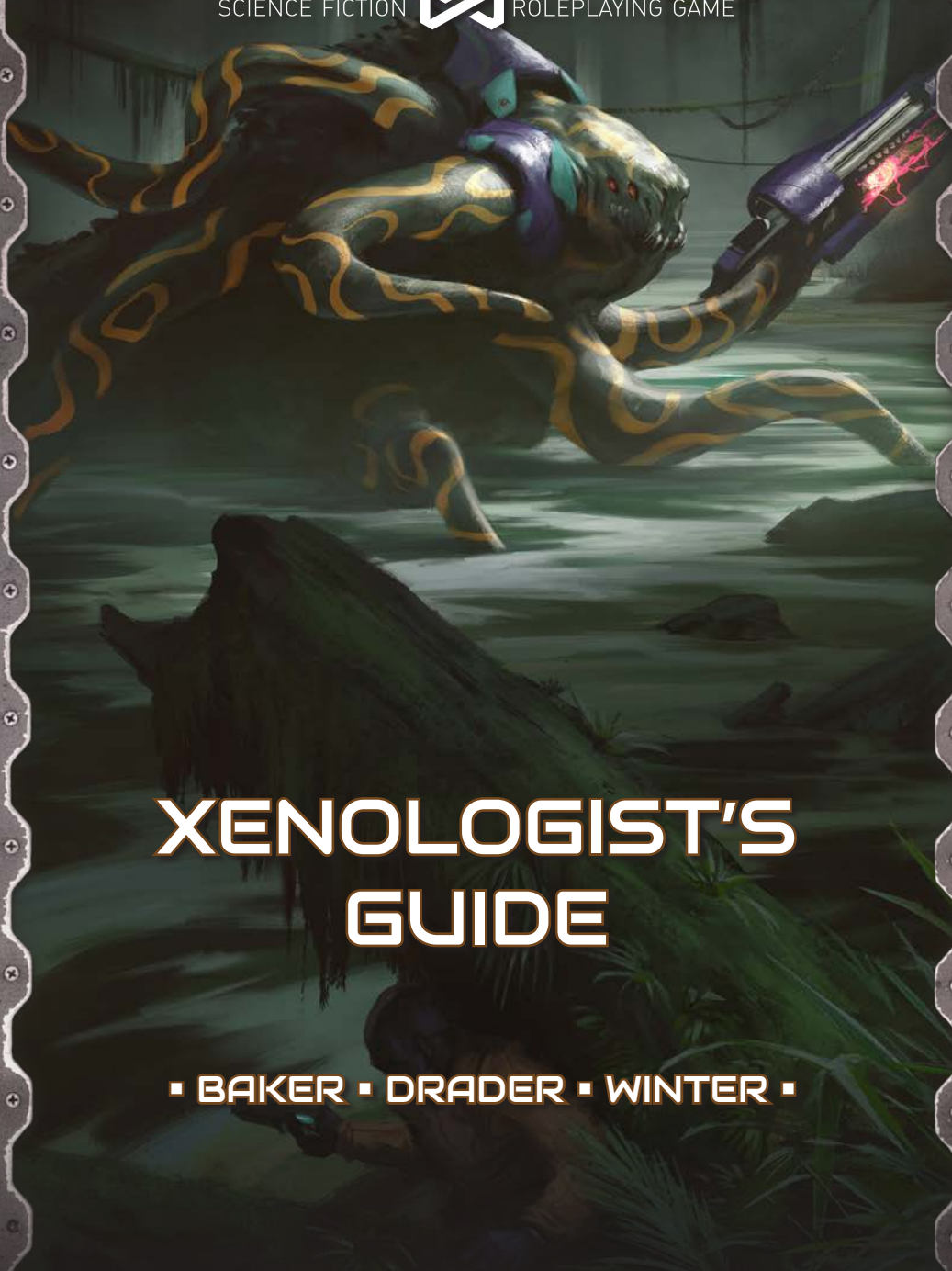# ALTERNITY

SCIENCE FICTION ⬡ ROLEPLAYING GAME

XENOLOGIST'S GUIDE

▪ BAKER ▪ DRADER ▪ WINTER ▪

It's a dangerous galaxy out there.

No space opera setting would be complete without strange planets teeming with hungry or hostile aliens. Vicious predators, territorial mineral beings, carnivorous plants, sharp-toothed swarms, space eels ... if you can imagine a dangerous alien creature, it's out there somewhere. The *Xenologist's Guide* is a compendium of more than 50 new adversaries for the ALTERNITY® Science Fiction Roleplaying Game. It includes:

- Adversaries from threat rating 1 to threat rating 12, including minions, champions, and bosses.
- Fascinating and deadly aliens such as the murderous kwlls, the ghostly druu shilkas, and the mayzods—a species of genetically engineered living weapons.
- A detailed creature design appendix to help you create your own alien adversaries.

ALTERNITY®

SCIENCE FICTION ⋈ ROLEPLAYING GAME

XENOLOGIST'S GUIDE

▪ Richard Baker ▪
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SASQUATCH
game studio

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INTRODUCTION

Complex life is extraordinarily rare in the universe. Earth's biosphere is a thin film of water and air between the planet's molten interior and the stark vacuum of outer space. Chances are good that microbial life exists elsewhere in our Solar System, but as far as we can tell, the evolution of multicellular life requires nearly ideal conditions to persist across billions of years. The odds of life arising may actually be rather good, but whether a planet's biosphere survives long enough for a biosphere such as Earth's to develop appears to be a much more challenging question. Our Earth appears to be a winner holding a one-in-a-million lottery ticket.

Fortunately, there are a lot of planets playing this particular lottery.

If you have billions of opportunities to score a one-in-a-million success, you'll eventually amass an impressive number of successes. That's the story the *ALTERNITY*® game chooses to tell about our galaxy, whether it's depicted in the wormhole-gate explorations of the *Protostar*™ campaign setting or a classic voyage of discovery in a homebrew setting of your own design. The right sort of technology can bring hundreds or thousands or—to paraphrase Carl Sagan—*billions* of life-bearing planets within the reach of a team of intrepid heroes. Each one could harbor its own marvelous biosphere filled with creatures no human has seen before.

The *Xenologist's Guide* offers a small sampling of dangerous, helpful, or interesting creatures native to other planets. Naturally, the collection is biased toward things that PCs need to interact with. Alien bunnies and minnows might be biological wonders, but if they don't pose a threat to an *ALTERNITY* hero or provide some unusually valuable resource, they're not going to make an appearance here. The aliens described in this book are not intended to serve as representations of a planetary ecology—they are each the most important, dangerous, or surprising species on the planet where the heroes encounter them.

Many of these creatures are monsters in the sense that they're creatures the heroes only interact with in combat. You can get a lot of use from this *Xenologist's Guide* as a gallery of foes to fight, and that's fine. Don't forget that this is a *science*-fiction game, though, and that in many cases the players may find it more rewarding to figure out how and why creatures are dangerous. Sometimes it's better to study a problem and devise a solution instead of just shooting it!

READING THE ENTRIES

Each alien in this book is presented with game statistics that describe what sort of creature it is, what sort of actions it can take, how hard it is to defeat, and various special traits and abilities it may possess. For game purposes, **creature** means anything that has a physical existence and is alive or artificially animated.

This entry is often referred to as "the stat block."

