

STARCRRAFT



Welcome to one of the most ancient, and certainly the most advanced, race present in the Koprulu Sector. The Protoss. This race is one of the oldest space faring species to travel the stars since the Xel'naga. As such, they often refer to themselves as the Firstborn. Despite being an advanced race, they are somewhat tribal in nature, and have split into multiple different factions over the years, with radically different living styles. A species without a mouth or digestive tract, they instead use photosynthesis, gaining their energy from sun or moonlight. What little moisture and nutrients they require are absorbed through the skin.

The Protoss are a naturally psionic race, and are the closest to what the Xel'naga consider Purity of Form. This psionic potential has partially manifested in their nerve cords, emerging from the back of their head like hair. It is with the nerve cords that the Protoss can join together in the Khala. The Protoss have utilised their great psionic potential and integrated it into even their technology. Most of their technology is powered by massive psionic matrixes that are set up around planets they colonise. Pylons and Nexus' tap into this energy to power nearby technology.

You will start off during the very beginning of Legacy of the Void, only a few days before the Golden Armada led by Artanis head off to retake Aiur from the Zerg. This will herald the beginning of the End War, the final war between the races of the Koprulu sector and Amon, the fallen Xel'naga bent on destroying all of creation and reforging it in his image. If a certain drawback is taken you can instead choose to start at the beginning of StarCraft 1.

You will start off with **1000 CP** to spend how you wish.
En Taro Jumper.

Origin: You can take any of these origins as a drop in, if you so choose, though you may find it slightly hard to be an unknown entity while bound in the Khala. Your gender and age can be chosen for free. The typical lifespan of the Protoss is a millennia.

Khalai

These are the Protoss that come to mind when one thinks of the protoss race. This faction was the faction that remained on Aiur until it was overrun by the Overmind led Zerg. Each member of the Khalai is united together in a massive psionic network known as the Khala that joins together their minds. They were originally lead by the Conclave, a stiff leadership that looked down on other races and factions, and were resistant to change. It was rare for female Khalai to ever obtain positions of power. The Conclave was dissolved in recent years as Aiur fell. They are now under the banner of the Daelaam, a unified protoss, under the leadership of Hierarch Artanis. The Khala will soon be corrupted by Amon, causing all those within it to fall under his sway.

Nerazim

This faction appeared back in the Aeon of Strife. These Protoss refused to come under the umbrella of the Khala, and choose to maintain their individuality. As such, the Templar labelled them Dark Templar. Eventually they were chased off of Aiur after causing ravaging psionic storms due to lack of training in their power. Fleeing to Shakuras with help from Adun, they took the name Nerazim and took to severing their nerve cords in defiance of the Khalai. Though scorned by Khalai initially, they still hold their loyalty to Aiur and the protoss race, and willingly allied with the Khalai when the Khalai were forced to flee Aiur after the Zerg attack. They are currently led by Matriarch Vorazun. Their knowledge and skill in manipulating time is the envy of the Tal'Darim.

Tal'darim

The bloodthirsty protoss servants of Amon. This faction of the Protoss were taken off of Aiur millennia ago during the Aeon of Strife with Amon after the Protoss revolted against the Xel'naga. Having done so, they were never exposed to the Khala, and were instead taught in the ways of the Void. They believe in the Chain of Ascension, where superiors can be challenged to trial by combat in every step of the chain for their position. Though if they attack outside of a specific rite, Rak'Shir, the aggressor is killed without mercy. Believing it a gift from Amon, the Tal'Darim consume large quantities of terrazine, or the 'Breath of Creation' as they call it, which they covet and spread to any planet they can. A warrior faction, they lack any engineers or academics, all of their technology is stolen from the Khalai and Nerazim. Their homeworld is 'wherever the Highlord treads', which happens to currently be Slayn. They are led by Ma'lash at the moment, though a powerful First Ascendant Alarak plans his downfall, and soon.

Purifier

The Purifiers are an ancient project of the Khalai. AI's made using memories of great protoss warriors as the basis. Due to being technological in nature, they were lacked a proper psionic network like the Khala, only having a digital replica. Because of this, the Concave treated them like slaves, not templar, which caused them to rebel. They were quelled and forever sealed away in a station above Endion, only to be awoken in the Protoss's hour of greatest need. Due to offloading excess runtimes to nearby units, they function better the more are nearby. As long as they are treated like equals, they would happily serve as Templar once more.

Location: Roll 1d8 for your location, or alternatively you may start on the home planet of your faction. For the Khalai, this is currently Shakuras.

Aiur

The original homeworld of the Protoss. A lush rainforest planet that used to teem with life, before the Aeon of Strife drove many species to the brink of extinction. A great psionic matrix emanates from this planet, which is used to power many protoss structures. This planet has a single moon that is unique in the whole universe, in so far as being a near mathematically perfect sphere. Currently this planet is overrun with Zerg under Amon's control after Aiur fell to the Overmind.



Shakuras

The homeworld of the Nerazim, who fled Aiur all those years ago via a warp gate. No longer just host to the one faction, it currently hosts the remaining Khalai as well since Aiur's fall to the zerg. This is a planet of eternal twilight, with a rocky desert-like surface far removed from that of Aiur. You may want to leave this rock soon though. Once in control of the Templar, Amon will swiftly reopen the warp gate from Aiur to Shakuras, and ravage this world with Zerg and Hybrid.

Slayn

The current homeworld of the Tal'Darim, though they care little for it. What was once a lush rainforest world reminiscent of Aiur is now littered with thousands of Terrazine geysers created by the Tal'Darim that choke the atmosphere in fog at night and have scoured much of the surface of life.



Cybros

A Protoss station in orbit above Endion which houses the ancient Purifiers. Not simply a plain station, this vast structure can travel the cosmos like any other Protoss spaceship and contains a giant purifier beam that can burn away all life on the surface of a planet in seconds. The station, and Purifiers inside, are currently inactive, though they can be relatively easily reactivated from the inside by destroying the various Null Circuits that limit the power.

Zerus

The chaotic homeworld of the Zerg, and home to the Primal Zerg. A world where everything is out to kill you, take your essence, and become stronger off of it. This is the world where the race with Purity of Essence was born. Near where you are is a small protoss vessel that can take you off world, though you may wish to hurry lest the indigenous population destroy it by accident.



Ulnar

Ulnar is a massive Xel'naga structure situated within the Alterian Rift, an area of space filled with unrelenting forces that shred everything down to their base particles. A single safe passage leads into and out of this area. This is where the Xel'naga first entered into this universe, and it was from here that they seeded the universe with life. This structure defies even the Protoss's knowledge of physics, existing where it shouldn't be possible. This structure houses the now dead corpses of the Xel'naga, and it is here that Kerrigan and Amon's hybrid do battle. She may be grateful to gain an ally. It can act as a massive portal back to the Void, birthplace of the Xel'naga. This will prove vital when it comes time to defeat Amon once and for all.



Colony

You will start off on one of the many minor colonies that the protoss have throughout the Koprulu Sector. Populated by only a few thousand Protoss, you will be out of the way of any immediate combat from the armies of Amon, though not for long. The eyes of Amon reach far, and none will be spared his wrath.

Adrift

You start off in a rundown ship, only good for one journey, in the middle of space, complete with a navigational chart. Where you go is up to you.



Perks: 100CP perks are free for their origin.

