470	Healing Threshold: NA	Damage Threshold: 55
Defense: 21	Toughness: 49	Resolve: 19
Acceleration Rating: 60	Max Speed: 800 (5 starship squares)	Morale Bonus: +6
Space: 5 by 5 squares	Reach: NA	Initiative: +8
Damage Resistance: 30	Psionic Resistance: NA	
-Backlash Rocket Battery 1d20+20 accuracy, 90 damage, +3 strikes maximum, 240 shots at remote range; <i>Special Traits:</i> Penetration 20, Burst 3, Downward Barrage		
Skills: Acrobatics 3, Athletics 3, Computers 3, Defensive Training 7, Durability 7, Influence 4, Leadership 2, Melee 6, Mental Training 6, Perception 7, Pilot 7, Ranged 9, Stealth 10, Tactics 6		
Skill Focuses: Pilot +3, Acrobatics +2, Ranged +2, Stealth +4		
Talents: Defensive Fighting, Dodge, Dual-Weapon Skill, Precision Burst, Sneak Attack II, Survival Instincts, Weapon Mastery (ranged II)		
Strength: 16	Instinct: 4	Agility: 7
Intelligence: 4	Willpower: 3	Fortitude: 16

Special Ability (Target Lock): The pilot or co-pilot can issue a target lock as a standard action. A pilot or gunner aboard the ship can then expend the lock freely with the battery attack on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second rocket against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way.

Special Ability (Cloaking Device): This vehicle has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

Special Ability (Scouting Vessel): The banshee counts as sneaking as long as they are 30 squares away from enemies, and did not attack or were attacked in the past turn.

Special Ability (Co-Pilot): The banshee has a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, apply a target lock, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Atmospheric Craft): The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

Special Ability (Highly Maneuverable): The banshee can move any direction, not just forward. For example, a banshee can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a banshee flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

Special Ability (Reinforcement): The reinforcement value from the banshee's plated hull reduces all crippling wound points it suffers by 2.

Banshee Squadron

Level 12 Terran Squadron of 3 Gargantuan-sized Vehicles, Extreme Threat x3

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 470 (x3)

Healing Threshold: NA

Damage Threshold: 55

Defense: 14

Toughness: 49

Resolve: 18

Acceleration Rating: NA

Max Speed: 5 squares starship

Morale Bonus: +4

Space: NA

Reach: NA

Initiative: +5

Damage Resistance: 29

Psionic Resistance: NA

-Backlash Rocket Battery 1d20+21 accuracy, 80 damage, +3 strikes maximum, 240 shots at remote range; *Special Traits:* Penetration 20, Burst 3, Hailfire 1, Downward Barrage

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 16

Instinct: 5

Agility: 6

Fortitude: 16

Intelligence: 4

Willpower: 4

Special Ability (Target Lock): The pilot or co-pilot can issue a target lock as a standard action. A pilot or gunner aboard the ship can then expend the lock freely with a battery attack made on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second rocket against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way.

Special Ability (Cloaking Device): This vehicle has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

Special Ability (Squadron): The banshee squadron is made up of three banshees that fight as one unit in starship combat. The banshee squadrons gains +2 accuracy, -2 defense, and +1 hailfire (included in the statistics above). All damage the squadron suffers is divided by 2, and that damage is applied to each ship in the squadron.

Special Ability (Co-Pilot): The banshee has a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, apply a target lock, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Atmospheric Craft): The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

Special Ability (Reinforcement): The reinforcement value from the banshee's plated hull reduces all crippling wound points it suffers by 2.



Cyclone Description

This typical cyclone is piloted by a combat pilot (Core Rulebook).

Cyclone Tactics

Cyclones excel at destroying light vehicles and aircraft, as well as swarms and groups of infantry. It's first action is to always perform a target lock on their preferred target and use focused bursts until they are destroyed. Because of the inherent hailfire of a Cyclone, their focused burst attacks are at Hailfire 5 (x6 damage). However, they do not have high damage compared to other vehicle weapons, so they are relatively ineffective against high armored foes.

After eliminating a target, or if they move out of range, they usually apply a target lock on their next priority foes. If confronted with mass swarms of enemies, they will forgo their target locks to fire their rocket battery in a vast field of area fire, blasting a Burst 6 area apart.

Because the cyclone is so maneuverable and precise, they are almost always moving while they are firing to be more evasive and difficult to hit. If they have room to navigate, they tried to move between 80-120 squares per turn, even if they are just moving in circles to interrupt enemy aim. If they need to, they use their Extremely Maneuverable rule to maintain navigational agility even while moving beyond combat speed.

Because of their static combat lock, cyclone pilots generally prefer using tactics to increase their defense.

Cyclone

Level 14 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Pilot/ Skirmisher), Extreme Threat

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 586

Healing Threshold: NA

Damage Threshold: 59

Defense: 17

Toughness: 53

Resolve: 18

Acceleration Rating: 40

Max Speed: 160

Morale Bonus: +4

Space: 4 by 4 squares

Reach: NA

Initiative: +5

Damage Resistance: 37

Psionic Resistance: NA

-Tornado Rocket Battery 1d20+8 accuracy, 26 damage, 1 strike maximum, 1,200 shots at remote range; *Special Traits:* Penetration 15, Burst 2, Hailfire 2, Cluster Blast, Tornado Torrent, Fully Automatic

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 18

Instinct: 5

Agility: 6

Fortitude: 18

Intelligence: 4

Willpower: 4

Special Ability (Advanced Target Lock): The cyclone requires target locks to fire. The pilot can issue a target lock as a standard action. Their tornado rocket battery increases to remote range against that target as well as +10 accuracy. The target locked is not used up when attacking the target with the rockets. In addition, the target of the lock gains no benefit from concealment or total concealment. The lock remains until the target is destroyed, leaves distant range, or the cyclone pilot assigns a lock to a new target.

Special Ability (Tornado Blast): The tornado battery uses up four times as much ammunition as normal. Area bursts with the tornado rocket battery effect a Burst 6 area, while focused bursts effect a Burst 4 area.

Special Ability (Mobile Weapon's Platform): The cyclone suffers no penalties for attacking while moving, performing action moves, or attacking at high speeds.

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

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

Special Ability (Reinforcement): The reinforcement value from the cyclone's plated hull reduces all crippling wound points it suffers by 2.



~Cyclone (above)

~Diamondback Tank (below)



Diamondback Tank Description

This typical diamondback tank is piloted by a marine master sergeant (Core Rulebook).

Diamondback Tank Tactics

The diamondback tank is a terror, capable of simply vaporizing enemies into storms of gore with its powerful eviscerator rail gun. The diamondback is designed to take on other armored targets, and its preferred victims are other tanks and armored targets. If possible, the diamondback will use twin-linked over aiming, instead relying on their co-pilot using tactics to increase accuracy.

Diamondback Tanks are very resilient, with high hit points and damage resistance. In addition, the special abilities of the pilot cause it to suffer only half penetration and rending from all attacks, making it even more difficult to harm. In addition, these tanks are fast and maneuverable, not taking penalties when attacking at high speeds and possessing a combat speed of 90 squares.

Diamondback tanks rarely attack infantry, but when they do they tend to instantly disintegrate them. Fighting a diamondback tank usually requires having some sort of armor to hide behind, such as a bunker or another vehicle.

Diamondback Tank

Level 20 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Soldier/ Demolitionist/ Pilot/ Military Commander/ Goader/ Tank Commander/ Survivalist), Formidable Threat

Skill Purchases: 21	Talent Purchases: 5	Ability Score Purchases: 8
Hit Points: 634	Healing Threshold: NA	Damage Threshold: 71
Defense: 22	Toughness: 58	Resolve: 22
Acceleration Rating: 30	Max Speed: 200	Morale Bonus: +6
Space: 4 by 4 squares	Reach: NA	Initiative: +8
Damage Resistance: 46	Psionic Resistance: NA	
-Eviscerator Rail Gun 1d20+25 accuracy, 115 damage, 1 strike maximum, unlimited shots at remote range; <i>Special Traits:</i> Penetration 60, Rending 10, Unstoppable		
Skills: Athletics 5, Acrobatics 5, Defensive Training 12, Durability 8, Endurance 6, Influence 8, Leadership 8, Melee 8, Mental Training 8, Perception 7, Pilot 10, Ranged 10, Tactics 8, Survival 4		
Skill Focuses: Ranged +3, Defensive Training +4, Pilot +2, Leadership +2, Survival +2		
Talents: Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)		
Strength: 18	Instinct: 6	Agility: 3
Intelligence: 4	Willpower: 4	Fortitude: 18

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Diamondback Tank Commander): The diamondbacks unique structure allows it to repel incoming fire, weakening the piercing impact of most weapons. All weapons count as having a half as much penetration against the diamondback.

Special Ability (Improved Targeting): The diamondback tank never suffers penalties for shooting while moving, action moves, or while moving at high speeds.

Special Ability (Reinforcement): The reinforcement value from the tank's plated hull reduces all crippling wound points it suffers by 3.

Dropship Description

This typical dropship is piloted by a combat pilot (Core Rulebook).

Dropship Tactics

The dropship is a durable vehicle, but it has no weapon systems. Its goal is to drop off soldiers in battle. It flies to the clearest landing location available so it can drop off its compliment of marines and vehicles. The pilot uses the tactics combat augmentation to increase defense, while the co-pilot increases damage resistance. Dropships are usually covered by superiority fighters, such as wraiths, banshees, and vikings to make sure they drop off their passenger safely.