THREAT RATING, SIZE, TEMPLATE, TYPE

Threat rating, size, template, and type provide the basic game description for what an adversary is—how dangerous it is, how big it is, how it fits in a combat scene, and what sort of creature it is. Many game rules interact with these basic descriptors; for example, EMP weapons are most effective against mechanical beings and worthless against living creatures that have no cyberware or powered gear.

*See **Combat Difficulty**, page 204, ALTERNITY Core Rulebook.*

    Threat Rating (or **TR**) is the creature's "level" on a scale from 1 (a challenge suitable for beginning heroes) to 13 (a deadly, dangerous challenge even to maximum-level heroes). If you want to create an easy fight, choose adversaries whose threat rating is below the heroes' level; if you want a hard fight, choose adversaries whose TR is higher.

    Size is important because small creatures are more difficult targets (see Attacks, page 144, *Core Rulebook).* Common sizes from smallest to biggest are: Tiny (a rat), Small (a child or an average dog), Medium (most adult humans), Large (a horse or small car), and Huge (an elephant or truck).

    Template is the creature's basic role in combat: minion, standard, champion, or boss. When you build a combat scene, you can substitute 3 minions for 1 standard adversary, or 2 standard adversaries for 1 champion adversary, or 4 standard adversaries for 1 boss adversary.

    3 Minions = 1 Standard
    2 Standard = 1 Champion
    4 Standard = 1 Boss

Type describes a creature's basic nature: animal, humanoid, mechanism, enigma, or xenosoph. Enigmas are weird things such as plant monsters or energy beings, and xenosophs are intelligent aliens that aren't humanoids or enigmas. Some creatures also have subtypes, such as (alien) or (aquatic).

INITIATIVE AND SPEED

The creature's initiative-check score and its movement rate are noted on this line. Initiative is based on Agility and Focus, just like PCs, and may include a default step bonus: for example, 13/18/23 (+1 step).

Speed depends on the creature's physical form, and always refers to a 2-impulse move action. Unless otherwise stated, this is ground speed. Some creatures also have the ability to fly or swim. Flying creatures must move each time they take an action in order to stay in the air, unless they have the ability to hover. (Many natural fliers have actions that combine moving and attacking.) Gaining elevation in normal or heavier gravity is treated like moving in slow terrain—the flyer pays 2 meters of movement to move forward 1 meter and gain 1 meter of elevation.

AWARENESS AND SENSES

For most creatures, *Awareness* is simply a Focus ability check. If senses are "normal," that means they're average for a human. Anything else (for example, low-light or thermal vision) is a special trait.

ABILITIES

The creature's ability ratings, expressed as shorthand skill scores for Average success; for example, Str 16+, Agi 15+, Vit 13+, and so on. Creatures can get Excellent or Stellar successes on their ability checks by achieving a check result 5 or 10 higher than the score given. Most adversaries have only one or two specific skills. They default to ability checks against the key ability for any other skill checks they need to make.

If you need to know the actual ability rating instead of the check score, just subtract the shorthand score from 20 (so a Strength check of 16+ means a Strength rating of 4).

Intelligence: In addition to a skill score, the Intelligence ability notes whether a creature's basic intellect is instinctive, animal, programmed, or sentient.

- Instinctive: Low-order animal with limited behaviors, such as a worm, jellyfish, or scorpion.
- Animal: Higher-order animal with complex behaviors, such as most vertebrates.
- Programmed: Machine intelligence designed to act only within a narrow set of functions. Full AI is better described as sentient, not programmed.
- Sentient: Self-aware intelligence ranging from near-human to superhuman capability.

ACTIONS

This section describes the actions the creature typically takes in combat. The most common entry here is some form of attack. Attack actions list the speed (impulse cost), range (melee or range category), targets (usually 1), and attack score for the attack form, followed by the damage inflicted by an Average hit or an Excellent/Stellar hit and any special effects. An attack action that targets a **spread** affects 2 targets that are adjacent to each other, or 1 target otherwise.

Damage is given as either physical or energy; if the damage has no type, then it bypasses armor. Creatures that score Stellar hits deal a bonus wound box of damage.

Creatures also have access to all normal actions and action modifiers (see Actions page 141, *Core Rulebook).* However, low-intelligence creatures don't usually bother with clever tactics such as the evade or aim action modifiers.

Reminder: If an effect says "wound" without a damage number attached, mark off the lowest available wound box.

CHANGING THREAT RATING ON THE FLY

You may find that a particular alien would be perfect for the scene you're preparing for your players, but its Threat Rating just doesn't fit with the team's average level. No problem—you can change a monster's Threat Rating with a few simple adjustments. First, find the difference between the creature's given TR and your new target TR. For example, if an alien is TR 6 but you want it to be TR 2, the adjustment is –4. Then adjust the following stats:

- *Attack Score:* Subtract the adjustment from the creature's skill score with its attacks.
- *Attack Damage:* Add one-half the adjustment to the damage of the creature's attacks.
- *Durability:* Add the adjustment to the upper figure of the light wound range, and adjust higher wound severity values accordingly. For example, if a creature's durability track is normally (1–8) ☐ (9–11) ☐ (12–14) ☐ (15+) ☐ and you're applying an adjustment of –4, its wound track becomes (1–4) ☐ (5–7) ☐ (8–10) ☐ (11+) ☐.
- *Skill Scores:* Subtract the adjustment from any other skill-check target numbers that are relevant for the scene.
- *Minions:* For minions, just use the minion template for the desired TR.

REACTIONS

If a creature has any special reactions it can take during combat, they're described in this section. Just like the heroes, creatures using reactions delay their next action by some number of impulses (usually 1). Creatures without a Reaction section can still use generic reactions that are available to any creature (for example, making a *Dodge* check when exposed to a blast).

DEFENSE

This section describes how difficult it is to attack and damage the creature.

Size: If the creature's size makes it easier or harder to attack, it's noted here.

Armor: The creature's resistance value against physical and energy attacks. In many cases, this represents a tough hide or unusual physiology, not actual armor the creature wears.

Immune: Some creatures are immune to certain types of damage or effect. If the attack hits, the creature ignores the effect.

Life Support: The creature doesn't need to breathe and can ignore vacuum or inhaled toxins.

Wound Boxes: The creature's wound boxes and the effects it suffers when it's wounded. Some creatures, especially higher level champions and bosses, may have two or more severity levels for the same damage amount. When such a creature takes a wound, use the lowest available severity listed for the adversary.

Most creatures also suffer a wound effect for receiving a serious wound. Wound effects happen the first time (and only the first time) that a creature sustains a wound in that row.

OTHER

Special traits and characteristics not described elsewhere are noted here. If a creature actually has some amount of skill points in a specific skill, it's listed here along with its shorthand skill score for an Average success. Standard gear or valuables might also appear here.

ADVERSARIES BY THREAT RATING

TR	Creature	Role	Page
1	Aphar	Champion	12
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1	Defender G300	Champion	48
1	Feshorm	Boss	26
1	Vysnar	Minion	63
1	Tethys Shark	Standard	59
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2	Helot L5	Boss	49
2	Lorvin	Standard	39
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2	Nesh Sanctioner	Champion	45
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2	Zyllek Thrall	Champion	68
2	Yinth Dragon	Boss	65
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3	Chradnur	Standard	20
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4	Mayzod Strafer	Standard	41
4	Myarreen	Champion	44
4	Tuz-Vilagi	Standard	60
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5	Braanki Worker	Minion	17
5	Comostor, Wild	Standard	21
5	Druu Shilka	Boss	22
5	H'naal Technician	Minion	31
5	Kwll Instigator	Boss	37
5	Mayzod Sniper	Champion	43
5	Skiarth	Champion	56

ALIENS

AONDHA

It's difficult to say where one individual aondha stops and another begins. The aondha are a race of intelligent spacefaring oozes. They are pink or red in color, and possess a hive-mind intelligence. An individual aondha is microscopic, and doesn't function as a sentient being in its smallest form. It is only through collectively integrating that the aondha achieve sentience and, oddly enough, individuality. They are also xenophobic to an unreasonable degree, and are inherently prejudiced against lifeforms that are not collective.