Psionics of the Khala [Free/200]

This style of psionics was developed by the Protoss near the end of their Aeon of Strife. With it, they were able to resolve possibly their greatest civil war in history. At its core, it is an empathetic bond that joins the thoughts and emotions of all Protoss who still have their nerve cords. With it, they may share their every thought and emotion. The psionics of the Khala is one of great control and discipline, sacrificing individuality in exchange. This same control affords the stronger of them the ability to safely cast psionic storms. Both the Khalai and Purifiers specialise in this type of psionics. The unity of the Khala protects the Protoss from Zerg infestation. Taking this will allow you to keep using its techniques even in the absence of the Khala. Purchasing this by itself is free, though if Void was purchased first, then it will cost an extra 200 CP.

Psionics of the Void [Free/200]

Those protoss who are cut off from the Khala will quickly find themselves being welcomed by the powers of the Void. These Void energies are the only type of energies that could harm the Overmind and his Cerebrates, and protect their users from infestation by the Zerg. By embracing their individuality, the Nerazim cut themselves off from the Khala, while the Tal'Darim left Aiur before it was created. Functionally the energies of the Void can act in much the same way as energies of the Khala, though with a few differing abilities. It is with the energies of the Void that the Dark Templar learned to turn invisible at will, and can bend space to teleport short distances. Wielding both the Khala and Void at the same time can grant great personal power, at the cost of burning oneself up very quickly. Purchasing this by itself is free, though if the Khala was purchased first, then it will cost an extra 200 CP.

Colour Aesthetic [Free]

The Protoss come in all manner of shape and colours. Even their psionics will vary in colour and effect depending on their faction. You can choose the aesthetic of your gear and psionics. Maybe you wish to mix the golden light of the purifiers with the black and red of Tal'Darim technology, the subtle green of the Nerazim with the shining technology from the Golden Age.

Combat Master [100]

In these trying times, basic combat skills are almost mandatory if you wish to come out of this war in one piece. Even civilian Khalai caste will have to fight, or be exterminated to their last. The protoss have a wealth of knowledge to draw on. Millennia of separate cultures have influenced each faction into making combat styles that suit them best. You have received a full complement of training in the fighting style of a faction of your choice, complete with basic psionic training.

Problem Solver [200]

A fact that is known by few, bar the Preservers who can see so far into the past of their race, is that the Protoss first began to unlock the secrets of the Xel'Naga because two members of their race figured out a simple puzzle. One that Zamara would later pose to humans, stumping them for months. Like these intelligent ancient Protoss, and bright human, you are quite good at solving puzzles. Spotting patterns and putting together clues comes naturally to you. This may be surprisingly useful for you, especially in understanding alien technology.

Untempered Storm [300]

A psionic storm is a storm of raw psychic energy that damages both matter and mind. The Protoss always had a bit of a history with psionic storms, though not in a good way. The storms caused by the Nerazim were a large part in why they were forced off of Aiur in the end, as they ravaged much of its surface. Unfortunately the psionic storms of the Dark Templar, while powerful, are near impossible for them to control. Only the High Templar are able to use the focus provided by the Khala to properly direct its fury. You have the necessary control and training in order to make use of these storms to great effect, even as a member of the Nerazim. One might even call them your speciality, if you were to have one.

Transfer of Conscious [400]

In a world of psionics, the mind is rather freer than it otherwise might be. Not just in its abilities, but also in its location. Once per jump, in the event that your body is irreparably damaged, you have the ability to safely transfer your conscious and 'soul' to that of a nearby person. While your original body may die, you will be able to share the body of another being. This has the benefit for them of potentially granting them a measure of your psionic potential. You can then later transfer out of this body into a suitable empty host when available. It is in this way that the preserver Zamara was able to live on beyond her death.



Khalai

Bound in the Khala [100]

The Khala is one of the most defining traits of the Khalai. It is a great shame that it shall soon be corrupted and destroyed by Amon. But before this happens, you have gained deep insight into how it is formed. This knowledge has granted you your own private Khala, your psionics acting as the matrix. This network can link to even non-protoss forms, and other beings without psionics or nerve cords, should they be willing.

Seeing The Past [100]

Sometimes one needs to take a step back and remove their feelings when reflecting on the past. Bias can blind you in times where clarity is most needed. For the Khalai this can apply more than most, since under the Khala they can still remember grievances generations prior as if it happened to them personally. You have the ability to remove any personal attachments you may have when looking back on things, letting you see things as they truly happened, and potentially understand all perspectives.

Distinguished [200]

Being recognised can be somewhat hard when interacting with different races. Species not used to the differing features of a different race not their own may often mistake one member for another. Even members of your own race can be hard to tell apart sometimes. This problem does not apply to you. For some reason, you can be easily recognisable. Maybe it's a weird mutation in your psionics that manifests subconsciously, but when you want people always seem to be able to pick you out from a crowd.

Ancient [200]

Your race is old. Really old. The Protoss were visiting other planets while the humans were still banging rocks together in caves. Your race has probably lost more knowledge than some space faring races currently know. This shows. You have an indisputable aura of an ancient being, one who has seen and done things other can only imagine. This will afford you a certain amount of respect from other races, who would be suitably impressed with your bearing.

Purity of Thought [400]

Your thoughts are pure. The slimy reaches of corruption cannot take hold of your mind, and no being can wrest control of your thoughts from you. Your psionic prowess and powerful will prevents any who would seek to influence that which is core to your being, your conscious. You are immune to any kind of mind controlling force, or corruptive influence.



Preserver [600]

The preservers are the living libraries of the Protoss, with access to the memories of the countless Protoss who have been a part of the Khala. You have joined their ranks as a preserver. One only fresh out of training, you have the knowledge containing the battle tactics and knowledge of countless Protoss commanders of the past, as well as general knowledge of Protoss history and culture. Along with this comes the knowledge of countless warrior protoss, and the usage of their psionics. This knowledge could greatly boost your own control over your psionic ability if you study it carefully, to make the best out of what you have. Future personalities can be added to this database by simply archiving their mind with telepathy.

Nerazim

Cloaking [100]

The Nerazim cloaking ability stems from when they first fled Aiur. Adun taught them to merge with the shadows in order to hide, bending light around themselves. As they explored the power of the Void, this power evolved into the cloaking it now is. They, and you, can effortlessly render yourself invisible to all spectrums of light, not even a shimmer to give away your position. Turning invisible now is as simple as if you were pulling a cloak over yourself. The psionic drain is so negligible that you could sustain it indefinitely.

I Have No Mouth Yet I Must Eat [100]

As mentioned earlier the Protoss subsist on photosynthesis. But the planet of Shakuras is also a planet of eternal twilight, with little light reaching its surface. Living in these harsh conditions for the Protoss, you have learnt a special trick. Instead of using light to feed, you can use your own psionic energy to provide the energy needed. Complemented with the little light that reaches the planet of Shakuras, you should be able to live comfortably. In areas of little to no light, this could prove invaluable.

Warrior Hearts [200]

The Void is not to be taken lightly. It would as soon devour you as follow your guidance, if you lose control. Training in its use requires a strong will, and staunch discipline. The Nerazim know this well, generation after generation shouldering this burden and taking the mantle of Dark Templar to protect the many. You too have gone through this rigorous testing, affording you all the will and discipline that you would need to join their ranks.

Veil of Time [200]

Using the Void can have interesting effects on time and space. You have gained great insights into using this power. Patterns emerge in the tapestry of the universe when you look hard enough, loops of time. Using these strange powers and patterns, you can catch glimpses of both the past and the future. Using some kind of medium or catalyst, you may view visions of both its past and its future. Zeratul used these powers to witness the end moments of the Overmind, and the future of Amon's plans.