Dropship

Level 13 Terran Non-heroic Character in Colossal-sized Vehicle (Core Citizen/ Pilot/ Skirmisher), Extreme Threat

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 914

Healing Threshold: NA

Damage Threshold: 80

Defense: 15

Toughness: 74

Resolve: 18

Acceleration Rating: 40

Max Speed: 600 (4 starship squares)

Morale Bonus: +4

Space: 10 by 20 squares

Reach: NA

Initiative: +5

Damage Resistance: 37

Psionic Resistance: NA

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 24

Instinct: 5

Agility: 6

Fortitude: 24

Intelligence: 4

Willpower: 4

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Reinforcement): The reinforcement value from the dropship's plated hull reduces all crippling wound points it suffers by 2.



Goliath Description

This typical goliath is piloted by a combat pilot (Core Rulebook).

The bulwark company goliath is part of the Dominion Special Forces. They are more advanced walkers with highly trained pilots, assigned difficult missions and security in the highest priority locations. Bulwark Company usually fight alongside special forces marines, elite marauders, promethean company firebats, or as fire support for ghost teams. Occasionally, they will fight in units of their own number. A bulwark company goliath is a captain combat pilot inside a Tier 2 goliath with multi-tracking systems, a torpedo battery instead of a combat missile battery, and a gatling cannon instead of autocannon.

Goliath Tactics

The primary purpose of a goliath is take down aerial threats, especially bombers and superiority fighters. Therefore, they prioritize aerial targets over ground threats. Goliaths focus on a single ranged target above all others, and reliably assault it with their missile battery. They establish target locks, and fire missiles the next round. Against gargantuan or larger targets, they use the 3 missiles variant from their missile barrage ability. They use tactics to increase their accuracy.

Goliath's will generally refocus their efforts towards ground opponents when they are being overwhelmed. Their autocannons have high damage and rate of fire, but low penetration. Therefore, goliaths tend to target light armored opponents with their cannons, using a form of automatic fire as suited with the situation. Goliaths have the choice between aiming and twin-linked with their autocannons, but often prefer the accuracy. They are very ideal for suppressing fire, because of their Concentrated Suppressing Fire ability. They usually support ground forces with that ability.

Bulwark Company Goliaths are much more dangerous. Because of their multi-targeting, they can fire both their missile and autocannon in the same turn, allowing them to react to multiple threats at once. Bulwark Company Goliaths are usually loaded with armor piercing slugs for their autocannons, which makes them more dangerous against armored targets than common goliaths.

Goliath

Level 11 Terran Non-heroic Character in Huge-sized Vehicle (Core Citizen/ Pilot/ Skirmisher), Extreme Threat

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 305

Healing Threshold: NA

Damage Threshold: 45

Defense: 20

Toughness: 39

Resolve: 18

Speed: 11

Shift Speed: 2

Morale Bonus: +4

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +5

Damage Resistance: 28

Psionic Resistance: NA

-Combat Missile Battery 1d20+9 accuracy, 50 damage, 1 strikes maximum, 32 shots at strategic range; *Special Traits:* Penetration 20, Burst 4, Missile, Guided Explosive

-Autocannon 1d20+15 accuracy, 30 damage, +2 strikes maximum, 2,000 shots at remote range; *Special Traits:* Penetration 10, Twin-linked, Automatic

-Bash 1d20+10 accuracy, 43 damage, +1 strike maximum; *Special Traits:* Penetration 5, Smashing

-Bash w/ Heavy Strike and Focused Strike 1d20+12 accuracy, 63 damage, 1 strike maximum; *Special Traits:* Penetration 5, Smashing

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 15

Instinct: 5

Agility: 6

Fortitude: 15

Intelligence: 4

Willpower: 4

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way. Finally, if the target is gargantuan-sized or larger, the goliath has the option to fire 3 missiles at the target with no accuracy bonus.

Special Ability (Concentrated Suppressing Fire): While the goliath is using Focused Strike on their autocannons, they can perform a concentrated suppressing fire attack. This counts as a normal twin-linked suppressing fire, except the attack covers a Burst 8 area.

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

Special Ability (Cumbersome): The goliath suffers a -2 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the goliath's plated hull reduces all crippling wound points it suffers by 2.

Bulwark Company Goliath

Level 18 Terran Non-heroic Character in Huge-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Extreme Threat

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 397

Healing Threshold: NA

Damage Threshold: 49

Defense: 30

Toughness: 43

Resolve: 23

Speed: 11

Shift Speed: 2

Morale Bonus: +6

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +8

Damage Resistance: 32

Psionic Resistance: NA

-Gatling Cannon 1d20+18 accuracy, 36 damage, fully automatic, 4,000 shots at distant range; *Special Traits:* Penetration 14, Hailfire 1, Twin-linked, Fully Automatic

-Torpedo Battery 1d20+17 accuracy, 120 damage, 1 strike maximum, 30 shots at strategic range; *Special Traits:* Penetration 80, Burst 3, Missile

-Bash 1d20+19 accuracy, 54 damage, +1 strike maximum; *Special Traits:* Penetration 5, Smashing

-Bash w/ Heavy Strike and Focused Strike 1d20+21 accuracy, 74 damage, 1 strike maximum; *Special Traits:* Penetration 5, Smashing

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 17

Instinct: 8*

Agility: 7

Fortitude: 17

Intelligence: 5

Willpower: 5

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way. Finally, if the target is gargantuan-sized or larger, the goliath has the option to fire 3 missiles at the target with no accuracy bonus.

Special Ability (Multi-Targeting): Multi-targeting allows a pilot to simultaneously apply an action to two different weapons against multiple targets with a single action with no penalty. For example, for a multi-targeting system, the user can move, take an aim action at one target with the torpedo battery, take an aim action at another target with the autocannon, and then make an standard action attack against both targets with the respective weapons.

Special Ability (Concentrated Suppressing Fire): While the goliath is using Focused Strike on their autocannons, they can perform a concentrated suppressing fire attack. This counts as a normal twin-linked suppressing fire, except the attack covers a Burst 8 area.

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

Special Ability (Cumbersome): The goliath suffers a -2 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the goliath's plated hull reduces all crippling wound points it suffers by 3.



~Goliath (left)

~Bulwark Company MKII Goliath (right)



Hellion Description

This typical hellion is piloted by an outrider).

Hellions Tactics

Hellions are used mostly as scouts and excel at that duty. Their outrider pilots give them the Reconnaissance Craft ability, allowing them to automatically count as sneaking, letting them avoid patrols and ambush foes more easily. When hellions are on the offensive, they ride in packs of 3-8 vessels. They close in with their foes as close as they can, using their high speed to get close to their foes before they are detected, and then unload on them with a sudden strike with their flamethrowers. Hellions aim with their flamethrowers to compensate for their inherently poor accuracy. They use wall of fire when they cannot line up a perfect normal shot with their flamers.

Hellions are normally hit-and-run combatants, who douse their foes with flame then retreat from battle to prepare another ambush. However, Hellions that can transform into hellbats have staying power. After these hellions hit their foes with the initial barrage of fire, they spend their next turn transforming into the defensive Hellbat form. They gain greatly improved defense as a hellbat and have cone attacks better for sweeping over a large area. In hellbat form, the pilots use Bob and Weave actions and tactics to increase accuracy, to improve their defense and offense equally without provoking opportunity attacks. Groups of hellbats will try to form an impassable defensive line, and use hunker down to create an impenetrable barrier while continuing to blast foes with fire. If they engaged by foes that outrange or overpower them, they will transform back into Hellion form and fall back.

Hellion

Level 10 Terran Non-heroic Character in Huge-sized Vehicle (Fringe Colonist/ Skirmisher/ Outdoorsman/ Scout), High Threat

Skill Purchases: 10

Talent Purchases: 3

Ability Score Purchases: 4

Hit Points: 230

Healing Threshold: NA

Damage Threshold: 43

Defense: 18

Toughness: 37

Resolve: 39

Acceleration Rating: 40

Max Speed: 160

Morale Bonus: +3

Space: 3 by 3 squares

Reach: NA

Initiative: +3

Damage Resistance: 27

Psionic Resistance: NA

-Infernal Flamethrower 1d20+5 accuracy, 38 damage, +3 strikes maximum, 60 shots at special range; *Special Traits:* Penetration 2, Hailfire 1, Line 21, Flames, Energy Damage

Skills: Athletics 4, Acrobatics 4, Defensive Training 6, Durability 4, Endurance 4, Medicine 1, Melee 2, Mental Training 2, Perception 4, Pilot 4, Ranged 4, Tactics 1, Science 2, Stealth 4, Survival 4

Skill Focuses: Defensive Training +2, Athletics +2, Survival +2, Pilot +2

Talents: Defensive Fighting, Dodge, Hardened Survivalist, Stalker, Survival Instincts, Weapon Mastery (ranged)

Strength: 10

Instinct: 3

Agility: 6

Fortitude: 10

Intelligence: 4

Willpower: 4

Special Ability (Wall of Fire): When attacking in a turn the vehicle also moved, the Hellion can spray a line of fire rather than projecting fire from the base of the vehicle. Essentially, this allows the origin point for the flame line to be anywhere within a burst 10 of the vehicle, and the ending point of the line to be anywhere within the same area. Everything in and between those square suffers a hit from the weapon.

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

Special Ability (Reconnaissance Craft): As long as they are at least 30 squares from a target, and have not attacked, or been attacked, on their turn, the hellion counts as sneaking.