Aondha are amorphous and generally take whatever shape is necessary to accomplish a given task. Most importantly, aondha can divide during combat, increasing their numbers. When combat is over, the aondha merge back together. If this is impossible (because one portion of it has been killed or its spawn are too far away to return), the separated aondha become new individuals and grow into fully formed aondha over the course of a month. Aondha can digest anything remotely organic (including carbon fiber and advanced polymers), but can't consume metal or stone.

Aondha don't bother to use weapons in personal combat. However, they are a technological species and create buildings, infrastructure, and starships as needed. Their technology is comparable to human, although it generally takes the form of techno-organic crystal.

AONDHA

TR 10 Large Boss Enigma (Alien)
Senses normal; *Awareness* 14+
Initiative 10/15/20; **Speed** 20 meters

Str 13+	Agi 16+	Vit 7+	Int 15+ (sentient)	Foc 14+	Per 18+

ACTIONS

Acid Blob 2 impulses; *Medium* 1 or 2 targets; *Attack* 7/12/17; *Damage* 2d4+2/6 energy, and the target suffers damage over time (acid, passive resist *Endurance* 2).

Grab 3 impulses; *Melee* 1 or 2 targets, up to 4 m away; *Attack* 7/12/17 (+1 step); *Damage* 2d8+2/6 physical, and the aondha grapples the target if it beats the target's *Hand to Hand* check. The aondha can grapple up to 3 Medium-sized or smaller targets at the same time.

Consume 3 impulses; *Melee* up to 3 grappled targets; *Effect* each target must make an *Endurance* check (−2 step penalty). On a success, the target suffers 1 wound (acid). On a failure, the target suffers 2 wounds (acid), and the aondha heals 1 wound box.

REACTIONS

Divide 2-impulse reaction. When hit by any attack other than a blast or area effect, the aondha can choose to ignore the normal damage inflicted by the attack and instead divide, creating a new aondha spawn adjacent to it. The original aondha then suffers 3 wounds. An aondha can only use Divide three times per combat scene.

DEFENSE

Large Enemies gain a +1 step bonus to attack the aondha.
Immune Acid, poison, sonic, and stun.
Regeneration, Rapid At the end of each action round, the aondha heals 1 wound box unless the wound was inflicted by radiation damage.

(16+ dmg)	☐	dead	*Loses cohesion in wet splat*
(16+ dmg)	☐☐☐	can no longer use Divide	*Leaking protoplasm*
(16+ dmg)	☐☐☐☐	releases one grappled target	*Pseudopod shot away*
(13 to 15 dmg)	☐☐☐☐	retreats 4 m as a reaction	*Recoils but keeps fighting*
(1 to 12 dmg)	☐☐☐☐		*Quivers like jelly*

OTHER

Skills *Dodge* 14+, *Engineering* 13+, *Mechanics* 13+, *Willpower* 14+

AONDHA SPAWN

TR 10 Medium Standard Enigma (Alien)

Senses normal; *Awareness* 14+
Initiative 10/15/20; **Speed** 20 meters

Str 15+	Agi 16+	Vit 11+	Int 15+ (sentient)	Foc 14+	Per 18+

ACTIONS

Acid Blob 2 impulses; *Medium* 1 target; *Attack* 7/12/17; *Damage* 2d4+0/4 energy, and the target suffers damage over time (acid, passive resist *Endurance* 2).
Grab 3 impulses; *Melee* 1 target; *Attack* 7/12/17 (+1 step); *Damage* 2d8+0/4 physical, and the target must make an *Athletics* check or be grappled.
Consume 3 impulses; *Melee* 1 grappled target; *Effect* the target must make an *Endurance* check. On a success, the target suffers 1 wound (acid). On a failure, the target suffers 2 wounds (acid), and the aondha spawn heals 1 wound box.

DEFENSE

Immune Acid, poison, sonic, and stun.

(16+ dmg)	☐	dead	*Loses cohesion in wet splat*
(16+ dmg)	☐	releases grappled target	*Pseudopod shot away*
(13 to 15 dmg)	☐	retreats 4 m as a reaction	*Recoils but keeps coming*
(1 to 12 dmg)	☐		*Quivers like jelly*

OTHER

Skills *Dodge* 14+, *Engineering* 13+, *Mechanics* 13+, *Willpower* 14+

No, the spawn can't divide. That way lies madness.

APHAR

Guard-beasts popular on many worlds due to their utility as protectors as well as their loyal natures, aphars are mammalians with dark fur, strong jaws filled with sharp teeth, and eight clawed legs. In combat, aphars attack with a powerful bite and rake with however many claws they can bring to bear.

Aphars in the wild are pack creatures. The most dominant personality, male or female, assumes the alpha position. They are difficult to domesticate as adults, but if adopted as newborns they imprint on whomever they spend the most time with.

APHAR

TR 1 Medium Champion Animal
Senses normal; *Awareness* 14+
Initiative 11/16/21 (+1 step); **Speed** 40 meters

Str 15+	Agi 15+	Vit 16+
Int 19+ (animal)	Foc 16+	Per 16+

ACTIONS

Multi-Attack 4 impulses. The aphar makes two attacks; either Claw and Bite against the same or different targets, or two Claw attacks against the same target.

Bite 3 impulses; *Melee* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1d6+4/8 physical, and the target must make an *Athletics* check or be knocked prone.

Claw 3 impulses; *Melee* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1d6+2/6 physical. If the attack hits, the aphar makes a second claw attack against that target.

DEFENSE

Armor 3 physical, 3 energy

(10+ dmg)	☐	dead	*Drops to the ground*
(10+ dmg)	☐	speed reduced to 30 m	*One or more legs crippled*
(7 to 9 dmg)	☐☐	–1 step penalty to all checks	*Screeches in blind fury*
(4 to 6 dmg)	☐☐	moves 6 m and uses Bite as a 1-impulse reaction	*Bares fangs and pounces*
(1 to 3 dmg)	☐☐		*Shakes head and glares*

ARAXI

Hulking rock-like creatures that consume metal by means of an oxidizing slime, araxi pose a serious threat to explorers. Araxi have three limbs arranged equally around their starfish-like bodies, with a writhing mass of feeding tendrils below and three stalked eyes on the upper surface of their bodies. When lying still, they look a little like heaps of pinkish-gray boulders.

Araxi are about as intelligent as dogs, and can understand (or speak) a few words of human speech if trained to do so. They can be trained to trade heavy labor for food (in their case, labor for refined metals). In the wild, araxi head straight for humanoids wearing or carrying refined metal such as weapons, tools, or some forms of armor, battering them into submission to slurp up the tasty treat.