En Taro Jumper [400]

In times of great peril and strife, great leaders are needed. Those few who can lead, and lead well. Those who have the charisma and diplomatic skill to bring allies to their side, and defeat their enemies. They need to be able to negotiate with others, and get them to work together with other groups they may not wish to. With this perk you will gain all of that. In years to come, Zealots may one day honour your name as they charge into battle.

Forbidden Archon [600]

Rather than a usual archon, you are an archon more akin to that of Ulrezaj. An amalgamation of multiple powerful templar were used in the creation of your form, rather than just two, using dangerous and forbidden knowledge stolen from special memory holding khaydarin crystals. This has led to you becoming an archon of incredible psionic power, and more importantly of great stability. Unlike normal Archons who shine brightly but burn out and die fast, your power rages yet does not vanish. No single Protoss would be your match in a battle of psionics, not even the likes of Tal'Darim empowered by terrazim or other normal archons.

Tal'Darim

Aura Of Power [100]

Psionics can have a tangible and visible effect on your surroundings when you have enough of it, even when you are not actively utilising it. Amon radiated oppressive waves of black energy. Alarak radiated crackling red waves of rage. You have your own aura that fits you. It exudes off of you in tangible waves. Oppressive darkness or calming light, it doesn't matter. What does matter is that it looks damn impressive.

Blind Eye [100]

The Tal'Darim have a dim look on failure, and an equally dim look on laziness. Should they think you a liability they would send Blood Hunters to kill you off without a second thought. After all, the frail must die so the strong can thrive. Such is the way of the Tal'Darim. Your superiors are somewhat more lenient though. They may be more inclined to turn a blind eye to small such activities. Minor mess ups, and small periods of laxness. Don't push your luck though, lest the Blood Hunters come calling.

What's Yours Is Mine [200]

If you observe the Tal'Darim armada, you would notice that much of their technology looks familiar. They look extremely like that of the Khalai and Nerazim. This is because they are. The Tal'Darim have no engineers, so they scavenge and steal from the other factions. You are something of a scavenger yourself. Long years of practice mean that you are able to quickly and easily strip down equipment from fallen enemies, and make it work for yourself with little work, so long as you have a frame of reference.



Touched By The Void [200]

Living in terrazine rich environments has done something strange and unique to you. The barriers between you and the Void are thinner than for most. By this constant subtle exposure, you have gained somewhat of a resistance to its corrosive effects. What this means is that the energies of the Void are not nearly as harmful to you as they are to other living creatures, letting you use their powers more easily. In future jumps this protection will extend to other similarly corrosive energies.

Rak'Shir [400]

The Chain of Ascension. A concept that the Tal'Darim believe in fanatically. Any Tal'Darim can order around any of a lower rank than them. They can challenge their superiors to Rak'Shir, ritual combat, in order to rise in the ranks. This chain leads all the way up to Highlord of the Tal'Darim. This basic concept now follows you into future jumps and future jobs. As long as you can prove that you are better or more competent than your superior, their position will naturally be yielded to you. What form this takes may depend on the job, though who doesn't like a bit of mortal combat in the workplace.

Hybrid [600]

Moebius Foundation got hold of your form, and they twisted it. Your flesh was combined at a molecular level with zerg biomass. To the Tal'Darim, this would be considered a great honour. You have ascended, become a being that much similar to Amon. A fusion of purity of essence and purity of form. But you are false Xel'naga, just a pale imitation made by lesser beings, and as such this is not a perfect fusion. You could have taken one of two forms: a Hybrid Destroyer, a form more heavily influenced by Protoss, with great psionic might, or a Hybrid Reaver, the form more heavily influenced by Zerg mass, with great physical strength and strong mind domination abilities to better control humans or zerg. With this you would be a match in raw power for all but the strongest of Protoss, the likes of Artanis or Zeratul.

Purifier

Data Khala [100]

While psionics are powerful, sometimes a technological solution is needed. This is the Templars solution to a technological Khala. A powerful digital Khala that links together all the different Purifier units. You have your own version of this. With this, all of your computers and AI can communicate with each other over cosmic distances with zero lag time. Instantaneous information sharing. As the centre of this digital Khala you can link into, and communicate with, it too.

Traditions Must Change [100]

Change can be hard. Keeping up with, and accepting, those changes even more so. You are not one of those sticks in the mud, who cannot change with the times. You will always be ready and able to change to fit in with new societies, new worlds, and new cultures. Integrating into vastly different cultures is only a matter of weeks. One that are more similar would take days, if that.

Auto-repair [200]

Your body is a machine, even if organic in nature. It has a base schematic that it can be repaired to and does so quickly over time. For a machine this may be due to nanites spread inside the body, while for Templar this may be their psionics lending their hand in regeneration subconsciously. Whatever the case, your body heals at visible rate as long as you have energy to spare.

My Life For Aiur [200]

The Purifiers numbers can only grow in one way. Adding more AI to the data web. You get the ability to near perfectly duplicate and convert someone's memories and personality into that of an AI, even someone that has already passed away, as long as there is sufficient data of them. The less data there is, the less accurate the copy. Using Xel'naga science, their very consciousness can be converted into data and, with some work, back again.

Casteless [400]

Why should your lineage and conception decide all your future prospects? Why shouldn't a peasant rise to be a knight, or a phase-smith rise to be a great templar? Why should you be denied positions simply because you were born female? Not even the mighty protoss are immune to the discrimination of these segregating castes. But you are bound by those no longer. You are judged by your worth and by your merits, rather than factors like your race or social standing.

Premier Phase-smith [600]

The Phase-smiths. Engineers who maintain the weapons, armour, and ships of the Protoss. For a race such as the Protoss, these Phase-smiths would be privy to the inner workings of technology unimaginable to the terrans. They would have to have understanding of physics and astral mechanics light years ahead of other races. You are one such Phase-smith. One all would aspire to be like. In your head is the knowledge of all things protoss technology, as well as the ability to replicate, expand, and innovate with it. Give you a wrench, some khaydarin crystal, and time, and watch marvels be made.



Units:

*Where applicable, you can exchange a squadron of units for a single 'elite' unit. Variants can be bought for the same price as the original, and purchased groups of followers can be a mix of different variants. It should be noted that all protoss units come with plasma shields. You get an additional **300CP** to spend in this section alone.*

Probe [Free/50]

Probes are the robotic worker force of the Protoss. They come equipped with a small particle beam to harvest resources, and can place micro-beacons that allow the protoss to warp in structures to that location. If threatened this particle beam can be boosted to deal minor kinetic damage, although this is still more than sufficient force to kill an unarmoured terran. The Probes lightweight frame can absorb light to power themselves. They are such a mainstay of the protoss that the first purchase is free. Subsequent purchases cost 50CP. They come in follower squad sizes of **six**.