Special Ability (Napalm Canisters): If the hellion ever suffers 3 action wounds, it is instantly reduced to 0 hit points and explodes.

Special Ability (Transformation): The hellion can transform into a hellbat combat walker or back into a hellion. The transformation process takes 1 full-round action. See the statistics below for how the hellion changes in hellbat mode.

Special Ability (Reinforcement): The reinforcement value from the hellion's plated hull reduces all crippling wound points it suffers by 2.

Hellbat Form**Defense** 24 **Space:** 3 by 3 squares **Reach:** 3 squares**Speed:** 9 squares **Shift Speed:** 2 squares**-Infernal Flamethrower w/ Wide-Mouthed** 1d20+5 accuracy, 38 damage, +3 strikes maximum, 60 shots at special range;*Special Traits:* Penetration 2, Hailfire 1, Cone 11, Flames, Energy Damage**-Bash** 1d20+10 accuracy, 41 damage, +1 strike maximum; *Special Traits:* Penetration 3, Smashing**-Bash w/ Heavy Strike and Focused Strike** 1d20+12 accuracy, 61 damage, 1 strike maximum; *Special Traits:* Penetration 3, Smashing, Special Combat Action**Special Ability (Hunker Down):** If the walker does not move on its turn, it can spend a move action to 'hunker down' in location and create a shield wall in front of itself. While in this mode, it does not gain a shield bonus to defense (-6 defense), but receives a +15 bonus to defense against attacks within a 180 degree arc of its choice. It can still make attack with its flamethrower while in this form.**Special Ability (Cumbersome):** The cumbersome vehicle gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks.

~Hellion (above)

~Hellion in Hellbat Mode (below)



Liberator Gunship Description

This typical liberator is piloted by a captain combat pilot.

Liberator Tactics

A liberator gunship is a dangerous foe to face. The important detail of them is their large crew, which gives them a crew action every turn. When the liberator is traveling, the crew actions are generally used for extra maximum speed or spotter actions. Once in combat, however, the liberator uses Extra Fire to make its rocket attacks triple-linked, allowing great devastation in aerial combat. Once all aerial threats are either destroyed or contained, the liberator will transform into Defender Mode and bombard the ground with their laser cannon.

In defender mode, the liberator uses their crew actions to maintain Emergency Repairs, healing the damage done to them in the aerial battle or sustaining them against ground fire. They maximize their accuracy in defender mode, using tactics for accuracy and aim actions to ensure they hit with their devastating concordance cannons. Liberators try to destroy every threat within their marked area before targeting a new area. Multiple liberators, a truly devastating concept, try to cover each other by targeting different areas so their lasers can each cover a different possible entry point for enemies.

Liberator Gunship

Level 18 Terran Non-heroic Character in Colossal-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Formidable Threat

Skill Purchases: 22	Talent Purchases: 4	Ability Score Purchases: 11
Hit Points: 936	Healing Threshold: NA	Damage Threshold: 82
Defense: 22/ 15	Toughness: 76	Resolve: 23
Acceleration Rating: 85	Max Speed: 600 (4 starship squares)	Morale Bonus: +6
Space: 20 by 20 squares	Reach: NA	Initiative: +8
Damage Resistance: 42	Psionic Resistance: NA	
Crew Actions: 1		
-Lexington Rocket Battery 1d20+26 accuracy, 80 damage, +3 strikes maximum, 120 shots at strategic range; <i>Special Traits:</i> Penetration 40, Burst 5, Twin-linked, Rocket, Guided Explosive		
-Concordance Laser Cannon 1d20+30 accuracy, 240 damage, 1 strikes maximum, unlimited shots at special range; <i>Special Traits:</i> Penetration 60		
Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6		
Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2		
Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)		
Strength: 20	Instinct: 8*	Agility: 7
Intelligence: 5	Willpower: 5	Fortitude: 20

Special Ability (Command Crew): The vessel has 1 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a liberator can be used for the following purposes:

- Emergency Repairs:** Immediately perform a science check (d20+11). The liberator recovers that many hit points.
- Extra Fire:** All of the vehicle's attacks for the next turn gain Twin-linked (or triple-linked for the rocket battery)
- Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)
- Activate Thrusters:** The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second rocket against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way.

Special Ability (Defender Mode): At the start of any turn that the liberator has a speed of 0, they can activate defender mode. Transforming into defender mode requires one full-round action. While in defender mode, the liberator cannot move, remains hovering in air in the location it was in, cannot fire its missile launchers, and loses its agility bonus to defense (reducing them to 17 defense). However, once within defender mode, it activates its laser cannon. To use the laser cannon, it marks an area within 45 degrees of the bottom of the craft. This marked area occupies a Burst (30) area within remote range. Upon its turn,

the pilot can attack a single target within the marked area with the concordance laser cannon. The vessel can spend a full-round action to revert back to fighter mode, where it can move and use its missile batteries.

Special Ability (Reinforcement): The reinforcement value from the liberator's plated hull reduces all crippling wound points it suffers by 3.



~Liberator (above)

~Medivac Transport (below)



Medivac Transport Description

This typical medivac is piloted by a marine medical officer.

Medivac Tactics

The medivac is essentially a modified dropship and follows similar combat priorities. It moves quickly to drop off its troops in a safe(-ish) landing zone, usually covered by other aircraft, using Evasive Maneuvers to get there safely. Once it drops off its soldiers, however, the medivac provides air support instead of returning to the star port. Equipped with advanced nano-delivery technology, the medivac supports ground forces from above by sending them literal waves of healing. It prefers to use the area of effect healing, mending the wounds on a group of wounded soldiers with massive waves of nanobots. This uses up more nanites but is ultimately more effective than healing a single target a time. If they medivac does wish to give a certain target almost literal immortality, they can target an individual with directed nano-blasts to keep them alive through the grievous wounds. This is usually done for key personnel, such as VIP's and officers. While flying, the medivac tries to maintain the bonus defense combat augmentation to avoid the fire they suffer.

Medivac Transport

Level 16 Terran Non-heroic Character in Colossal-sized Vehicle (Core Citizen/ Medic/ Soldier/Guardian/ Doctor/ Medical Officer), Extreme Threat

Skill Purchases: 16	Talent Purchases: 5	Ability Score Purchases: 5
Hit Points: 870	Healing Threshold: NA	Damage Threshold: 76
Defense: 15	Toughness: 70	Resolve: 20
Acceleration Rating: 40	Max Speed: 600 (4 starship squares)	Morale Bonus: +4
Space: 20 by 20 squares	Reach: NA	Initiative: +6
Damage Resistance: 37	Psionic Resistance: NA	
Skills: Athletics 5, Acrobatics 5, Computers 4, Defensive Training 10, Durability 6, Endurance 5, Leadership 4, Lore 6, Medicine 10, Melee 5, Mental Training 7, Perception 5, Pilot 7, Ranged 7, Science 5, Tactics 6		
Skill Focuses: Medicine +3, Ranged +2, Defensive Training +3, Leadership +2		
Talents: Efficient First Aid, Field Medic, Penetration, Powered Armor Training, Ultra-Specialization, Weapon Mastery (ranged)		
Strength: 20	Instinct: 6*	Agility: 4
Intelligence: 6	Willpower: 3	Fortitude: 20

Special Ability (Long Range Nano Wave): This transport possesses a long-range technology capable of beaming regenerative nanomachines at friendly targets on the field of battle. This weapon is capable of being used at anyone within distant range, as long as they are beneath the the medivac. The nano wave can be used in two fashions. The first is to target a single individual, expending 2 nanites to heal them of 120 hit points. The second is effecting a Burst (4) area, expending 5 nanites, healing all effected targets of 80 hit points. This tool expends a target's healing threshold when used. The vehicle carriers 80 nanites.

Special Ability (Reinforcement): The reinforcement value from the medivac's plated hull reduces all crippling wound points it suffers by 2.

Pirate Ship Description

The pirate ship is a Confederate Battle Frigate (described in the example ships mentioned in the personalized star ship section) commanded by a Pirate Captain. Pirate ships are commonly used to terrorize shipping lanes and commandeer vessels, taking their possessions and killing their crew.

Pirate Ship Tactics

The pirate ship is a large and fully staffed vessel with plenty of automation, allowing it to make 2 crew actions every turn on top of its normal allotment of actions. Crew actions are described under the Command Crew special ability. The pirate ship's primary defense is its two twin-linked burst laser cannon turrets. It can fire them both every turn, using the Extra Attacks to make these laser attacks triple-linked, and the bonus accuracy tactic to increase their accuracy and range. In addition to attacking with both cannons every turn, they can make up to 4 opportunity attacks with them every round against any huge-sized or larger target that misses them with an attack.

The pirate ship saves its torpedo battery for large enemy vessels, namely colossal or massive sized ships. It never fires a torpedo without first using a crew action to apply a target lock. The pirate vessel prefers to use the +4 accuracy bonus along with a second torpedo to maximize damage.

The pirate ship is not a full capital ship but is very resilient regardless. Any spare command actions are used to keep the vessel in good shape through the Emergency Repairs actions. In addition, the pirate vessel has 14 temporary hit points at the start of each turn from the Keep it Together pilot trait to mitigate some of the damage it takes. The ship is very resistant to heavy weapons as well and ignores the first 2 crippling wound points it is dealt from an attack, causing it to require a weapon on par with a Yamato cannon to deal heavy wounds to it.

Pirate ships are rarely encountered alone. They possess the cargo space to carry up to 4 huge-sized vessels in them at once, allowing smaller ships to rest inside their hulls for when they are needed. However, these are cargo bays and not hangers. It takes a full minute for a ship in the cargo bay to be released from the ship. When going into combat, the pirate ship usually releases its compliment ships ahead of time and has them provide covering support to them once they go into battle.