ARAXI

TR 8 Huge Champion Enigma (Alien, Mineral)
Senses normal, metal sense (see below); *Awareness* 15+
Initiative 14/19/24; **Speed** 15 meters

Str 7+	Agi 19+	Vit 12+	Int 18+ (animal)	Foc 15+	Per 18+

ACTIONS
Slam 3 impulses; *Melee* spread; *Attack* 9/14/19 (+1 step); *Damage* 1d6+5/10 physical, and the target must make an *Athletics* check or be knocked prone.
Oxidizing Tendrils 3 impulses; *Melee* 1 prone target; *Attack* 9/14/19 (+2 steps); *Effect* The target gains damage over time (acid, 1 wound, active resist *Endurance* ends effect). The target must counter the attack with an *Endurance* check, or the largest metal item they carry or wear becomes damaged (–1 step penalty to checks requiring the item). A damaged item that is damaged again suffers a –2 step penalty to checks, and is destroyed if damaged a third time.

REACTIONS
Bash Back 1-impulse reaction. When the araxi is wounded by an adjacent attacker, it uses Slam against the triggering creature.

DEFENSE
Huge Enemies gain a +2 step bonus to attack the araxi.
Immune Acid, poison
Armor 8 physical, 4 energy

(16+ dmg)	☐	incapacitated	*Sinks to ground, twitching*
(16+ dmg)	☐	loses its reaction	*Rusting slime drains from body*
(14 to 15 dmg)	☐☐	becomes slowed	*Rocky chunks blasted away*
(11 to 13 dmg)	☐☐	distracted until its next action	*Retracts eyes and flails tendrils*
(1 to 10 dmg)	☐☐		*Ignores the attack*

OTHER
Metal Sense An araxi can sense the presence of metal ore and objects within Close range.

BE'ABAC

Be'abacs are large creatures with rubbery gray skin, a cluster of eyes in the center of their foreheads, tusks, and wide mouths with large teeth. Their hands and feet are clawed, allowing them to climb easily and defend themselves from other aggressive creatures. Despite their size, they are nimble and dexterous. They are semi-intelligent and use tools, although technologically advanced tools or weapons (anything above TE 3) are beyond their understanding.

Be'abac clans live among rocky cliffs and caves. They are typically nonaggressive away from their lairs, but they are territorial and may attack intruders venturing into their territory. In addition, be'abacs do not forget when an individual kills one of their kind, and they go to great lengths to even the score.

Be'abacs have a simple language of grunts, growls, and hooting calls that can carry for several kilometers across the crags and valleys of their native mountains.

BE'ABAC

TR 9 Large Standard Humanoid (Alien)
Senses normal, low-light vision; *Awareness* 13+
Initiative 11/16/21; **Speed** 20 meters

Str 14+	Agi 16+	Vit 14+	Int 17+ (sentient)	Foc 15+	Per 17+

ACTIONS

Multi-Attack 5 impulses. The be'abac attacks twice, using Bite and Spear against the same or different targets.

Bite 3 impulses; *Melee* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 1d8+3/7 physical.

Spear 4 impulses; *Melee* or *Medium* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 2d8+0/4 physical. On an *Excellent* or better success, the target must make an *Athletics* check or be knocked prone.

DEFENSE

Large Enemies gain a +1 step bonus to attack the be'abac.

Armor 5 physical, 4 energy

(16+ dmg)	☐	Incapacitated	*Screams and falls over*
(14 to 15 dmg)	☐	–2 step penalty to all checks	*Reeling, swings wildly*
(12 to 13 dmg)	☐	–1 step penalty to all checks	*Howls in pain*
(1 to 11 dmg)	☐		*Grunts in annoyance*

OTHER

Gang Up The be'abac gains a +2 step bonus to its melee attack if at least one other friendly creature is adjacent to the target instead of the normal +1 step bonus.

Mountain Native The be'abac ignores slow terrain resulting from snow, ice, and slopes. It climbs at twice the normal climbing rate.

Skills *Athletics* 10+, *Endurance* 12+, *Stealth* 12+, *Survival* 13+

BNAX SPORE

Balloon-like plants native to the mountainous jungles of their home-world, bnax spores resemble colorful flying jellyfish. Most of the time they drift with the wind, but they are drawn by the scent of blood or rotting flesh, seeking nutrient-rich carcasses in which to root their dangling tendrils. When the winds aren't helpful, the spores skewer animals that come within range of their barbed tendrils and wait for the victims to exhaust themselves and die.

Strangely enough, something about the spores' weird neural systems generates interference against psionic abilities. Live bnax spores are caught and sold offworld to individuals worried about psionic spying. (Clipping the barbs from a captive spore is simple.)

Rooted bnax spores eventually grow into bnax trees, which are unremarkable except for their very unusual method of spreading their seeds.

BNAX SPORE

TR 1 Small Minion Enigma (Plant)

Senses normal; *Awareness* 15+
Initiative 15/20/25; **Speed** fly 10 meters

| Str 19+ | Agi 18+ | Vit 17+ | Int 20+ (instinctive) | Foc 17+ | Per 20+ |

ACTIONS

Tendril 3 impulses; *Melee* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1/5 physical. If the attack inflicts a wound on a living creature, the spore is attached to the target (see below).

DEFENSE

Small Enemies suffer a −1 step penalty to attack the spore.
Armor 1 physical, 1 energy

| (1+ dmg) | ☐ | dead | *Pops open, sinks to ground* |

OTHER

Minion Attack The spore's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.

Attach A spore that inflicts a wound with its tendril attaches itself to its target. An attached spore takes no further actions after it attaches. When a spore attaches, the target must make an *Endurance* check or become weakened. If a spore attaches to a weakened target, the target must make an *Endurance* check or become dazed, and if a spore attaches to a target that is already dazed, the target must make an *Endurance* check or become slowed. Removing a spore by yanking out the tendril is a 3-impulse action; this inflicts 1 wound box of damage (armor does not apply). An attached spore can be removed without causing further injury with a successful *Medicine* (treatment) check.

Psionic Interference Creatures attempting to use psionic skills within 20 meters of a bnax spore suffer a −1 step penalty to their check for each spore within range, to a maximum penalty of −3 steps for three or more spores.

BRAANKI

The braanki are an intelligent cybernetic species descended from insect-like creatures. They have a tough chitinous covering, and their mantis-like heads feature antennae and mandibles. Braanki are bipeds with three arms that end in deft, well-articulated hands. Their cybernetic implants boost intelligence, as well as enhancing vision, hearing, and strength. Without the cybernetics, braanki would only be clever animals. At some point in the race's development, an unknown alien race picked the braanki to dominate their home planet, and fitted them with self-replicating cybernetic enhancements to make that happen.

Cybernetic implants are mechanically introduced to braanki while they are still in the egg. The first enhancements are basic interfaces that allow braanki technicians to access the brain and nervous system directly. After they hatch, braanki add additional systems as they grow and tie them into the "seed" devices. Most braanki have standardized cybernetic suites for each of their castes, but some individuals acquire unique systems for special purposes. This usually involves modifying human-built cybernetics to interface with braanki systems.

Braanki society is divided into five castes: controllers, workers, warriors, philosophers, and artists. Each caste is valued in braanki society, but there are far more workers and warriors than the others. Philosophers incorporate most aspects of learning: scientific research, religion, and teaching, while artists include entertainers as well as artisans. Controllers are the planners and managers of the braanki civilization, overseeing the installation of cybernetics and determining the function of that each new braanki while it is still in the egg.