Zealots [50]

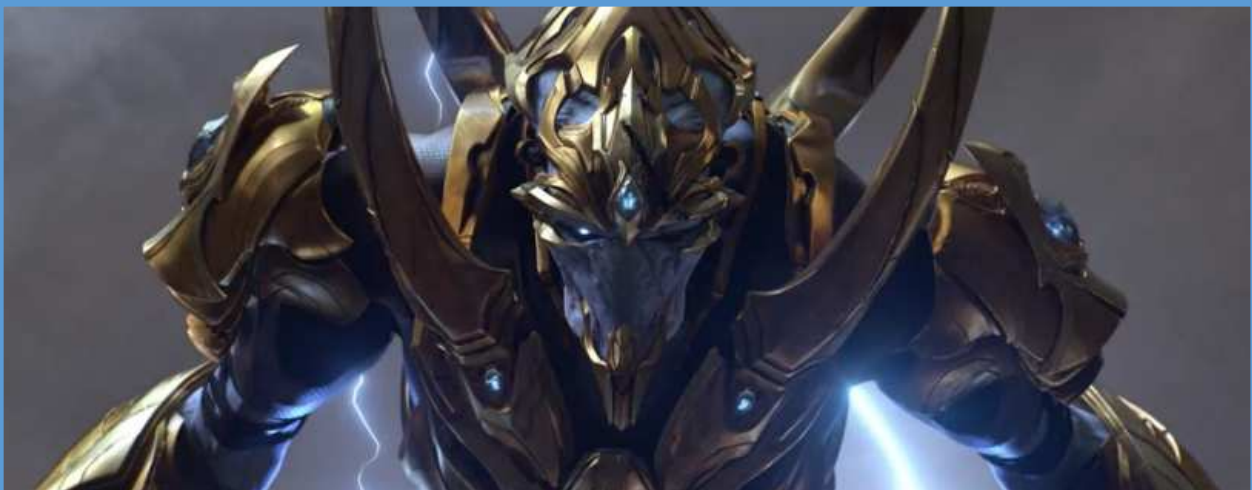
The lower ranked templar and backbone of the protoss military. Each zealot is trained for decades in hand-to-hand combat, tactics, pain tolerance and martial discipline. Each Zealot comes equipped with a power suit that provides a plasma shield, vital sign monitor, navigational tool, and psionic blade bracers. The Khalai and Tal'Darim Zealots gain powerful leg augmentation to increase their speed and endurance. They come in follower squad sizes of **six**.

- Centurion

The Nerazim equivalent to the Zealot. Fundamentally extremely similar to the Khalai equivalent, they trade their leg augmentation for the ability to briefly cloak themselves.

- Sentinel

The most basic type of Purifier unit. These are fully automated robots driven by a basic AI, not an ancient protoss personality. As robots, they are able to fight and repair themselves where other warriors would have fallen. Each Sentinel warrior is noted to fight with equal fervour and nobility as Zealots.



Stalker [50]

Creations of the Nerazim, and soon stolen by the Tal'Darim, in the wake of Aiur's fall, based on the designs of the old Dragoon. These are a metal frame piloted by the shadow essence, or soul, of volunteer Nerazim warriors. This process is not reversible. Armed with a pair of particle disruptors that fire blasts of entropic Void energy, which destabilize matter at a fundamental level. They also have the ability to teleport, or 'blink', short distances using a Void displacer. They come in follower squad sizes of **four**.

- Adept

An officer class of infantry, adepts are highly trained battlefield commanders. Armed with glaive cannons which fire psionic disks that explode on contact and psionic amplifiers that help in the use of psionics, adepts serve as the ranged specialists of the Khalai. They can project a psionic image of themselves that can move independently, and will teleport to this projection after a short period.

- Dragoon

An old design of the protoss, these are quad walkers containing the body of a gravely wounded veteran Protoss warrior kept alive by the Dragoon structure at the cost of most of their psionics. The Dragoon use phase disruptors that fire antimatter bolts sheathed in a psionic bubble.

Sentry [100]

These machines are used to support infantry in combat. Due to levitation technology, they are unaffected by terrain. Equipped with Disruptor Beams that literally liquefy what they hit, they are best used against light armour and flesh. This can switch to a beam that recharges ally shields. They can project a large guardian shield that acts to slow projectiles that enter the field, reducing damage to allies within. They can also project localised force fields to block enemy movement, and project a hologram of a different type of unit. These last two are quite energy intensive, so cannot be used multiple times in quick succession. They come in follower squad sizes of **four**.

- Energizer

The Purifier equivalents of the Sentry trade their guardian shield for a chrono booster that increases the speed of allied forces in its influence. It can also connect to the psionic matrix and act as mobile pylons.

- Havok

The Tal'Darim's version of the Sentry trades the Havok's disruptor beam and guardian shield for a targeting system to increase the effectiveness of allied attacks, letting them attack from further away with greater accuracy.



High Templar [100]

These are Khalai warriors who forgo the standard zealot battle rage for calm and control, and instead train their psionics to be powerful weapons. They use psionic bolts and psionic lightning to destroy their foes. Utilising the control of the Khala, the High Templar are able to induce localised psionic storms to damage matter and mind. They can also drain others of their energy in a violent chain reaction that harms the target. Two templar can sacrifice themselves to fuse into an Archon, a being made of pure rage and psionic might. These Archons burn out like a supernova, shining bright for a short period before running out of psionic energy and perishing. They come in follower squad sizes of **two**.

- Dark Templar

The Nerazim equivalent of the High Templar. These revered warriors are permanently cloaked under the power of the Void. These warriors prefer close combat, creeping up on enemies and dealing great damage with their powerful warp blades.

- Ascendant

The ascendants are the Tal'Darim version of high ranking Templar. Years of fighting up the Chain of Ascension and consuming Terrazine have left them psionically powerful. They will fight their enemies with strong psionic orbs and terrible mind blasts. They are also perfectly willing to take a pound of their allies flesh in order to restore their psionic energy. As an aside, Ascendants often dare one another to disable and commandeer active colossi and other similarly dangerous tasks. You may wish to temper this kind of behaviour.

Observer [50]

The observer is a small cloaked reconnaissance drone. Not very fast or heavily armoured, it is basically a camera on wings. Should its cloaking be lost, an observer is more likely than not going to be captured or destroyed. Its complex sensor arrays can easily detect creatures buried underground or cloaked from view. They come in follower squad sizes of **three**.

Warp Prism [50]

The Warp Prism is a surprisingly complex transport ship and mobile pylon utilised by the Khalai. By opening the containment field around its power source, the warp prism can provide a field of energy not unlike that of a pylon. Using its space-time defying crystal core that can process a near infinite amount of data almost instantaneously, living and inorganic subjects are transformed into energy, and their unique signature imprinted into the prism's crystal lattice in order to transport them elsewhere where the process is reversed. They come in follower squad sizes of **three**.

- Phase Prism

This is the Nerazim type of Warp Prism. Functionally the same as the ordinary warp prism, although this ship works off of Void energy.

- Titanic Warp Prism

The Tal'Darim scavengers strike once again. Taking the Khalai design, they made it bigger. This Titanic Warp Prism, which is a much larger version of the normal Warp Prism, runs on a large solarite core, can store many more energy signatures, and can produce a larger field of energy. Instead of the standard three followers, buying this would provide a single Titanic Warp Prism.

Disruptor [100]

The disruptors are machines of Purifier make, designed to destroy large crowds of enemies. The disruptors utilise their solarite core in order to send out directed spheres of unstable energy, named purification nova. The blast radius of these spheres can sometimes even reach up to 3km in size. The disruptors require a while to recharge between shots, and it is in this time that they are most vulnerable to attack. They come in follower squad sizes of **one**.

Immortal [100]

After Aiur fell, the Khalai lost access to the ancient forges that allowed the creation of Dragoons. So they came up with a different machine, the Immortal. Standing at twice the height of a Terran in CMC armour, this machine hits much harder than the Dragoon though, with twin Phase Disruptors which are an upgraded version of the Dragoons weapon system. The Immortals also employ Hardened Shields which can entirely mitigate multiple extremely powerful blows like from that of a siege tank or ultralisk before failing. Due to their limited field of view, they are unable to engage air units. These protoss are deployed when facing heavy fire from enemies. Due to the immense cost it takes to make these machines, they are something of a dying breed. They come in follower squad sizes of **two**.

- Annihilator

The Nerazim's version of the Immortal trades in the powerful Hardened Shields of the original for a powerful Shadow Cannon that can damage both ground and air targets.