Pirate Ship

Level 22 Terran Non-heroic Character in Massive-sized Vehicle (Fringe Colonist/ Skirmisher/ Pilot/ Leader/ Warrior/ Master of Arms [Blades]/ Master Navigator/ Slicer/ Insurgent/ Commodore), Epic Threat

Skill Purchases: 23	Talent Purchases: 7	Ability Score Purchases: 8
Hit Points: 1,994	Healing Threshold: NA	Damage Threshold: 128
Defense: 21	Toughness: 122	Resolve: 22
Acceleration Rating: 30	Max Speed: 300 (2 starship squares)	Morale Bonus: +8
Space: 30 by 30 square	Reach: NA	Initiative: +6
Damage Resistance: 56	Psionic Resistance: NA	
Crew Actions: 2		
-Torpedo Battery 1d20+13 accuracy, 95 damage, 1 strike maximum, 30 shots at strategic range; <i>Special Traits</i> : Penetration 85, Burst 2, Missile		
-Dorsal Burst Cannon 1d20+21 accuracy, 60 damage, 1 strikes maximum, unlimited shots at remote range; <i>Special Traits</i> : Penetration 23, Twin-linked, Energy Damage		
-Ventral Burst Cannon 1d20+21 accuracy, 60 damage, 1 strikes maximum, unlimited shots at remote range; <i>Special Traits</i> : Penetration 23, Twin-linked, Energy Damage		
Skills : Acrobatics 6, Athletics 6, Computers 4, Defensive Training 11, Durability 9, Influence 8, Leadership 8, Melee 12, Mental Training 8, Perception 8, Pilot 11, Ranged 12, Stealth 7, Tactics 6		
Skill Focuses : Pilot +4, Ranged +3, Acrobatics +3, Melee +3, Leadership +2, Prowess +1		
Talents : Critical Timing, Defensive Fighting, Dodge, Inspirational Presence, Knife Master II, Weapon Mastery (melee II, ranged II)		
Strength : 38	Instinct : 6*	Agility : 8
Intelligence : 4	Willpower : 4	Fortitude : 38

Special Ability (Retaliation): Any time a huge-sized or larger target misses an attack against the pirate ship, the vessel can immediately make an opportunity attack back at the attacker as long as they are within their firing arc. It can make 3 bonus opportunity attacks each turn to use with this feature.

Special Ability (Target Lock): The pilot can issue a target lock as a standard or crew action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second torpedo against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both torpedoes this way.

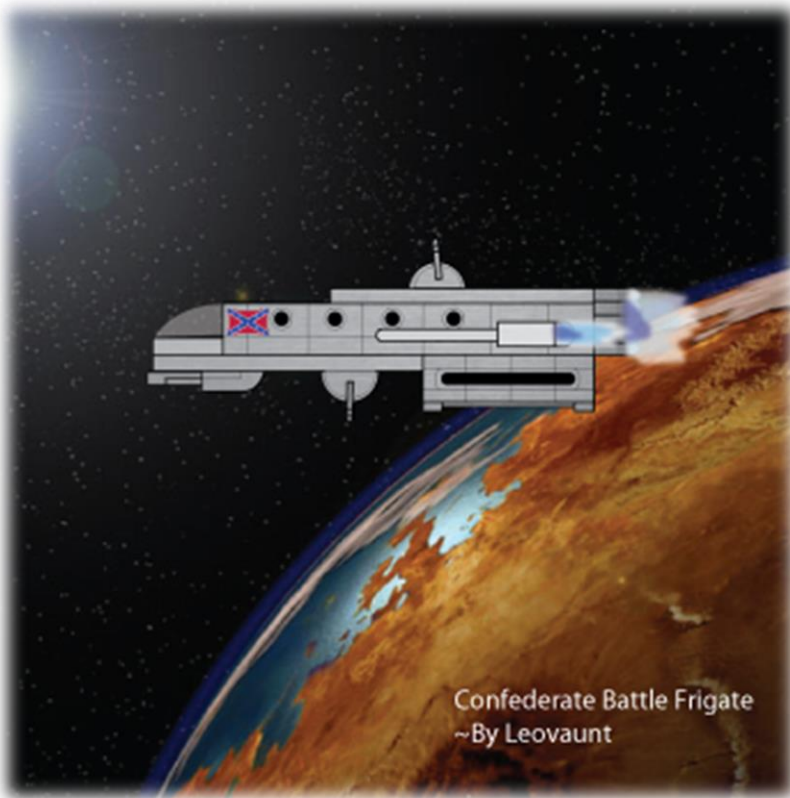
Special Ability (Keen it Together): The pirate vessel gains 38 temporary hit points at the start of every turn. These hit points are not cumulative.

Special Ability (Command Crew): The pirate ship is led by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. The commanded ship can fire every weapon it has every turn as long as it has enough crew members for every weapon, and does not suffer dual-wielding penalties for doing so. In addition, the vessel has 2 crew actions every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

- Perform Emergency Repairs:** Immediately perform a science check (d20+24). The vessel recovers that many hit points.
- Extra Attacks:** All of the vehicle's non-ordnance attacks for the next turn gain Hailfire (1).
- Use Scanners:** The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)
- Activate Thrusters:** The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.
- Target Lock:** The ship can spend a crew action to apply a target lock
- Assisted Piloting:** The ship can spend a crew action to activate another pilot skill combat augmentation

Special Ability (Brace): The pirate ship can spend a full-round action to 'brace' the vessel against oncoming fire. While the ship is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

Special Ability (Reinforcement): The reinforcement value from the pirate ship's plated hull reduces all crippling wound points it suffers by 4.



Salvage Ship Description

The salvage ship (described in the example ships mentioned in the personalized star ship section) is commanded by a captain combat pilot.

Salvage Ship Tactics

The salvage ship is not a combat vessel; it is designed for purposes such as salvage operations, repairs, and refueling. It possesses a torpedo battery, which can be highly effective, but is mostly used for breaking up asteroids and space trash. The mechanical arm, similarly, can be very dangerous, but is designed for repairs and hauling debris into the cargo bay.

When a salvage ship is attacked by a series aerial foe, they try to escape combat by fleeing from the enemy and stalling until they can make a warp jump. Their crew action is usually used to activate thrusters to outrun their foe while they charge up their warp drives. If they can't outrun their foe, the crew action is used to perform emergency repairs to maintain the ship's health while they plot a getaway.

If the threat is close ranged and minor, such as a small group of mutalisks for example, they might try to swat them away with their mechanical arm. Likewise, a single corruptor or superiority fighter might be fought off with torpedoes. Otherwise, the salvage ship flees.

Salvage Ship

Level 18 Terran Non-heroic Character in Massive-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Formidable Threat

Skill Purchases: 22	Talent Purchases: 4	Ability Score Purchases: 11
Hit Points: 1,740	Healing Threshold: NA	Damage Threshold: 128
Defense: 24	Toughness: 122	Resolve: 23
Acceleration Rating: 70	Max Speed: 400 (2 starship squares)	Morale Bonus: +6
Space: 30 by 30 squares	Reach: 30 squares (arm)	Initiative: +8
Damage Resistance: 48	Psionic Resistance: 19	
Crew Actions: 1		
-Torpedo Battery 1d20+16 accuracy, 110 damage, 1 strikes maximum, 30 shots at strategic range; <i>Special Traits</i> : Penetration 40, Burst 2, Missile		
-Mechanical Arm 1d20+10 accuracy, 200 damage, 1 strike maximum; <i>Special Traits</i> : Penetration 13, Smashing		
Skills : Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6		
Skill Focuses : Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2		
Talents : Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)		
Strength : 40	Instinct : 8*	Agility : 7
Intelligence : 5	Willpower : 5	Fortitude : 40

Special Ability (Command Crew): The salvage ship is led by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. The commanded ship can fire every weapon it has every turn as long as it has enough crew members for every weapon, and does not suffer dual-wielding penalties for doing so. In addition, the vessel has 1 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

- Perform Emergency Repairs**: Immediately perform a science check (d20+31). The vessel recovers that many hit points.
- Use Scanners**: The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)
- Activate Thrusters**: The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.
- Target Lock**: The ship can spend a crew action to apply a target lock
- Assisted Piloting**: The ship can spend a crew action to activate another pilot skill combat augmentation

Special Ability (Target Lock): The commander can issue a target lock as a standard action. The crew can then expend the lock freely with the battery attack made on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way. Finally, if the target is gargantuan-sized or larger, the salvage ship has the option to fire 3 missiles at the target with no accuracy bonus.

Special Ability (Repair Arm): The mechanical can be used to initiate repairs on an object or vessel within reach. The target being repaired must be at least Huge-sized. After every minute spend on repairs, the character manning the crane makes a science check. The target object or vessel recovers hit points equal to $d10+11 \times 5$.

Special Ability (Highly Maneuverable): The salvage ship can move any direction, not just forward. For example, a vessel can fly sideways or backwards, but moving like this counts as a limited movement method. For example, a vessel flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

Special Ability (Brace): The salvage ship can spend a full-round action to 'brace' the vessel against oncoming fire. While the ship is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

Special Ability (Reinforcement): The reinforcement value from the salvage ship's plated hull reduces all crippling wound points it suffers by 1.



Siege Tank Description

The siege tank is typically piloted by a marine master sergeant.