BRAANKI WARRIOR

Warriors are the most xenophobic of the braanki castes. Their natural response is to destroy anything that might pose a threat to braanki interests. Their primary weapon is a powerful plasma-orb generator implanted in one arm.

TR 7 Medium Standard Xenosoph (Alien)
Senses normal, thermal vision; *Awareness* 13+
Initiative 7/12/17 (+1 step); **Speed** 20 meters

Str 15+	Agi 14+	Vit 14+	Int 16+ (sentient)	Foc 13+	Per 17+

ACTIONS

Plasma Orb 4 impulses; *Very Long* blast 2 (4) meters; *Attack* 10/15/20 (+1 step); *Primary Damage* 2d6+3 energy; *Secondary Damage* 2d6 energy.

Powered Slam 4 impulses; *Melee* 1 target; *Attack* 10/15/20 (+1 step); *Damage* 2d6+2/6 physical, and the target must make an *Athletics* check or be knocked off-balance.

REACTIONS

Rapid Repair 1-impulse reaction. When wounded by an attack, the braanki can attempt a *Resilience* check. On a success, it heals 1 wound box.

DEFENSE

Immune Bleeding, insane
Armor 3 physical, 3 energy

(16+ dmg)	☐	dead	*Falls over, twitching*
(13 to 15 dmg)	☐	−1 step penalty to all checks	*Cyber systems shorting out*
(10 to 12 dmg)	☐	slowed	*Impeded by damaged limbs*
(1 to 9 dmg)	☐	stunned 1 impulse	*Pauses, then resumes attack*

OTHER

Skills *Dodge* 12+, *Piloting* 12+, *Resilience* 12+

BRAANKI WORKER

When a braanki community or project is threatened, workers form an important defensive reserve. If the warriors can't handle a threat, the workers seek to overwhelm it through sheer numbers. Their laser implants serve as potent weapons as well as cutting and welding tools.

TR 5 Medium Minion Xenosoph (Alien)

Senses normal, thermal vision; *Awareness* 15+
Initiative 11/16/21; **Speed** 20 meters

| Str 15+ | Agi 16+ | Vit 14+ | Int 17+ (sentient) | Foc 15+ | Per 18+ |

ACTIONS

Laser Implant 3 impulses; *Long* 1 target; *Attack* 12/17/22 (+2 steps); *Damage* 3/7 energy.

Cybernetic Claws 3 impulses; *Melee* 1 target; *Attack* 12/17/22 (+1 step); *Damage* 2/6 physical, and the worker grapples the target if it beats the target's *Hand to Hand* check.

DEFENSE

Immune Bleeding, insane
Armor 3 physical, 3 energy

| (1+ dmg) | ☐ | dead | *Falls over, thrashing* |

OTHER

Minion Attack The worker's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.

Skills *Computer* 15+, *Driving* 14+, *Mechanics* 13+

BRIITH

Big, strong, and always ready for a fight, briith are intelligent human-oids from a high-g world who often seek employment as bodyguards or soldiers of fortune. The typical briith stands 2 meters tall and weighs over 120 kilos, and their gray, pebbly hide is tough enough to turn a knife blade or a bullet graze. Their admittedly brutish appear-ance leads many humans to regard them as slow-witted, but briith are as smart as humans—they simply tend to be direct in their deal-ings and incurious about things that don't immediately affect them.

Briith are renowned for taking their commitments seriously and expecting others to hold up their ends of deals. As a result, they're highly regarded as mercenaries and enforcers. More than a few crime lords keep a few briith close at hand to serve as muscle. More techni-cally minded briith make good engineers, and plenty of tramp freight-ers have a briith or two in the engine room. If those briith aren't afraid to grab a heavy wrench and beat a would-be pirate into submission, well, that shouldn't surprise anybody. Briith don't scare easily.

BRIITH BRUISER

TR 3 Medium Champion Humanoid (Alien)

Senses normal; *Awareness* 16+
Initiative 13/18/23 (–1 step); **Speed** 20 meters

Str 13+	Agi 17+	Vit 14+	Int 17+ (sentient)	Foc 16+	Per 17+

ACTIONS

Chainsaw Bayonet 4 impulses; *Melee* 1 target; *Attack* 14/19/24 (+2 steps); *Damage* 1d6+2/7 physical and target must make a *Resilience* check or begin taking damage over time (bleed). If the attack result is Excellent or Stellar, the briith can make a free melee attack with a –1 step penalty against any target within reach.

Sonic Bore 4 impulses; *Close* spread; *Attack* 14/19/24 (+1 step); *Damage* 1d8+2/7 energy, and target must counter with an *Endurance* check or be stunned 3 impulses.

Unarmed 3 impulses; *Melee* 1 target; *Attack* 14/19/24; *Damage* 1d6+0/4 physical.

DEFENSE

Armor 3 physical, 3 energy

(12+ dmg)	☐	incapacitated	*Falls with a mighty thud*
(12+ dmg)	☐	–3 step penalty to all checks	*Staggers, but keeps coming*
(9 to 11 dmg)	☐☐	–2 step penalty to all checks	*Roars in anger*
(6 to 8 dmg)	☐☐	–1 step penalty to all checks	*Wipes away blood and grins*
(1 to 5 dmg)	☐☐		*Snorts in derision*

OTHER

High-g Adaptation Briith suffer no penalty from high-g environments and reduce the penalty for extreme-g environments by 2 steps.

Skills *Coercion* 15+, *Mechanics* 15+, *Security* 15+

Gear Hardmesh uniform, sonic bore, chainsaw bayonet

BYGNARI

The bygnari is an aquatic creature that has evolved to be a dangerous predator in swamps, marshlands, and tidal flats as well as underwater. Its skin absorbs oxygen directly from air as well as water, allowing it to survive for up to three days outside of water. Its body is shaped much like a fish, although it has tentacles that it uses to move about on land. The tentacles are also equipped with powerful bioelectric cells that generate lethal shocks. In combat, it grabs its prey with its tentacles and then devours it with its viciously sharp, shark-like teeth.

Despite the fact that bygnari are not sentient, they have found their way to the oceans of many worlds for two reasons: First, bygnari often attach their eggs to the hulls of ships that land in water or marshland. Second, bygnari are highly prized as intimidating guard-beasts. Criminals and individuals who don't particularly care what happens to trespassers use bygnari to protect water-based installations and strongholds. They are extremely adaptable and can make their homes in cold, warm, fresh, and salt water.

BYGNARI

TR 4 Medium Champion Animal (Alien, Amphibious)
Senses normal; *Awareness* 14+
Initiative 11/16/21; **Speed** 10 meters/40 meters underwater

Str 15+	Agi 15+	Vit 16+	Int 19+ (animal)	Foc 16+	Per 18+

ACTIONS

Bite 3 impulses; *Melee* 1 target; *Attack* 13/18/23 (+1 step, or +3 steps vs. a grappled target); *Damage* 1d10+3/7 physical.

Tentacle Grab 3 impulses; *Melee* 1 or 2 targets; *Attack* 13/18/23 (+1 step); *Damage* 1d6+3/7 physical, plus Shock (see below). In addition, the bygnari grapples the target if it beats the target's *Hand to Hand* check.

REACTIONS

Fury 2-impulse reaction. When hit by an attack, the bygnari moves up to 2 meters on land or 4 meters in the water and uses a Tentacle Grab attack against any target within reach.