- Vanguard

Like the other factions, the Vanguard are piloted by Tal'darim warriors that fell in battle. For them though this is a disgrace, they are placed in a Vanguard for one more chance to make up for their failure. As such, they revel in causing as much damage as possible. Equipped with a Scatter Cannon instead of shields, these machines have been made into an artillery unit, and were designed to do as much damage as possible before falling, dealing large amounts of AoE damage.



Colossus [200]

The colossus are fifty meter tall machines of destruction, with the equivalent heavy armour. Some of the few machines made by the Protoss that were purely designed for war. It's four long legs allow it to navigate clifty terrain with ease. It has twin Thermal Lances on either side of its body that fire superheated streams of plasma that incinerate groups of ground targets, guided by AI targeting systems so good it can fire at point blank range without harming itself. The colossi are best at causing havoc among infantry. They come in follower squad sizes of **one**.

- Wrathwalker

The Tal'Darim made something of a sport of capturing activated colossi and rewiring them to make them their own. They removed the twin Thermal Lances and replaced them with a single charged pulse blaster, causing massive damage to single targets instead, making them better at taking out the heavy armour.

- Reaver

The Reavers are quite different in design from that of the colossi, shaped more like massive caterpillars. Instead of Thermal Lances or other weaponry, they house a small micro-manufacturing unit inside their bodies, which produce scarab drones. These are small highly explosive drones that detonate on impact with their target. Despite looking less threatening, a single Reaver could nonetheless level a colony in minutes. The main weakness of the Reavers is there slow speed and limited mobility, often having to be ferried around by air.

Phoenix [100]

The phoenix is the highly manoeuvrable, super-fast, single passenger spaceships of the Protoss. So effective are they, that every faction has their own version, with little difference. They quickly grew to replace the older protoss models such as the scouts and corsairs in the role of air superiority. The twin ion blasters of a phoenix are highly suited for air-to-air combat, and can be used just as effectively on the move as stationary. The phoenix can use its inert drive propulsion system as a graviton beam and trap enemies in a bubble of anti-gravity to immobilise them. The Khalai variant can cast this beam on multiple targets at once without loss of power. This also has the benefit of bringing ground targets into the air in front of the ship, and at perfect shooting distance. The phoenix can sometimes be docked within carriers in place of Interceptors. They come in follower squad sizes of **three**.

- Mirage

The mirage are Purifier phoenixes that have been equipped with phasing technology that would be fatal should a biological pilot attempt to use it, instead of the multiple targeting system for the Graviton beam. This phasing technology allows the mirage to temporarily become incorporeal when engaging enemies, rendering them immune to enemy fire.

- Corsair

While no longer one of the best ships for air combat, the Corsair are still useful nonetheless. They come equipped with neutron emitters which fire bursts of energy to damage other air targets, though are less damaging than the phoenix weaponry, and can create a disruption web which messes with brain neurons and computer targeting systems of things below them.

Oracle [100]

The Oracle is the aerial support unit of the protoss, originating from a young order of the Nerazim who were dedicated to understanding and controlling time. The pilots of oracles can use time manipulation to see through the eyes of their enemy, and therefore locate them without the need for sensors. The oracles make use of the chaotic energies at their core for combat in the form of pulsar beams that all but disintegrate anything they hit with raw energy.

Due to exemplifying the Nerazim's strides in time manipulation, the Tal'Darim horde stolen Oracles jealously. They come in follower squad sizes of **three**.

Void Ray [150]

The void ray. 600 meters in length. A result of the merging of Khalai and Nerazim technologies. The key feature of the void ray is its prismatic core, which harnesses both the power of the Khala and the Void to provide power to the craft. Together these form a perpetual energy machine, whose energies are then focused through many phase crystals and Void lens into a stable beam of destructive energy. As this beam is fired, it grows exponentially more powerful until it reaches the limit that the void ray can handle, where it stabilises. The full power of a void ray has been enough to vaporise entire carriers. Without a disciplined Nerazim mind, the forces generated by the void ray will become too wild and cascade beyond control. They come in follower squad sizes of **two**.

- Destroyer

Void rays stolen by the Tal'Darim were modified with bloodshard crystals instead of a prismatic core. This produces a beam similar in power to the void ray, though instead of growing in power, the beam will arc between multiple targets. As the beam persists, it will start to arc to more targets, and each of these arcs will slowly reach similar levels of damage as the primary beam.

- Arbiter

While the Arbiter can do some damage to other units, their true value comes in their role of support. They produce a cloaking field that will cloak all nearby allied craft. They can cast a stasis field that stops the movement of any unfortunate enough to be caught in it, and they can teleport designated allied units to themselves for quick reinforcements.

Carrier [200]

Carriers are among the most powerful warships in the protoss arsenal, and serve as the main backbone of the Protoss Armada of every faction. Measuring 1.5km in length, they have forward mounted energy weapons primarily used for purification (otherwise known as planet cracking or glassing), which are less useful in close combat. Each carrier comes stocked with many dozens of interceptors; fast, manoeuvrable, computer-guided strike craft that use plasma cannons to great effect, and a manufacturing unit that can produce more interceptors quickly. Carriers can engage in both space and planet side combat, and use vespene gas as fuel. They come in follower squad sizes of **one**.

- Tempest

Immense Protoss capital ships nearly 1km in length, these were designed near the end of the Second Great War as the answer to long ranged combat. In fact, the Tempests weaponry, their kinetic matrix propulsion overloaded and formed into a sphere of volatile energies, can fire further than its sensors range. The disadvantage of the weapon is that the bolts are relatively slow moving. This ship is perfect for destroying defensive platforms and slower capital ships.

Khalai Mothership [600]

The ultimate support vessel of the Protoss, and flagships of their armadas. Measuring 3km in diameter, these ships can single handily turn entire battles with their powerful technology. Utilizing the massive Khaydarin crystal at its core, the mothership is able to bend space-time itself, slowing down or even stopping time briefly in a localised area, constantly casts a cloaking field onto all allies within a large area around itself, and powers its terrifying purifying beam in controlled bursts for defense and attack. The mothership itself is not able to cloak. They come in follower squad sizes of **one**.

- Tal'Darim Mothership

The Tal'Darim motherships trade out the purifying beams for Thermal Lances like that of the colossi, which it uses in much the same way as the purifying beams. They also have phase displacement beams, which can be used for short range purification from orbit, or glassing as it could be called. Instead of time stopping capabilities they can create a 'Black Hole', or Vortex, which prevents all targets within its radius from moving or attacking.

- Purifier Mothership

The Purifier mothership was specially designed for cleansing worlds of the Zerg. Equipped with a much more resilient shield to weather attacks, this ship sends a single constant focused beam of purifying energy down onto the surface below without relenting. As long as there are Nexus' nearby, the shields of the Purifier will be amplified by their connection to the energy of the psionic matrix.



Items: Any two 100 CP items can be taken for free, and any two 200CP item, one 400CP item, and one 600CP item can be discounted to half price.

Cloth Mask [Free]

A stylish cloth face mask that covers the bottom half of the Protoss face. These masks are primarily worn by the Nerazim. These are generally considered informal wear by the protoss.