Salvage Ship Tactics

The crucio siege tank is a fighting platform with heavy ordinance and thick armor plating. They fight in one of two forms: tank mode or siege mode.

Tank mode is the default form that allows the tank to move while. Tanks mode is used when the tank is repositioning or advancing towards an enemy force or retreating from combat. Tank mode has a decent maximum speed but a slow acceleration rating; it takes them time to build up momentum. Once they do, the siege tank bombards enemies with its cannon. The cannon blast has a huge area, and a siege tank operator must be careful about not hitting allies or itself with the blast. Siege tanks operators prefer bonus damage resistance tactics The co-pilot usually supplements with accuracy tactics and aim actions, but sometimes will perform the Brace action if the tank is under strong frontal fire.

Siege mode is used for defensive artillery support, or to bombard enemy settlements out of range of local defenses. Siege tanks try to set up in an ideal vantage point, such as atop a cliff, behind a barricade, or with squads of marines in front of them. In siege mode, their primary weapon is devastating and long range, but cannot be used at close range. In siege mode, the tank targets the strongest concentration of enemies. The pilot makes aim actions, uses the accuracy tactic, and fires the cannon. The co-pilot uses the Brace ability, which is important because a siege tanks is immobile once it enters siege mode and it takes two full-round actions to switch between siege mode and tank mode. Because the tank is immobile once it enters siege mode, it gains no benefits to defense from piloting skill, and thus has a defense of only 6.

The arclite siege tank is an older model of siege tank. It is still very effective, but sluggish and cumbersome compared to the newer crucio model.

Siege Tank, Crucio

Level 20 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Soldier/ Demolitionist/ Pilot/ Military Commander/ Goader/ Tank Commander/ Survivalist), Formidable Threat

Skill Purchases: 21

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 660

Healing Threshold: NA

Damage Threshold: 71

Defense: 22

Toughness: 60

Resolve: 22

Acceleration Rating: 10

Max Speed: 150

Morale Bonus: +6

Space: 4 by 4 squares

Reach: NA

Initiative: +8

Damage Resistance: 47

Psionic Resistance: NA

-Crucio Siege Cannon 1d20+27 accuracy, 110 damage, 1 strike maximum, 60 shots at distant range; *Special Traits:* Penetration 10, Burst 5, Heavy Shell, Ground Fire

-Crucio Siege Cannon w/ Siege Mode 1d20+27 accuracy, 200 damage, 1 strike maximum, 60 shots at strategic range; *Special Traits:* Penetration 50, Burst 9, Heavy Shell, Ground Fire

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

Skill Focuses: Ranged +3, Defensive Training +4, Pilot +2, Leadership +2, Survival +2

Talents: Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

Strength: 20

Instinct: 6

Agility: 3

Fortitude: 20

Intelligence: 4

Willpower: 4

Special Ability (Siege Mode): The Arclite Siege Tank can take a full-round action to enter into Siege Mode. The vehicle must have come to a complete stop to enter siege mode. During that time the tank cannot take any actions. Once the tank enters into Siege Mode, it loses all ability to turn or move, but cannon transforms into the siege cannon, using the alternate weapons profile listed under the weapons entry. It takes a full-round action to exit siege mode. While in siege mode, the tank cannot target enemies within 6 squares.

Special Ability (Brace): The pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +10 damage resistance against all attacks attack it from the front arc.

Special Ability (Reinforcement): The reinforcement value from the tank's plated hull reduces all crippling wound points it suffers by 3.

Arclite Siege Tank

-**Arclite Siege Cannon** 1d20+27 accuracy, 100 damage, 1 strike maximum, 60 shots at distant range; *Special Traits*: Burst 5, Heavy Shell, Ground Fire

-**Arclite Siege Cannon w/ Siege Mode** 1d20+27 accuracy, 210 damage, 1 strike maximum, 60 shots at strategic range; *Special Traits*: Penetration 25, Burst 7, Heavy Shell, Ground Fire

Special Ability (Older Model): The arclite only gains +5 damager resistance when bracing. While in siege mode, the tank cannot target enemies within 15 squares.



~Crucio Siege Tank (above)

Arclite Siege Tank (below)



Smuggling Vessel Description

The pirate ship is a Light Freighter (described in the example ships mentioned in the personalized star ship section) commanded by a Pirate Officer. Smuggling vessels are freighters used by criminals to smuggle contraband and stolen goods from one planet to another.

Smuggling Vessel Tactics

The smuggling vessel is a transport with weapons; not a dedicated war ship. It is equipped only enough to defend itself from attack. A squadron of enemy fliers would be able to readily dispatch these freighters in a straight fight. Therefore, these vessels usually try to avoid battle when possible, relying on being its extreme maneuverability. The smuggling vessel counts any speed as combat speed, allowing it to outmaneuver most foes. In addition, it counts as sneaking as long as it is outside long range from a foe, and has not been attacked. This subversive piloting method allows it to avoid being attacked most of the time.

When forced in a fight, a smuggling vessel seeks to escape. The pilot focuses on controlling the vessel, using Evasive Maneuvers to escape pursuers while using the missile battery to fire upon any foe that gets in front of the vessel. The co-pilot commands the laser turret, using accuracy tactics and aim actions and blasting at attackers coming from any direction. If possible, the main pilot will try to set up to use the warp drives and escape from combat or lose their opponents with their stealth ability so they can warp off at their leisure.

Smuggling Vessel

Level 14 Terran Non-heroic Character in Colossal-sized Vessel (Fringe Colonist/ Skirmisher/ Pilot/ Infiltrator/ Scout/ Master Navigator/ Assassin), Formidable Threat

Skill Purchases: 16	Talent Purchases: 6	Ability Score Purchases: 5
Hit Points: 766	Healing Threshold: NA	Damage Threshold: 78
Defense: 17	Toughness: 72	Resolve: 19
Acceleration Rating: 40	Max Speed: 550 (3 starship squares)	Morale Bonus: +6
Space: 10 by 10 squares	Reach: NA	Initiative: +8
Damage Resistance: 37	Psionic Resistance: NA	
-Combat Missile Battery 1d20+11 accuracy, 50 damage, 1 strikes maximum, 32 shots at strategic range; <i>Special Traits:</i> Penetration 10, Burst 3, Missile, Guided Explosive		
-Burst Cannon 1d20+17 accuracy, 50 damage, 1 strikes maximum, unlimited shots at distant range; <i>Special Traits:</i> Penetration 15, Twin-linked, Energy Damage		
Skills: Acrobatics 3, Athletics 3, Computers 3, Defensive Training 7, Durability 7, Influence 4, Leadership 2, Melee 6, Mental Training 6, Perception 7, Pilot 7, Ranged 9, Stealth 10, Tactics 6		
Skill Focuses: Pilot +3, Acrobatics +2, Ranged +2, Stealth +4		
Talents: Defensive Fighting, Dodge, Dual-Weapon Skill, Precision Burst, Sneak Attack II, Survival Instincts, Weapon Mastery (ranged II)		
Strength: 24	Instinct: 4	Agility: 7
Intelligence: 4	Willpower: 3	Fortitude: 24

Special Ability (Co-Pilot): The smuggling vessel supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can control the vehicle even if the pilot has lost control or make assisted pilot checks that the primary pilot makes.

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Barrell Roll): The smuggling vessel can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the vessel performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a vessel performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Ability (Brace): The pilot or co-pilot can spend a full-round action to 'brace' the vessel against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

Special Ability (Veteran Pilot): The smuggling vessel gains advantage on piloting maneuvers and count as sneaking as long as they are 30 squares away from enemies and did not attack or were attacked in the past turn.

Special Ability (Reinforcement): The reinforcement value from the smuggling vessel's plated hull reduces all crippling wound points it suffers by 1.

Space Construction Vehicle Description

The typical space construction vehicle is piloted by a colonist (Core Rulebook).

SCV Tactics

The SCV is not a combat vehicle, and colonist steering it is no warrior. SCVs are frequently targeted because they mine ore, repair buildings, and build defenses. Once they are attacked, they usually try to escape a fight, but they are slow and cumbersome. When there is nowhere to go, they will defend themselves by performing heavy strike attacks with their fusion drill.

SCVs are usually fought while they are performing repairs to stationary defenses, namely missile turrets or bunkers. Every full-round action that a SCV performs repairs, they restore on average 11 hit points to their target. This is usually not enough to save a vessel from incoming fire, unless there are several SCVs working on a single target. However, it still significantly faster than initiating standard repairs over the period of several hours.

Space Construction Vehicle

Level 4 Terran Non-heroic Character in Huge-sized Vehicle (Fringe Colonist/ Survivalist), High Threat

Skill Purchases: 7	Talent Purchases: 0	Ability Score Purchases: 2
Hit Points: 170	Healing Threshold: NA	Damage Threshold: 37
Defense: 11	Toughness: 31	Resolve: 14
Speed: 7	Shift Speed: 1	Morale Bonus: +1
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +3
Damage Resistance: 18	Psionic Resistance: NA	
-Fusion Drill 1d20+0 accuracy, 27 damage, 1 strike maximum; <i>Special Traits:</i> Piercing -Plasma Welder 1d20+0 accuracy, 16 damage, 1 strike maximum, 30 shots at melee range; <i>Special Traits:</i> Piercing -Grasping Claw 1d20+10 accuracy, 37 damage, 1 strike maximum; <i>Special Traits:</i> Penetration 3, Special Combat Action, Smashing		
Skills: Acrobatics 3, Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Medicine 2, Melee 3, Perception 3, Pilot 2, Ranged 2, Survival 3 Skill Focuses: Survival +2 Talents: Hardened Survivalist Strength: 10 Instinct: 3 Agility: 3 Fortitude: 10 Intelligence: 2 Willpower: 3		

Special Ability (Repairs): An SCV can make rapid repairs on an adjacent construct or building as long as it has access to scrap materials to make necessary repairs, and the construct is not moving. Making repairs is a full-round action. Every round the pilot maintains making repairs, the pilot makes a DC 10 science check (1d10+2 bonus). If he is successful, the target recovers a number of hit points equal to 10 +2 for each point the pilot surpassed the DC. In addition, the targeted construct is healed one movement, action, or core wound if the SCV pilot succeeded the test by 20 or more.