DEFENSE

Armor 2 physical, 4 energy
Immune Electricity

(13+ dmg)	☐	incapacitated	*Rolls sideways and falls still*
(13+ dmg)	☐	−3 step penalty to all checks	*Writhes uncontrollably*
(10 to 12 dmg)	☐☐	−2 step penalty to all checks	*Thrashes and snaps*
(7 to 9 dmg)	☐☐	−1 step penalty to all checks	*Dark ichor spurts from wound*
(1 to 6 dmg)	☐☐		*Ignores the hit*

OTHER

Shock A creature hit by the bygnari's tentacle grab must make an *Endurance* check or suffer an additional wound of 1d8 energy (electricity).

CHRADNUR

Heavy and muscular, chradnurs resemble long-necked rhinoceroses with gray, leathery skin and jagged horns atop their hard heads. They have a reputation for being territorial and foul-tempered. Decades ago, ranchers interested in raising chradnurs for the superior leather of their tough hides (and big-game hunters looking to stock game preserves) established chradnur herds on a number of worlds. Chradnur leather is supple, attractively textured, and as strong as many synthetic materials. It's valuable enough that poaching and overhunting is a serious problem even on well-managed worlds.

Chradnurs are normally found in small herds of three to five. Despite their aggressive behavior they are herbivores, and their long necks help them reach leaves and other vegetation in the trees. Unlike many other animals that relegate herd defense to a handful of dominant individuals but otherwise flee from danger, a chradnur herd reacts to threats with a fierce, unified charge. Every member of the herd does its best to trample, gore, and stomp to death anything that any individual regards as strange or threatening.

CHRADNUR

TR 3 Large Standard Animal (Alien)

Senses normal; *Awareness* 15+
Initiative 15/20/25 (−1 step); **Speed** 30 meters

Str 12+	Agi 18+	Vit 13+	Int 19+ (animal)	Foc 17+	Per 18+

ACTIONS

Improved Charge 4 impulses. The chradnur moves up to 30 meters and uses Gore.

Gore 4 impulses; *Melee* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 1d8+2/6 physical, and the target must make an *Athletics* check or be pushed 2 meters and knocked prone.

REACTIONS

Stomp 2-impulse reaction; *Trigger* an enemy falls prone adjacent to a chradnur; *Effect* the chradnur attacks the triggering enemy. *Melee* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 1d8+4/8 physical.

DEFENSE

Large Enemies gain a +1 step bonus to attack the chradnur.
Armor 5 physical, 3 energy

(12+ dmg)	☐	Dead	*Collapses in a heap*
(9 to 11 dmg)	☐	can no longer use Stomp	*Staggering, but still fighting*
(6 to 8 dmg)	☐☐	−1 step penalty to all checks	*Bellows in anger*
(1 to 5 dmg)	☐☐		*Snorts and stomps*

OTHER

Blood-Crazed The chradnur gains a +1 step bonus to attack if it's wounded.
Extra Durability The chradnur has more wound boxes than normal.

COMOSTOR

Comostors are rust-colored bipedal saurians with the intelligence of great apes and a nearly endless supply of courage. They are aggressive and intelligent enough to use simple tools such as clubs or thrown rocks; while they have clawed hands, they typically prefer to batter their foes with blunt, heavy objects.

In the wild, comostors gather in small troops of nomadic hunter-gatherers that are usually led by the eldest female; males are foul-tempered loners that generally drift away from their troops as they reach maturity. Comostor troops have been known to make use of some simple herding and trap-building behaviors to take down large prey, but in most cases they rely on sheer ferocity to swarm and overwhelm prey—or intruders in the troop's territory. Comostors can be trained to wear armor and use just about any big, heavy weapon, making them useful as assault-beasts and brutal bodyguards. They tend to stay loyal to the individuals they're conditioned to obey unless they are abused, at which point comostors are likely to turn on their former masters. Most trained comostors can learn to recognize a few hundred words and key command phrases or gestures, although their own linguistic ability is limited to no more than a word or two at a time.

Usually, "Food now?"

COMOSTOR, WILD

TR 5 Medium Standard Animal (Alien)
Senses normal; *Awareness* 15+
Initiative 11/16/21; **Speed** 20 meters

Str 14+	Agi 16+	Vit 13+	Int 18+ (animal)	Foc 15+	Per 19+

ACTIONS
Club 3 impulses; *Melee* 1 target; *Attack* 12/17/22 (+1 step); *Damage* 1d6+4/8 physical. On an Excellent or better success, the comostor can make another Club attack against the same target.
Claw 3 impulses; *Melee* 1 target; *Attack* 12/17/22 (+1 step); *Damage* 1d6+2/6 physical.
Thrown Stone 3 impulses; *Close* 1 target; *Attack* 12/17/22; *Damage* 1d8+2/6 physical.

DEFENSE
Armor 2 physical, 1 energy

(14+ dmg)	☐	incapacitated	*Screams in rage, falls*
(11 to 13 dmg)	☐	dazed for rest of scene	*Head sways, staggers*
(8 to 10 dmg)	☐	gains +1 on damage rolls for rest of scene	*Hisses in cold fury*
(1 to 7 dmg)	☐		*Ignores the attack*

OTHER
Fast Charge The comostor pays 0 impulses to use the Charge action modifier. It gains a +1 step bonus to its attack rolls during this action.
Skills *Stealth* 14+, *Survival* 13+

DRUU SHILKA

A strange, extradimensional monster that normally exists in fifth-dimensional space, the druu shilka is normally invisible and intangible in our space. It becomes visible and semi-tangible by projecting itself into our reality. The druu shilka can see into normal space while remaining five-dimensional, albeit with Poor visibility. When it spies an opportunity to catch a victim alone, it enters normal space and physically attacks. Simply being near the creature causes paranoia and hallucinations.

When visible, the druu shilka has a long, tube-shaped body with a tri-beaked head in front and numerous translucent tentacles trailing behind it. In order to survive in our dimension, it brings a bubble of fifth-dimensional space with it, and it must remain within this zone of distorted reality. Although it's possible to force a druu shilka back to its 5-D state by collapsing this bubble, few people understand the science involved.

The druu shilka are solitary creatures that reproduce at the end of their natural lives by dividing into three new individuals. They are intelligent, but attempts to communicate with them (even telepathically) have so far met with failure.

DRUU SHILKA

TR 5 Large Boss Enigma (Alien, Extradimensional)
Senses normal, transdimensional sight; *Awareness* 13+
Initiative 9/14/19 (–1 step); **Speed** fly 40 meters

Str 16+	Agi 16+	Vit 14+	Int 13+ (sentient)		Foc 13+	Per 15+

AURA

Distortion Zone A living creature that begins its action within 10 meters of a druu shilka in normal space must make a *Willpower* check. If the check fails, the acting creature determines its action randomly (see the Insane status, page 163, *Core Rulebook*).

ACTIONS

Dimension Shift 2 impulses. The druu shilka shifts from normal to 5-D space, or vice versa. The druu shilka must be in normal space to take any actions other than moving.

Double Attack 4 impulses. The druu shilka makes two tentacle or distortion bolt attacks.

Distortion Bolt 3 impulses; *Medium* 1 target; *Attack* 12/17/22 (+1 step); *Damage* 1d10+1/5 untyped, and target is considered to be in the distortion zone at the start of its next action.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 12/17/22 (+1 step); *Damage* 1d8+4/8 physical.