Power Suit [Free]

A basic set of power armour from your faction of choice. These are usually reserved for zealots to wear and are the more protective infantry armours that the protoss field. The armour itself is made from overlapping segmented shells of protoss metal melted down from Minerals, providing flexibility and protection. Each power suit comes with a personal plasma shield for defense, a navigational unit, and a vital sign monitor. You can instead choose to gain the lighter power suit worn by High Templar, that while has the same functions is less heavily armoured. For 50CP, you can upgrade this into Executor Regalia, which are embedded with Khaydarin crystals that amplify psionic power. Extra purchases of this armour cost 50CP

Psi-Blade Focusers [Free]

A device that focuses psionic energy into a blade. These usually come mounted upon your wrists in the form of bracers, but can instead be integrated into a melee weapon to form such weapons as psionic scythes. Psionic Blades can cut through near anything, and can mainly only be defended against by another psi-blade. The Nerazim version, the Warp Blade which use the powers of the Void, react to the users strength of will, turning centuries of training into a powerful weapon. Tal'darim legends speak of psi-blade masters so strong they could tear a planet in half. Extra purchases of these focuses cost 50CP.



Nerve Clamps [Free]

The ends of removed nerve cords are very sensitive to psionic energy. Not only do they tend to leak psionic energy slightly, but they can also knock the protoss unconscious if exposed to a large blast of psionic energy. The Nerazim created and perfected these Nerve Clamps to deal with this exact problem. Simply place them on the offending nerve cords.

Pylo The Pylon [Free/50]

Protoss structures draw their power from great psionic networks. These structures can tap into the network from solar systems away. Forged using khaydarin crystals, the pylon is an essential part of the protoss infrastructure since it acts as part of the link to the psionic network. The Nexus forms the link, and then the pylon acts to distribute the energy to the surrounding structures. This pylon does not need a psionic network to tap into, and produce its own energy as if it were normal. This psionic power can either be Void or Khala psionics. You receive three of these pylons, and subsequent purchases cost 50CP.



Arcthium Gem [50]

A key part of much of protoss technology, and their energy manipulation. This amazing crystalline material is almost somewhat sentient, even guiding Terran researchers and engineers along the right tracks to help understand its intricacies. Just a few slivers of this crystal can vastly improve energy management and regeneration in reactors. If implanted in ships, it will subtly guide the energy systems as if it were a computer, providing energy and boosts to systems that are lagging behind. You receive nearly a ton of the crystal shards. Feeding energy to any shavings will actually induce crystal growth. This crystal can be used to make incredibly sturdy material or can act as a fantastic energy storage.

Nexus [100]

The nexus are an iconic structure of the Protoss, and for good reason. These buildings act as the link to the psionic network that powers all protoss buildings, as well as link protoss warriors to said network. A pylon then uses this connection to provide the energy to nearby structures. However the Nexus itself does not require a pylon to function. Within the Nexus is a manufacturing machine for making probes, as well as processing minerals and vespene gas. Each Nexus comes with a large khaydarin crystal at its centre.



Psionic Matrix [100]

Within your warehouse is a now a strangely large and ornate room filled with large blue crystals adorned with golden technology. Contained within this room is a fully formed miniature Psionic Matrix, which is used to power Protoss structures wherever they are. As long as a pylon structure is within the vicinity, this array could provide power to any Khaydarin based structure in the galaxy. This can also be used to give a little extra boost to the self-powered pylons.

Mineral Cluster [100]

A strange non-terrestrial crystalline material unique to the Koprulu Sector that is used by all the races of the Koprulu Sector to fashion armour or harden carapace. The Protoss typically melt these minerals down to create their metals and ship hulls. Wonderfully, these minerals actually slowly regrow with time, meaning that with patience one can have a stable supply of the valuable crystals. You get access to a large outcropping of these minerals, enough to keep a single Nexus busy. These can be attached to your warehouse, or placed somewhere out in the world.

Vespene Geyser [100]

The most plentiful high-performance fuel in the galaxy. Vespene gas is actually a type of hydrocarbon, and much like minerals is utilised heavily by all the races of the Koprulu sector. The protoss use Vespene gas to catalyse their psionic machines. Purchasing this will provide you with two vespene geysers, geysers that never seem to run out of vespene gas. These can be attached to your warehouse, or placed somewhere out in the world.

Khaydarin Ihan Crystal [100]

A memory storage device. This small handheld crystal can store memories within the crystal itself. At a later date, other being may then use this crystal to relive those memories as if they were there themselves. This crystal can even be used by non-psionic creatures, by simply grabbing the crystal. Memories added to the crystal can be wiped from it as well, with your permission.

Star Relic [100]

A Nerazim transport ship, iconically used by Zeratul in his wanderings. These are typically single piloted, though can transport many tens of protoss. While stationary, they are able to emit a short ranged cloaking field to help hide allies.

Stasis Cells [100]

Buying this will give you a dozen stasis cells. So long as they are provided with power, these protoss devices will freeze and preserve any organic specimen placed inside of it. They can also alternatively be used as holding cells, keeping subjects still but aware and able to respond.

Assimilator [200]

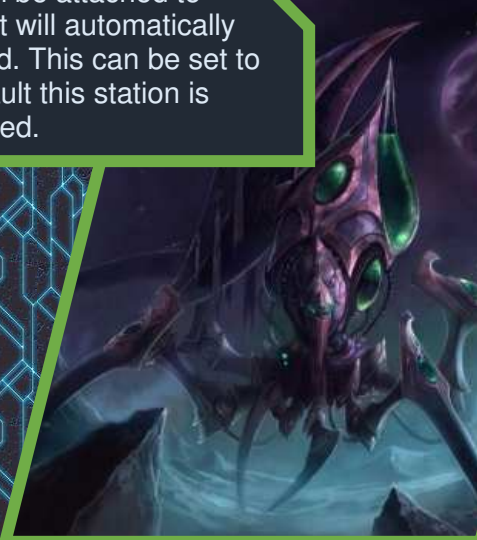
A protoss structure that automatically produces vespene gas and sends it to whatever storage you have without the need for probe workers. Simply feed it a supply of hydrocarbons and it will produce vespene in turn. Even if there are no hydrocarbons readily available, the compound can be forcefully extracted from a planet's crust, albeit with far more difficulty. Being of Protoss make, these structures can easily be warped to new locations as the need strikes. You receive two of these Assimilators.

Khaydarin Crystals [200]

Where to Terrans these are a useful and mysterious material, to the Protoss this is the very basis to much of their tech. Khaydarin crystals are psi-active monoliths that were left behind by the Xel'naga. These crystals can naturally float, and some landmarks of Aiur include sections of land held aloft by them. While the Xel'naga used them like computers, the Protoss tend to use these crystals to power their psionic constructs. These crystals can be used for any number of tasks, as long as you can figure out how. Purchasing this will give you three untampered monolith to do with what you wish a month.

Emergency Teleportation Station [200]

This medium sized platform comes with a set of small modules that can be attached to armour. When it detects that the user of the armour is critically injured it will automatically attempt to teleport them back to the platform, where they can be treated. This can be set to override other teleportation modules that an armour may have. By default this station is placed somewhere you would consider safe, though can easily be moved.



Psionic Spire [200]

These massive cone shaped structures are used by the protoss as long range communication devices. They can amplify and boost a psionic call, letting you communicate with others at interstellar distances. These are most often found on protoss colonies, and are used to call for help. This structure can be warped in where you wish, simply place the appropriate micro-beacon using a probe.

Warp Gate [200]

The Warp gate is a structure of Xel'naga design that was copied by the Protoss. These warp gates allow for the instantaneous transport of matter across interstellar distances. Simply travelling through the warp gate will take one to a matching warp gate at a different location. This was how the Nerazim first fled Aiur and arrived on Shakuras all those years ago. You receive a connected pair, to place where you wish.