Special Ability (Construction Cycle): An SCV can enter into a building cycle to rapidly form a building designed under a standard template. This process can only be performed if the SCV has all requisite materials required. The time taken is based on the design of the particular building.

Special Ability (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Thor Description

The thor described here is piloted by a marine master sergeant.

Thor Tactics

The Thor is not a subtle vehicle, and neither are its pilots. The war walker is designed for maximum destruction. Its primary weapons are its armor-mounted Thor's Cannons, each of which is comparable to the primary weapon of a tank. Thor's generally dual-wield these weapons, using accuracy tactics to supplement their low attack bonus. They use twin-linked instead of aiming, taking the chance on maximum damage. Thor's usually use overlapping fields of fire with their cannons, favoring complete devastation in the targeted area before moving on.

The Thor possesses two distinct anti-air weapons that it can switch between as a full-round action. The combat missile batteries are used in most cases, designed to target tactical fighters, bombers, and zerg. The Thor uses aim actions with tactics actions to increase accuracy to saturate the air space with two missiles per turn. Alternately, the punisher cannon is designed to take down enemy capital ships. It fires long ranged, high powered shells into the sky to deal grievous wounds to a single aerial target. The Thor prefers high damage over accuracy and uses twin-linked instead of aiming when firing the punisher cannon. The exception, of course, if it is having trouble hitting its target.

A Thor is nearly indestructible. In addition to its massive hit point pool, it reduces enemy penetration against it by half. Therefore, only the most powerful attacks will be able to breach its 54 damage resistance. Dealing crippling wounds is unreliable as well, as the Thor reduces all wound points against it by 2 and rending values are halved against it as well. Finally, if something does manage to damage it, it can enact repair protocols to quickly fix any damage it has suffered. As a final defensive measure, a thor can use its weight to release a massive shockwave, knocking foes to the ground and spinning vehicles out of control. It uses this to distract opponents while it tries to escape overwhelming fire.

Thor Heavy Combat Mech

Level 23 Terran Non-heroic Character in Colossal-sized Vehicle (Core Citizen/ Soldier/ Demolitionist/ Pilot/ Military Commander/ Goader/ Tank Commander/ Survivalist), Epic Threat

Skill Purchases: 21

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 1,030

Healing Threshold: NA

Damage Threshold: 97

Defense: 19

Toughness: 86

Resolve: 22

Speed: 13

Shift Speed: 1

Morale Bonus: +6

Space: 10 by 10 squares

Reach: 5 squares

Initiative: +8

Damage Resistance: 59

Psionic Resistance: NA

-Thor's Cannon 1d20+22 accuracy, 100 damage, 1 strike maximum, 120 shots at distant range; *Special Traits:* Penetration 20, Burst 7, Heavy Shell, Twin-linked

-Thor's Cannon w/ Dual Wielding 1d20+17 accuracy, 100 damage, 1 strike maximum x2, 120 shots at distant range; *Special Traits:* Penetration 20, Burst 7, Heavy Shell, Twin-linked

-Punisher Cannon 1d20+13 accuracy, 210 damage, 1 strike maximum, 40 shots at strategic range; *Special Traits:* Penetration 40, Burst 4, Heavy Shell, Twin-linked

-Combat Missile Battery 1d20+14 accuracy, 60 damage, 1 strike maximum, 1 shot at strategic range; *Special Traits:* Penetration 20, Burst 6, Missile, Guided Explosive

-Combat Missile Battery w/ Dual-Wielding 1d20+9 accuracy, 60 damage, 1 strike maximum x2, 1 shot at strategic range; *Special Traits:* Penetration 20, Burst 6, Missile, Guided Explosive

-Bash 1d20+41 accuracy, 82 damage, 1 strike maximum; *Special Traits:* Penetration 9, Cleaving 2, Smashing

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

Skill Focuses: Ranged +3, Defensive Training +4, Pilot +2, Leadership +2

Talents: Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

Strength: 28

Instinct: 6

Agility: 3

Fortitude: 28

Intelligence: 4

Willpower: 4

Special Ability (Aerial Targeting): The Thor's Combat Missile Battery and Punisher Cannon are designed as anti-aircraft weapons, and as such are aimed upwards towards the sky. In order to be targeted by these weapons, the target must be a number of squares above the Thor equal to half the distance it is away plus 2 squares.

Special Ability (Repair Protocols): The Thor's pilot can spend a full-round action activating the repair protocols on the Thor's hull. The Thor counts as inactive and immobile for the next turn. At the start of the Thor's next turn, it recovers 76 hit points.

Special Ability (Shockwave): The Thor can spend a standard action stomping on the ground, shaking the earth and letting out a massive shockwave. This shockwave is a Burst 15 centered on the Thor, affecting only targets along the ground. The Thor makes a +20 attack versus the toughness of all targets within the area. All targets hit are knocked down, and moving vehicles hit must make a DC 25 pilot test or lose control.

Special Ability (Alternate Payload): The Thor only has access the Combat Missile Battery or the Punisher Cannon at any one time. The Thor can switch between which payload it is using as a full-round action. The Thor can fire the Combat Missile Battery without requiring a target lock, but does not gain the benefits of a target lock.

Special Ability (Compact Design): The Thor has the ability to fold itself into a smaller, more compact form. Entering and exiting this form takes 2 full round actions and it can take no actions when like this. However, while in compact form it can be carried as if it was a huge construct, rather than a gargantuan construct.

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

Special Ability (Reinforcement): The reinforcement value from the Thor's plated hull reduces all crippling wound points it suffers by 4.



Valkyrie Description

The valkyrie is typically piloted by a captain combat pilot.

Valkyrie Tactics

The valkyrie is a universal anti-air combatant, but it excels in battles against enemy squadrons and swarms. The valkyrie is capable of unleashing massive amounts of cluster rockets over an area with very good accuracy. Every round, the valkyrie co-pilot uses a target lock, while the primary pilot uses aim actions and fires two missiles with the +4 bonus. Because of the nature of the weapon, each 'missile' is actually a twin-linked automatic focused burst of missiles that can do untold devastation. Their added effectiveness against squadron and swarms means that Valkyries can almost instantly destroy those groups of enemies in a few volleys of fire.

In addition to their offense, Valkyries are a strong, defensive craft. They possess heavy armor that is immune to small arms and light ordinance, and still possess enough speed to maneuver quickly in space combat. They usually supplement this attributes with using tactics to increase defense.

Valkyrie

Level 20 Terran Non-heroic Character in Colossal-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Formidable Threat

Skill Purchases: 22	Talent Purchases: 4	Ability Score Purchases: 11
Hit Points: 1,062	Healing Threshold: NA	Damage Threshold: 82
Defense: 26	Toughness: 76	Resolve: 23
Acceleration Rating: 85	Max Speed: 800 (5 starship squares)	Morale Bonus: +6
Space: 20 by 20 squares	Reach: NA	Initiative: +8
Damage Resistance: 52	Psionic Resistance: NA	

-Cluster Missile Battery 1d20+17 accuracy, 53 damage, +3 strikes maximum, 600 shots at strategic range; *Special Traits:* Penetration 20, Burst 4, Missile, Twin-linked, Cluster Blast, Automatic

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 24 **Instinct:** 8* **Agility:** 7 **Fortitude:** 24

Intelligence: 5 **Willpower:** 5

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

Special Ability (Guided Halo Rockets): The valkyrie can still make use of their missile batteries' twin-linked trait when they aim. In addition, the valkyrie's weapons gain +5 accuracy instead of +2 when aiming, as long as they are performing a standard attack or focused burst.

Special Ability (Focused Firepower): When the Valkyrie is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the Valkyrie deals Hailfire (+2) whenever it is attacking swarms.

Special Ability (Reinforcement): The reinforcement value from the valkyrie's plated hull reduces all crippling wound points it suffers by 4.

Viking Description

This is a selection of some of the most common examples of viking. The base viking is controlled by a combat pilot captain, the mechanized viking is controlled by a synthetic pilot, and the viking squadron is consistent of three vikings.

Viking Tactics

The viking is a versatile fighter craft that fills multiple purposes in battle. However, its primary call to fame is as an assault fighter and bomber. Vikings can engage in close-range dog fighters by tearing at their enemies with focused bursts from their mounted gatling cannon but can do extreme damage with their torpedo batteries. Because they support so few torpedoes, vikings prefer to use their missiles with a target lock with +10 accuracy bonus. Against larger vessels with low defense scores, they use the option to fire two torpedoes at once. Viking pilots prefer their distinctive Tactics combat augmentations in battle, which are reprinted here for convenience.