REACTIONS

Reflect 2-impulse reaction. When targeted by an energy ranged attack, the druu shilka can attempt a *Dodge* check as an opposed check to counter the attacker's check result. If the opposed check results in the failure of the original attack, the druu shilka redirects the attack against a different target of its choice within 10 meters. The original attacker attacks the new target at a –2 step penalty.

DIMENSIONAL SCIENCE

Detecting a 5-D druu shilka requires specially built scientific equipment and expertise in weird physics that aren't commonly studied. Modifying a sensor device to detect a 5-D druu shilka is a complex skill check against *Science* (–2 step penalty) requiring 3 successes. Building a projector that can force a dimension shift requires 6 successes (1 hour per check).

DEFENSE

5-D A druu shilka in 5-D is immune to detection or attack by creatures in normal space.

Large Enemies gain a +1 step bonus to attack the druu shilka.

Stun Resistant Stun effects on the druu shilka are treated as daze effects instead.

Armor 2 physical, 4 energy

(14+ dmg)	☐	destroyed	*Fades to nothingness*
(14+ dmg)	☐☐☐	dazed for rest of scene	*Flickers in and out of reality*
(11 to 13 dmg)	☐☐☐☐	cannot use Reflect reaction	*Too tangible to bend space*
(8 to 10 dmg)	☐☐☐☐	aura only 3 m for 5 impulses	*Distortion zone weakens*
(1 to 7 dmg)	☐☐☐☐		*No visible effect*

OTHER

Dimensional Proximity A druu shilka in 5-D disrupts normal space within Medium range in unpredictable ways. Common effects include headaches, flickering lights, sudden computer failures, a sense of being watched, or an inexplicable mist or fog.

Skills *Dodge* 12+, *Science* 11+, *Stealth* 12+

ECH-HURU

It may seem unfair to describe an entire species as monstrous, but in the case of the ech-huru, the description is apt. They are cruel, rapacious tyrants who see all other intelligent races as enemies to be destroyed or slaves to be subjugated. This greed and aggression is coupled to brilliant, inventive minds that have mastered advanced technology. The only thing stopping the ech-huru from conquering the known galaxy is the fact that they hate each other even more than they hate other species, and constantly thin their own num-bers in ruthless campaigns of murder and vendetta. Only under the threat of swift and certain destruction does an ech-huru submit to the will of another of its kind, and even then its obedience lasts only until it can undermine or assassinate its leader.

While their behavior and social norms are sufficiently vicious to qualify them as monsters, the ech-huru are physically monstrous too, at least to human eyes. They resemble two-ton cephalopods with four eyes and fanged mouths at the top of the body, and their six-meter tentacles are strong enough to rip a metal hatch from its hinges. Their hide is tough, black, and rubbery, with markings in light blue or sullen orange. Ech-huru do not bother with clothing, but they do wear weapon harnesses and protect their vital organs with armor plates. Ech-huru ships tend to be small, fast, and heavily armed; they don't like serving together in large crews, and rarely gather together in fleets.

The homeworld of the ech-huru is the planet Echu, a swampy world choked in toxic mists. The strongest individuals rule over slave-labor industrial fiefs in a feudal arrangement of shifting alle-giances and the brutal oppression of lesser native species.

The alien on the cover? That's an ech-huru.

ECH-HURU RAIDER

Ech-huru are most often encountered as solitary ravagers who attack ships or stations to seize valuable resources. Some use humanoid mercenaries or criminals as cannon fodder.

TR 9 Huge Champion Xenosoph (Alien, Amphibious)
Senses normal; *Awareness* 12+
Initiative 13/18/23 (+1 step); **Speed** 25 meters, swim 25 meters

Str 11+	**Agi** 19+	**Vit** 14+	**Int** 13+ (sentient)	**Foc** 14+	**Per** 16+

ACTIONS

Plasma Bore 4 impulses; *Very Long* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 2d6+4/8 energy. The weapon creates a 3-meter minor blast around the primary target that deals 2d6 energy damage (the primary target is not affected).

Tentacle Rush 4 impulses; the ech-huru moves up to 6 meters and makes two tentacle attacks against the same or different targets.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 2d6+2/6 physical, and the target must make an *Athletics* check or be knocked prone.

DEFENSE

Huge Enemies gain a +2 step bonus to attack an ech-huru.
Armor 8 physical, 5 energy (ablative)

(17+ dmg)	☐	dead	*Thrashes weakly, hisses, dies*
(17+ dmg)	☐	−2 step penalty to all checks	*Writhes wildly, enraged*
(15 to 16 dmg)	☐☐	stunned 1 impulse	*Rocked back on its tentacles*
(12 to 14 dmg)	☐☐	uses Tentacle Rush as reaction	*Lunges for nearest enemy*
(1 to 11 dmg)	☐☐		*Glares at attacker*

OTHER

Reach Ech-huru can make melee attacks against targets up to 5 meters away.
Hardy Biology Ech-huru gain a +3 step bonus on *Endurance* and *Resilience* checks. If incapacitated by exposure to vacuum, ech-huru fall dormant and can survive in that state for up to 30 days.
Skills *Coercion* 12+, *Endurance* 12+, *Engineering* 11+, *Science* 11+, *Willpower* 12+
Gear Carbon fiber armor, plasma bore (neither fit Medium humanoids).

ECH-HURU SPAWN

Ech-huru are parthenogenic. They have no emotional attachment to their offspring and treat them as useful soldiers—or slaves—until the juvenile becomes large and intelligent enough to pose a threat, at which point the parent drives out its offspring.

TR 8 Medium Minion Xenosoph (Alien, Amphibious)

Senses normal; *Awareness* 15+
Initiative 13/18/23; **Speed** 25 meters, swim 25 meters

Str 14+	Agi 16+	Vit 16+	Int 15+ (sentient)	Foc 17+	Per 17+

ACTIONS

Plasma Lance 3 impulses; *Medium* 1 target; *Attack* 9/14/19 (+1 step); *Damage* 5/9 energy.
Tentacle 3 impulses; *Melee* 1 target; *Attack* 9/14/19; *Damage* 4/8 physical.

DEFENSE

Armor 6 physical, 3 energy (ablative)
Skulk If the ech-huru spawn has cover, an attacker must make an *Awareness* check to target the spawn with a ranged attack.

(1+ dmg)	☐	dead	*Dies in a thrashing frenzy*

OTHER

Minion Attack The spawn's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.
Hardy Biology Ech-huru gain a +3 step bonus on *Endurance* and *Resilience* checks. If incapacitated by exposure to vacuum, ech-huru fall dormant and can survive in that state for up to 30 days.
Skills *Endurance* 14+, *Engineering* 13+, *Willpower* 15+
Gear Carbon fiber armor, plasma lance.

FESHORM

A large, hungry, and stupid ambush predator of the forests, the feshorm attempts to eat anything smaller than itself that happens by. It resembles a 6-meter long centipede with a stocky, bulbous body and a set of powerful mandibles. The tough carapace is a dappled green-gold color, blending in well with its surroundings. The creature has a long, barbed tongue that can grapple smaller prey and drag it to the waiting jaws.

FESHORM

TR 1 Large Boss Animal (Alien)

Senses low-light, thermal; *Awareness* 13+
Initiative 10/15/20; **Speed** 20 meters, climb 10 meters

Str 12+	Agi 18+	Vit 15+	Int 20+ (instinctive)	Foc 15+	Per 19+

ACTIONS

Slam 3 impulses; *Melee* 1 or 2 targets; *Attack* 16/21/25 (+1 step); *Damage* 1d8+2/6 physical, and target must make an *Athletics* check or be knocked prone.