Terrazine Chasm [200]

Terrazine. The Breath of Creation. This otherworldly gas is a potent psionic reagent, originating from the Void. While highly valued by all the races, the Tal'Darim collect it with deep religious fervour, believing it to allow them to communicate with their gods, the Xel'naga. When consumed, Terrazine can boost psionic power, although this comes at the cost of potentially addling the consumers mind. Overdosing on Terrazine is liable to drive one insane. By the same token though Terrazine will rejuvenate brain cells, and can be used to treat memory loss. You have received a small Terrazine chasm that spews out terrazine in cycles at night.

Slayn Elemental Den [200]

The Slayn Elementals, much like their name would imply, are creatures native to Slayn. These creatures are somewhat special though. They naturally harness the energies of solarite, a volatile material that would explode if handled poorly. Possibly as a by-product of this the Elementals produce raw solarite naturally as a product of their digestive system. Harvesting this product, while slightly unpleasant, could be very useful. You receive a den containing a mated pair of these creatures attached to your warehouse, complete with an automatic feeder that you should keep stocked, and small drones to harvest their droppings.

Cybernetics [200]

The Protoss have made many ventures in the field of cybernetics. Most of their forces will have been exposed to cybernetics at some point. The most common cybernetic enhancement is the leg enhancements of the Khalai that allow their zealots to move faster and with great endurance. Some Phase-smiths have extra robotic arms added to their form. More extensive cybernetics include the likes of Dagoon and Stalkers, where a mortally wounded protoss has their psionics melded into a full body machine to fight on. You have received some cybernetic enhancements of your choice.



Cannon Array [400]

The photon cannon is an automated, all-purpose defense cannon used by the Protoss. They fire antimatter shells just like that of a Dragoon and are able to target both ground and air targets. The photon cannon sensors can be used to locate cloaked or burrowed objects. The Protoss consider them relatively cheap and easy to manufacture. Like most of the Protoss structures, Photon Cannons require a connection to a pylon, and thereby the psionic network, in order to function. You get a set of five photon cannons to place where you wish. Accompanied by this is three shield batteries that can be used to regenerate any damage done to the photon cannon shields, or other plasma shields. Finally, you will receive two Khaydarin monoliths, powerful, long ranged, slow firing cannons of Nerazim design. With these, you would be well equipped for defending a small base or colony.

Starforge [400]

The starforges have been used by the Protoss for centuries. During the golden age of the Protoss, each arkship was given a starforge of their own, to produce buildings and weapons of war. The starforges are an all-purpose assembly unit for the Protoss, just as easily able to make colossus as a pylon. Simply supply the materials required, input instructions or blueprints, and watch it be made in a matter of minutes.

Valley of Shadows [400]

A shadowy valley specifically made from practicing your psionic and combat abilities. Simulated templar and Zerg forces will pop out of the woodwork to test your skills. This valley is ideal for initiating Dark Templar in the Shadow Walk, a tradition of the Nerazim where the templar has to cross the valley, sticking only to the shadows from which others will appear to combat them. This could come attached to your warehouse, or be placed somewhere in the outside world.

Warp-In Zone [400]

This is a large tract of empty flat land upon which you can store your structures. These structures can then later be warped in to designated locations upon the placing of a micro-beacon from a probe. This large area comes connected to your warehouse, or similarly some other hidden location.

Void Portal [600]

At the expense of large amounts of psionic energy, this gate can open up a small portal to the Void. This portal is large enough to fit a moderate craft, such as a Void Ray, into it. The Void itself has a breathable atmosphere, though its energies are naturally lethal to non-native lifeforms in large enough quantities. Leaving the portal open would allow the corrosive energies of the Void to seep into the material world, which would wreak havoc until the portal can be closed. This portal can be warped into place by a probe.



Colony Planet [600]

The protoss have been a space faring species for many millennia. In that time they established quite a few colonies, on countless planets across the sector. Who would take note of another one appearing? With their technology and skill with AI, they wouldn't even need much of a population to maintain the colony. You have somehow or other found yourself in possession of one such colony planet, its surface mostly untouched and brand new. The ecosystem of said planet is up to you, though it won't contain any special resources like large veins of Minerals or Terrazine unless otherwise purchased. This planet will follow you into future jumps.

Keystone [600]

You have acquired a second Keystone. This one is completely identical to the other Keystone, which was used to de-infest Sarah Kerrigan, revive Amon, and then rip Amon from the Khala. To this eons old Xel'naga device, essence, matter, information, and consciousness are all the same. They can be controlled and converted into each other easily once the mechanisms of this device are understood. This device also self-repairs. It is for this reason the Terrans thought it a few years old, instead of the billions of years old it truly was. Not simply that, studying this device will give you a peek at the science of the Xel'naga, a species as far ahead of the Protoss as the Protoss are ahead of the Terrans. When in use, its psionic signal would be hard to hide, attracting the gazes of all sensitive to their energies.

Cybrox Mk.2 [800]

Long ago, the purifiers were sealed above the planet of Endion within a vessel identical to this one. At a glance it would appear to be a normal Protoss space station, however this is actually the chief warship used by the Purifier faction. The main base of operations for the purifiers, it is massive in scale, far surpassing even motherships by nearly an order of magnitude. In fact, the only ships larger would be the three legendary arkships. Contained within its inner workings is a large number of research and robotic production facilities. This allows it to pump out countless robotic warriors as well as innovate and improve new weapons. In this aspect no other ship surpasses it. The warship comes equipped with a single massive purifier beam, capable of burning away all life on a planetary scale within seconds. Just the act of charging up of this beam is capable of causing wide scale weather disturbances on the planet below. Naturally, the strength of the beam can be scaled down as needs be. This Cybrox will come stocked with a good few hundred machine bodies, though they lack any complex AI to command them. Unless you were to install or create more complex AI, they will be little better than drones.



Arkship [1000]

Measuring nearly 80km by 20km by 10km, the arkships were designed to be the ultimate failsafe to weather the protoss through any disaster they might face. A relic of a time when the Protoss were at their peak. Only three were ever made, each capable of storing thousands of protoss in stasis until such time as they were needed. Weapons to wage war can be manufactured any time within the starforge on the lower decks, giving each arkship the potential to wage a prolonged war by itself. These ships are powered by the solar core, where a synthetic star is kept that generates enough energy to power the arkship for millennia. This core runs on Solarite, and can provide nutrients to the Protoss on board. Every system in the ships has several redundancies and back-ups, to ensure they will continue to function in spite of potential mechanical failures. The ships armaments include massive orbital strike cannons that can decimate large tracts of land, a solar lance battery that can strafe a target area, and a powerful purifying beam like those found in Motherships. Much like the motherships, it can use its warp drive to freeze time in a large area for a short period of time.

Somehow you have managed to obtain one for yourself, fully functional and just in need of a crew. Maybe one of the two that were destroyed when Aiur fell? For an extra 200CP, this comes stocked with a skeleton crew of a few hundred zealot guards, and crew members.



Companions

Import [50]

For 50 CP each you may import your companions into this Jump, giving them an Origin of their choice and 600CP to spend how they wish.

Canon Companion [100]

If you are able to willingly convince a canon character to come with you, you may take them as a companion, to join you in future jumps.

Bob the Ragelot [100]

A single rage filled zealot. Whether out of reckless bravery or sheer rage this zealot would willing charge towards powerful armies all by himself, in order to guard his home and defeat his enemies. A surprisingly resilient fellow, who could survive all kinds of abuse. Somewhat of a berserk fighter.

Zamara [200]

A female preserver who has stored her mind and essence within an extremely pure Khaydarin crystal. Curiously, the dark mind of Ulrezaj stored within the crystal with her has been extinguished, presumably finally succumbing as all Dark Archons inevitably do. While still able to communicate somewhat with the others, if she were to be granted an empty host form, she would be able to transfer her mind into it from the crystal and directly interact with the outside world once more. Bring her along with you, and you will have the wisdom of countless generations of Protoss to call upon, though not quite on the same level as a Grand Preserver, the crystal acting as a repository for much of her knowledge in the absence of the Khala.