Tactic	DC 15	DC 20	DC
Focus Fire (Fighter Form)	All torpedoes do +1 power rating of damage	All torpedoes do +2 power ratings of damage	All torpedoes do +3 power ratings of damage
Master the Skies (Fighter Form)	The Viking counts as flying at one speed interval higher than normal for determining bonus defense	The Viking counts as flying at two speed intervals higher than normal for determining bonus defense	The Viking counts as flying at three speed intervals higher than normal for determining bonus defense
Focus Fire (Walker Form)	All gatling cannon attacks gain +2 accuracy	All gatling cannon attacks gain +4 accuracy	All gatling cannon attacks gain +6 accuracy
Jump Stride (Walker Form)	The Viking gains +2 shift speed	The Viking gains +3 shift speed	The Viking gains +4 shift speed

Vikings switch into ground assault form, commonly known as walker form, when they need to provide close fire support. Common times are when fighting a slow-moving ground target, serving as a tank for land forces, or trying to fill a gap in a battle line. In walker form, a viking cannot easily use its missile battery, so it focuses on tearing foes apart with its gatling cannons. It uses Focus Fire to increase the accuracy with its gatling cannons and uses Defensive Stance to increase its defense

Viking

Level 16 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Extreme Threat

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 480

Healing Threshold: NA

Damage Threshold: 56

Defense: 28

Toughness: 50

Resolve: 23

Acceleration Rating: 140

Max Speed: 800 (5 starship squares)

Morale Bonus: +6

Space: 4 by 4 squares

Reach: 3 squares (walker form)

Initiative: +8

Damage Resistance: 29

Psionic Resistance: NA

-Torpedo Battery 1d20+16 accuracy, 120 damage, 1 strike maximum, 30 shots at strategic range; *Special Traits:* Penetration 80, Burst 2, Missile

-Gatling Cannon 1d20+23 accuracy, 36 damage, 1 strike maximum, 4,000 shots at distant range; *Special Traits:* Penetration 10, Twin-linked, Hailfire 1, Fully Automatic

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 17

Instinct: 8*

Agility: 7

Fortitude: 17

Intelligence: 5

Willpower: 5

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Abilities (Transformation Systems): At any time, the Vikings pilot can initiate the transfer into the Viking Assault Mode. This is done as a full-round action. The viking must be moving at a speed of 80 squares or less to initiate the transformation. It still gets to perform its move when transforming. At the end of the turn, it reverts to its assault form and becomes a walker. If it was still in air at the end of its turn, then it falls to the ground.

Special Abilities (Easy to Repair): Vikings are quite easy to repair. All checks to restore hit points to a Viking gain a +25 bonus, and checks to remove crippling wounds to a Viking only take half as long.

Special Ability (Reinforcement): The reinforcement value from the viking's plated hull reduces all crippling wound points it suffers by 2.

Viking Ground Assault Form

Defense: 26

Speed: 11

Shift Speed: 2

-Gatling Cannon 1d20+15 accuracy, 36 damage, 1 strike maximum, 4,000 shots at medium range; *Special Traits:* Penetration 10, Twin-linked, Hailfire 1, Fully Automatic

-Torpedo Battery 1d20+6 accuracy, 120 damage, 1 strike maximum, 10 shots at distant range; *Special Traits:* Penetration 40, Burst 2, Missile

-Bash 1d20+22 accuracy, 54 damage, +1 strike maximum; *Special Traits:* Penetration 5, Cleaving 1, Smashing

Special Ability (Transformation Systems): At any time, a Viking in Assault Mode can reenter Fighter Mode as a full-round action, raising 6 squares off the ground before completely entering fighter mode.

Special Ability (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Viking, Mechanized

Level 14 Medium-sized Construct in Gargantuan-sized Vehicle (Non-Heroic Robot), Extreme Threat

Skill Purchases: 25

Talent Purchases: 0

Ability Score Purchases: 7

Hit Points: 480

Healing Threshold: NA

Damage Threshold: 56

Defense: 15

Toughness: 50

Resolve: NA

Acceleration Rating: 80

Max Speed: 800 (5 starship squares)

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 4 squares (walker mode)

Initiative: +6

Damage Resistance: 30

Psionic Resistance: NA

-Torpedo Battery 1d20+9 accuracy, 90 damage, 1 strike maximum, 30 shots at strategic range; *Special Traits:* Penetration 80, Burst 2, Missile

-Gatling Cannon 1d20+17 accuracy, 27 damage, 1 strike maximum, 4,000 shots at distant range; *Special Traits:* Penetration 10, Twin-linked, Hailfire 1, Fully Automatic

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

Skill Focuses: Ranged +2, Durability +2, Pilot +2, Defensive Training +2

Talents: Awesome Abilities (strength, instinct), Bombardment, Defensive Fighting, Dog Fighter, Weapon Mastery (ranged)

Creature Abilities: Concentration, Focus Fire

Strength: 17

Instinct: 6*

Agility: 5

Fortitude: 17

Intelligence: 3

Willpower: NA

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Abilities (Transformation Systems): At any time, the Vikings pilot can initiate the transfer into the Viking Assault Mode. This is done as a full-round action. The viking must be moving at a speed of 80 squares or less to initiate the transformation. It still gets to perform its move when transforming. At the end of the turn, it reverts to its assault form and becomes a walker. If it was still in air at the end of its turn, then it falls to the ground.

Special Abilities (Easy to Repair): Vikings are quite easy to repair. All checks to restore hit points to a Viking gain a +25 bonus, and checks to remove crippling wounds to a Viking only take half as long.

Special Ability (Reinforcement): The reinforcement value from the viking's plated hull reduces all crippling wound points it suffers by 2.

Mechanized Viking Ground Assault Form

Speed: 10

Shift Speed: 2

-Gatling Cannon 1d20+17 accuracy, 27 damage, 1 strike maximum, 4,000 shots at medium range; *Special Traits:* Penetration 10, Hailfire 1, Twin-linked, Fully Automatic

-Torpedo Battery 1d20+9 accuracy, 90 damage, 1 strike maximum, 30 shots at distant range; *Special Traits:* Penetration 40, Burst 1, Missile

-Bash 1d20+21 accuracy, 58 damage, +1 strike maximum; *Special Traits:* Penetration 5, Cleaving 1, Smashing

Special Ability (Transformation Systems): At any time, a Viking in Assault Mode can enter Fighter Mode as a full-round action, raising 6 squares off the ground before completely entering fighter mode.

Special Ability (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Viking Squadron

Level 16 Terran Squadron of 3 Gargantuan-sized Vehicles, Extreme Threat x3

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 480 (x3)

Healing Threshold: NA

Damage Threshold: 56

Defense: 24

Toughness: 50

Resolve: 23

Acceleration Rating: 140

Max Speed: 800 (5 starship squares)

Morale Bonus: +6

Space: 4 by 4 squares

Reach: 3 squares (walker form)

Initiative: +8

Damage Resistance: 29

Psionic Resistance: NA

-Torpedo Battery 1d20+20 accuracy, 120 damage, 1 strike maximum, 10 shots at strategic range; *Special Traits:* Penetration 80, Burst 2, Hailfire 1, Missile

-Gatling Cannon 1d20+19 accuracy, 36 damage, 1 strike maximum, 2,500 shots at distant range; *Special Traits:* Penetration 10, Hailfire 2, Twin-linked, Fully Automatic

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 17

Instinct: 8*

Agility: 7

Fortitude: 17

Intelligence: 5

Willpower: 5

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Squadron): The viking squadron is made up of three viking that fight as one unit in starship combat. The viking squadrons gains +2 accuracy, -2 defense, and +1 hailfire (included in the statistics above). All damage the squadron suffers is divided by 2, and that damage is applied to each ship in the squadron.

Special Ability (Reinforcement): The reinforcement value from the viking's plated hull reduces all crippling wound points it suffers by 2.



~Valkyrie (above)

~Viking in Walker mode (below)

~Mechanized Viking with synthetic pilot (bottom)



Vulture Description

The vulture is typically piloted by an outrider.

Vulture Tactics

Most forces use vulture bikes as raiding, reconnaissance, and ambush vessels. There are few ground or hover vehicles faster than them, and vulture pilots capitalize on that. Vultures have the Reconnaissance Craft ability, which allows them to count as sneaking when more than 30 squares away from enemies, and have not received or made attacks that turn. This allows them to be ideal ambushers, able to get close to opponents and bombard them with grenades before their foes have a chance to prepare a proper defense. Furthermore, vultures often begin ambushes by laying spider mines in their enemy's path, waiting for them to trigger the mines before launching their assault.

Vultures are not very durable vehicles and rely on speed and surprise to take on their enemies. When engaged without the advantage, vultures typically flee combat to reengage on their own terms. Their acceleration rating is such that they can manage this easily. Vulture pilots try to supplement their low defenses by using Defensive Stance and try to aim with their grenade launchers in combat.

Vulture Bike

Level 9 Terran Non-heroic Character in Large-sized Vehicle (Fringe Colonist/ Skirmisher/ Outdoorsman/ Scout), High Threat

Skill Purchases: 10	Talent Purchases: 3	Ability Score Purchases: 4
Hit Points: 140	Healing Threshold: NA	Damage Threshold: 34
Defense: 20	Toughness: 28	Resolve: 16
Acceleration Rating: 75	Max Speed: 400	Morale Bonus: +3
Space: 2 by 2 squares	Reach: NA	Initiative: +5
Damage Resistance: 24	Psionic Resistance: NA	

-Grenade Launcher 1d20+4 accuracy, 45 damage, +1 strike maximum, 60 shots at medium range; *Special Traits:* Penetration 5, Burst 2, Ground Fire

Skills: Athletics 4, Acrobatics 4, Defensive Training 6, Durability 4, Endurance 4, Medicine 1, Melee 2, Mental Training 2, Perception 4, Pilot 4, Ranged 4, Tactics 1, Science 2, Stealth 4, Survival 4

Skill Focuses: Defensive Training +2, Athletics +2, Survival +2, Pilot +2

Talents: Defensive Fighting, Dodge, Hardened Survivalist, Stalker, Survival Instincts, Weapon Mastery (ranged)

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

Intelligence: 4 **Willpower:** 4

Special Ability (Spine Mine Layer): This vehicle has a lower port that deploys a spider mine, which immediately burrows and waits for enemies to come by, using enemy identification procedures as set by the vehicle's pilot. The spiker mine layer is used as a standard action. The spider mine layer can carry 3 spider mines.