Tal'Darim Ascendant [100]

This warrior is a true Tal'Darim warrior. A warrior through and through, she lives and breathes for combat and boasts impressive psionic might. Through the rites of Rak'Shir she has climbed the ranks until she has reached respectable standing. But she is also smart enough to know when not to push her limits. Her current standing is as far as she can currently go, though she thirsts for more. Secretly she is something of an admirer of the First Ascendant Alarak, for his ruthlessness and power.

Nerazim Hunter [100]

While many of the Khalai pitied the Nerazim for being alone while cut off from the unity brought by the Khala, this particular hunter lives up to that reputation far more than others of their kind. Having passed the Shadow Walk at a young age, they swiftly joined the ranks of the Dark Templar and subsequently they have spent many decades hunting zerg across the sector by themselves. As a consequence of this, they have become extremely skilled at both stealth, even for a Dark Templar, and close quarters combat. A brief stint using ranged weaponry nearly cost them their life on a hunt, so they now prefer to stick to using their psi-blade. As many Nerazim do, they still hope to one day return to Aiur and would eagerly join up with Hierarch Artanis to retake from the zerg it if given the choice.

Khalai Phase-Smith [100]

Rather than the warrior Templar caste, this protoss is part of one of the lesser seen though no less important engineering roles. A phase-smith, a protoss who works with Protoss technology to invent new wonders and optimise existing systems. Sadly this particular Phase-smith never had the best talent when it came to inventing new devices. However they seem to have traded this for an incredible affinity for working with what already exists. As such they are commonly assigned the tasks related to fixing or optimising technology, rather than research and development. They are happy enough with their role, though part of them does wish they could create a wonder.

Lost Purifier [100]

While many of the purifiers are made using the templates of long dead Protoss warriors, it is not the case that they put one mind in one body. Rather, some purifiers contain the memories and experiences of multiple different templar all mixed into one, forming a wholly new personality. This is one such Purifier. Having only recently awoken from animation by a fluke power failure, they have escaped where they were trapped and are now trying to figure out who they really are, and what their purpose in life should be. They have yet to even decide on a name for themselves, and it is at this point they have encountered you. Their body is only a basic one, similar in stature to a zealot, but this also leaves much room for adding on and improving their capabilities.



Drawbacks: *No drawback limit*

Start Anew [+0]

Instead of starting mere days before Artanis launches the invasion to reclaim Aiur, you instead start many years back, at the very beginning of Starcraft 1, in 2499. Bear in mind that the End War against Amon would come to an end in 2508, without interference. This would also set the homeworld of the Khalai as Aiur.

Been There Done That [+0]

You've been here before haven't you jumper? At some point in the past you visited this universe as a zerg and/or terran. Well that is that universe. What you did there happened here, in some form.

You Must Construct Additional Pylons! [+100]

Fighting Amon will be demanding. Artanis and his armies scrounge up all the forces and resources they can in order to remove Amon from the Khala and cast him back into the Void. Unfortunately he is now lacking those very same things. Manpower is a hard to come by resource now, and every fight will be testing. If he wants any solid chance of beating Amon, you are going to have to step in to help, and often. You may be on the front lines more than you would like.

Yer A Dragoon, Hae'rae [+100]

There has been a terrible accident Jumper. You're going to have to spend the jump in a Dragoon Chassis of your chosen faction. While this may not be too bad, given the strides Protoss have made in technology, you will still be trapped within a robotic shell, on life support, and with limited psionics as your own is diverted to keeping you functioning. At least you have an antimatter cannon. Post jump these problems will disappear, and you can keep the chassis for personal use.

Cut Off [+100]

Why is everything suddenly so quiet? You can't hear the voices of your brethren anymore. For some reason you have become deaf to psionic messages. To speak to others you will need to produce sound waves, and similarly they will need to audibly speak for you to hear. This will make living among the protoss slightly awkward, though not untenable.

Higher Being [+100]

You are a Firstborn. Your species was learning astrophysics while these Terrans were still in the mud. What ever could they help you with? You can't help but look down on other races as inherently inferior, and it is entirely non-malicious. You just expect them to make stupid decisions and squabble amongst themselves, and this affects you decisions involving them.

Leakage [+200]

Your nerve cords are leaking, and there is nothing you can do to fix it. Psionic energy slowly leaks out from their ends, and not even nerve clamps can stem the flow. This will severely limit the amount of psionic energy you can use at one time, and leaves you weak to psionic attack.

Nadra's Revenge [+200]

Not so long ago, a certain protoss ship was taken over by the Zerg under the direction of Kerrigan and a broodmother called Nadra. Before she cut communication, Nadra was given a mission. To kill the Protoss. And kill she intends to do so. You most of all. She believes that by killing you she will impress the Queen of Blades, and gain her favour. Be prepared to face the might of a Zerg swarm backed up by the salvaged technology of the Protoss. Unfortunately Kerrigan won't be available to dissuade her of the notion any time soon.

Homeless [+200]

The Protoss have lost their homes time and time again over the course of their history. Perhaps it is appropriate, then, that during your time here you keep losing yours. Throughout the course of the jump you will constantly be forced to move, unable to settle down. Anywhere you stay too long will quickly find itself subject to disasters and attack, forcing you to move.

Amon's Influence [+200]

Amon has a backdoor into your mind. He can read your surface thoughts, find out your plans, and plan around those plans. He will speak to you, try to influence you and taunt you. He will mock your mistake and mess with your mind with hallucinations and attacks when he can. He will make known his unending wrath.

Divided [+300]

The tribes of the Protoss just can't seem to put their differences aside. Attempts at diplomacy fail, protoss insult and clash with protoss. There is no coordinated effort to stop Amon, just many different groups doing their own things. Tribes will get in the way of each other without even realising it, and sometimes on purpose.

Judicator Logic [+300]

The protoss are not necessarily known for their good decision making. This is the same race that is known for making a race of AIs based on their great and proud warriors, and then treating them like slave. The same race who would sooner put one of their best leaders on trial than deal with an invasion of Zerg on their home planet. Unfortunately now your superiors tend to act like this too and are resistant to your, more sensible, suggestions.

Brutal Difficulty [+300]

Amon will be playing it smarter from now on. He doesn't have the same confidence in his abilities that he used to. He will not gloat to the heroes, nor underestimate them. He will not say his plans. You and Zeratul may well be the only ones to know those plans before things are too late. Not only that, he will have more forces available to him. Losing several billion zerg with the destruction of Shakuras would not be a big loss. The difficulty has just raised several notches.

Manifest [+600]

Amon has his body. Instead of the hybrid forces, Amon devoted a large amount of resources to making his body. Even before the Templar set off to retake Aiur, he has been working steadily and made great progress in forming his Host body out of the corpse of the Overmind and Tal'Darim volunteers. By the time they arrive at Aiur, it will be complete. It would take the combined might of every faction of the protoss to bring down this body, and time is no longer on your side.

Special thanks to Tiki for the help
Jump by Lone Valkyrie.

Ending

Move On: It's time to move on to bigger and better things. Your time here in this faction has come to an end. Maybe it's time to try out another faction, if you have not yet done so.

Stay Here: You have enjoyed your time here, or maybe feel obligated to stay. Either way, you have chosen to remain in this world. The Infinite Chain has come to its end.

Return Home: You have finished the 10 years here and have decided that you wish to return home, to your original universe.