Special Ability (Open Topped): This vehicle is open-topped, and the rider can be attacked in addition to the vehicle. The rider has 61 hit points, 29 defense, 10 damage resistance, and 23 damage threshold.

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

Special Ability (Reconnaissance Craft): The vulture is always considered to be sneaking unless they attacked, or were attacked, in the previous turn. This trait does not function if they are within 30 squares of an enemy.

Special Ability (Reinforcement): The reinforcement value from the vulture's plated hull reduces all crippling wound points it suffers by 1.



~Vulture Bike (above)

~Warhound (below)



Warhound Description

The warhound is typically piloted by a combat pilot captain.

Warhound Tactics

Warhounds are line breakers and are used as such. Their shields and heavy armor allow them to close in on enemy ranks safely. As they advance, they soften enemy fortifications and artillery with target locks and a rain of haywire missiles that ignore the damage resistance of robots and vehicles. Once they get close, their tear into the enemy with their railguns, powerful enough to instantly kill infantry, possessing the unstoppable trait to cleave through the bodies of those they kill. Their retaliation ability gives them free railgun attacks against those who miss them with attacks. To ensure this happens as much as possible, warhounds generally combine tactics to increase derfense with Bob and Weave actions.

Unlike many terran vehicles, warhounds are not afraid to dive into melee. Skilled warhound pilots are known to use their armored fists to batter and crush large zerg creatures that get into melee with them, replacing their Bob and Weave actions with Heavy Strikes.

Warhound

Level 20 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Formidable Threat

Skill Purchases: 22	Talent Purchases: 4	Ability Score Purchases: 11
Hit Points: 660	Healing Threshold: NA	Damage Threshold: 62
Defense: 30	Toughness: 66	Resolve: 23
Speed: 11	Shift Speed: 2	Morale Bonus: +6
Space: 4 by 4 squares	Reach: 4 squares	Initiative: +8
Damage Resistance: 42	Psionic Resistance: NA	

-Railgun 1d20+29 accuracy, 80 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits:* Penetration 50, Rending 10, Unstoppable

-Bash 1d20+27 accuracy, 66 damage, +1 strike maximum; *Special Traits:* Penetration 6, Cleaving 1, Smashing

-Haywire Missile Battery 1d20+17 accuracy, 75 damage, 1 strike maximum, 32 shots at strategic range; *Special Traits:* Burst 4, Energy Drain, Missile

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 20 **Instinct:** 8* **Agility:** 7 **Fortitude:** 20

Intelligence: 5 **Willpower:** 5

Special Ability (Retaliation): Any time a huge-sized or larger target misses an attack against the warhound, the warhound can immediately make an opportunity attack back at the attacker. This is with a bash if it is a melee attacker, or a rail gun shot against a ranged attacker. The warhound gains 4 additional opportunity attacks each turn for these counter attacks.

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the warhound's plated hull reduces all crippling wound points it suffers by 3.

Wraith Description

This is a selection of some of the most common examples of wraith. The base viking is controlled by a combat pilot, and three of such vehicles make up the wraith squadron. The Alpha Wraith is a tier 2 wraith piloted by a combat pilot captain.

Wraith Tactics

The wraith is an ideal space superiority fighter. They have one of the highest maximum speeds of any fighter craft, high maneuverability, high accuracy ordinance, and personal cloaking fields. Because this is their primary purpose, wraith pilots focus their efforts almost exclusively against other small fighters. Wraiths tend to fly very quickly, faster than their opponent, to take advantage of their Evasive Flight trait. They use Aim actions to compensate for their high-speed accuracy penalty. Once they engage a target, they alternate between target locks and destroyer missiles until one of them are dead. If they are engaging an enemy with their own missile batteries, they will forgo aim actions to perform Barrel Rolls every turn to try and Juke their ordinance.

Wraiths also possess triple-linked burst laser cannons, but these are rarely used in spaceship combat. Their burst cannons are usually saved to use as a bombardment weapon against ground targets and fortifications. When relying on burst cannons against ground targets, they typically move at a speed of 125 squares per round, so they have a -5 penalty to accuracy and a +10 bonus to defense and strafe the target repeatedly with their cannons. In such situations, they use Advanced Targeting to improved accuracy, and rely on the triple-linked trait to deal damage.

Wraiths activate their cloaking when they begin taking fire from enemy batteries, artillery, or anything that does a fair bit of damage to them and their barrel rolls are not avoiding the hits. Once cloaked, they have enough energy to maintain the effect for 8 rounds before their energy is drained.

Wraith Superiority Fighter

Level 12 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Pilot/ Skirmisher), Extreme Threat

Skill Purchases: 10

Talent Purchases: 1

Ability Score Purchases: 8

Hit Points: 470

Healing Threshold: NA

Damage Threshold: 55

Defense: 18

Toughness: 49

Resolve: 18

Acceleration Rating: 80

Max Speed: 1,000 (6 starship squares)

Morale Bonus: +4

Space: 4 by 4 squares

Reach: NA

Initiative: +5

Damage Resistance: 29

Psionic Resistance: NA

-Destroyer Missile Battery 1d20+12 accuracy, 80 damage, 1 strike maximum, 24 shots at strategic range; *Special Traits:* Penetration 40, Burst 3, Missile

-Burst Cannon 1d20+15 accuracy, 50 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 15, Triple-linked, Energy Damage

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 16

Instinct: 5

Agility: 6

Fortitude: 16

Intelligence: 4

Willpower: 4

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Cloaking Device): The wraith has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

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

Special Ability (Barrel Roll): The wraith can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Wraith performs a barrel roll, at the end of the movement it shifts a number of squares to either side

equal to 1/10 their current speed. In addition, any round a wraith performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Ability (Reinforcement): The reinforcement value from the wraith's plated hull reduces all crippling wound points it suffers by 2.

Wraith Alpha

Level 19 Terran Non-heroic Character in Gargantuan-sized Vehicle (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader), Extreme Threat

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 586

Healing Threshold: NA

Damage Threshold: 59

Defense: 28

Toughness: 53

Resolve: 23

Acceleration Rating: 80

Max Speed: 1,000

Morale Bonus: +6

Space: 4 by 4 squares

Reach: NA

Initiative: +8

Damage Resistance: 33

Psionic Resistance: NA

-Destroyer Missile Battery 1d20+22 accuracy, 120 damage, 1 strike maximum, 24 shots at strategic range; *Special Traits:* Penetration 40, Burst 4, Missile

-Burst Cannon 1d20+24 accuracy, 65 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 15, Triple-linked, Energy Damage

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 18

Instinct: 8*

Agility: 7

Fortitude: 18

Intelligence: 5

Willpower: 5

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Cloaking Device): The wraith has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle has 15 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

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

Special Ability (Barrel Roll): The wraith can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Wraith performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a wraith performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Ability (Reinforcement): The reinforcement value from the wraith's plated hull reduces all crippling wound points it suffers by 3.



~Wraith Battle Fleet (above)

~Alpha Wraith for an Ace Pilot (below)



Wraith Squadron

Level 12 Terran Squadron of 3 Gargantuan-sized Vehicles, Extreme Threat x3

Skill Purchases: 10 Talent Purchases: 1 Ability Score Purchases: 8

Hit Points: 470 (x3)	Healing Threshold: NA	Damage Threshold: 55
Defense: 14	Toughness: 49	Resolve: 18
Acceleration Rating: 80	Max Speed: 1,000 (6 starship squares)	Morale Bonus: +4
Space: 4 by 4 squares	Reach: NA	Initiative: +5
Damage Resistance: 29	Psionic Resistance: NA	

-Destroyer Missile Battery 1d20+16 accuracy, 80 damage, 1 strike maximum, 24 shots at strategic range; *Special Traits:* Penetration 40, Hailfire 1, Burst 3, Missile

-Burst Cannon 1d20+19 accuracy, 50 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 15, Hailfire 1, Triple-linked, Energy Damage

Skills: Athletics 5, Acrobatics 5, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 6, Perception 4, Pilot 7, Science 3, Tactics 3

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

Talents: Dodge, Weapon Mastery (ranged)

Strength: 16 **Instinct:** 5 **Agility:** 6 **Fortitude:** 16

Intelligence: 4 **Willpower:** 4

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The pilot can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Squadron): The wraith squadron is made up of three wraiths that fight as one unit in starship combat. The wraith squadrons gains +2 accuracy, -2 defense, and +1 hailfire (included in the statistics above). All damage the squadron suffers is divided by 2, and that damage is applied to each ship in the squadron.

Special Ability (Cloaking Device): The wraith has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

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

Special Ability (Barrel Roll): The wraith can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Wraith performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a wraith performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Ability (Reinforcement): The reinforcement value from the wraith's plated hull reduces all crippling wound points it suffers by 2.

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