Tongue Barb 1 impulse; *Close* 1 target; *Attack* 16/21/25 (+1 step); *Damage* 1d6+0/3 physical, and the target is grappled.

Drag 1 impulse; *Close* 1 target grappled by tongue barb. The feshorm pulls the target 6 m closer. The target can use a 1-impulse reaction to attempt an *Athletics* check to resist being dragged.

Crushing Bite 3 impulses; *Melee* 1 grappled or prone target; *Attack* 16/21/25 (+2 steps); *Damage* 1d8+5/9 physical.

REACTIONS

Thrashing Body 1-impulse reaction; the feshorm uses its Slam against an adjacent enemy that hits it with an attack.

DEFENSE

Large Enemies gain a +1 step bonus to attack the feshorm.
Armor 4 physical, 2 energy

(10+ dmg)	☐	incapacitated	*Collapses, spurting ichor*
(10+ dmg)	☐☐☐	slowed for rest of scene	*Twitching legs ripped off body*
(7 to 9 dmg)	☐☐☐☐	releases grappled target	*Buzzes loudly, retracts tongue*
(4 to 6 dmg)	☐☐☐☐	distracted until next action	*Twists and snaps at air*
(1 to 3 dmg)	☐☐☐☐		*Clacks mandibles*

OTHER

Ambush Attack The feshorm hunts by lurking in thick brush or trees and waiting for prey to wander within reach of its tongue. A foe that enters the ambush area makes an *Awareness* check to spot the feshorm; a group of foes make a group skill check instead. If the check fails, the feshorm gains a +3 step bonus on its tongue barb attack and gains tactical surprise.

Skills *Stealth* 14+

GRILSKIB

Sentient mineral beings composed of living crystal, grilskibs are actually the evolved form of nanobots that escaped into a subterranean crystal cavern. They take the form of hulking Medium-sized bipeds made of translucent amber, light brown, or orange-colored stone. Pulses of light flicker inside their vitreous forms. They are alive, but the architecture of their brains is roughly similar to advanced computer technology. Although they are not inherently evil, they tend to think of organic life as inferior—best to put it down when it gets in the way.

Grilskibs live in large subterranean communities. Communication between grilskibs is silent and electronic, although they have been able to patch into the electronic communication equipment of other species.

GRILSKIB

TR 4 Medium Standard Enigma (Alien, Mineral)
Senses normal, low-light; *Awareness* 16+
Initiative 14/19/24 (−1 step); **Speed** 15 meters

| Str 15+ | Agi 18+ | Vit 13+ | Int 15+ (sentient) | Foc 16+ | Per 18+ |

ACTIONS

Laser Ray 3 impulses; *Medium* 1 target; *Attack* 13/18/23 (+2 steps); *Damage* 2d4+1/5 energy.

Grab 3 impulses; *Melee* 1 target; *Attack* 13/18/23 (+1 step); *Damage* 2d4+1/5 physical, and the grilskib grapples the target if it beats the target's *Hand to Hand* check.

Crush 3 impulses; *Melee* 1 grappled target; *Attack* 13/18/23 (+3 steps); 2d4+3/7 physical.

REACTIONS

Revenge 2-impulse reaction. When wounded by an attack, the grilskib makes a laser ray attack with a +2 step bonus against the enemy that wounded it.

DEFENSE

Absorb The grilskib is immune to laser damage and effects. When hit by a laser attack or effect that deals at least 5 damage before applying the grilskib's immunity or armor resistance, the grilskib heals 1 wound box.

Immune Bleeding, poison, fire

Life Support The grilskib ignores most environmental conditions.

Armor 3 physical, 3 energy

(13+ dmg)	☐	destroyed	*Shatters in an explosion!*
(10 to 12 dmg)	☐	−2 step penalty to all checks	*Chips fly from injuries*
(7 to 9 dmg)	☐	−1 step penalty to all checks	*Red lights pulse in body*
(1 to 6 dmg)	☐		*Appears unaffected*

OTHER

Death Burst The grilskib explodes 1 impulse after it loses its last wound box. *Blast* 4 (8) meters; *Primary Damage* 2d4+2 physical; *Secondary Damage* 1d6 physical.

H'NAAL

A race of telepathic conquerors who colonized (or subjugated) scores of worlds millions of years ago, the h'naal left mysterious ruins and artifacts of anomalous technology throughout the galactic regions humankind is now beginning to explore. Each newly discovered site contributes to the emerging picture of a long-lost empire based on the widespread and callous use of mental compulsion to keep the lower classes in their place. No h'naal ruins less than 900,000 years old have yet come to light, leading most human experts to conclude that the race retreated from this part of space or went extinct long ago. As for what might have defeated or destroyed such a dangerous species before the rise of humankind, well, no one knows.
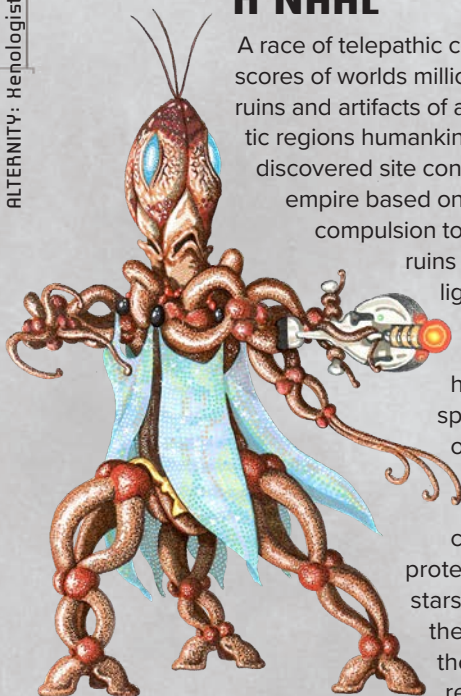
Unfortunately for the younger species of the galaxy, the h'naal are not extinct. Their citadels are hidden in remote systems that are protected by hazards such as black holes, neutron stars, or highly variable or unstable stars. From these secret refuges, h'naal keep a wary eye on the rise of younger species nearby, occasionally removing outposts or colonies established in their territory or destroying ships that venture too close. They are intelligent and cautious, revealing themselves only when they are certain they can capture or eliminate all witnesses and prevent any report of their existence from reaching human civilization.

H'NAAL ERADICATOR

Eradicators are the warriors of the h'naal. Resourceful and determined, they know neither fear nor pity, taking whatever action is necessary to advance the overlords' (see below) interests. The only thing that prevents the h'naal eradicators from burning a dozen worlds and enslaving a dozen more is the species' unwillingness to reveal its existence.

TR 7 Medium Standard Xenosoph (Alien)
Senses normal, low-light, thermal; *Awareness* 13+
Initiative 11/16/21 (+1 step); **Speed** 20 meters

Str 13+	Agi 16+	Vit 14+	Int 15+ (sentient)	Foc 15+	Per 16+

ACTIONS

Heat Ray 3 impulses; *Long* spread; *Attack* 10/15/20 (+1 step); *Damage* 1d10+3/7 energy and target must make *Dodge* check or begin taking damage over time (fire, active resist 1).

Tentacle Flurry 5 impulses; the h'naal makes three tentacle attacks against up to 3 targets.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 10/15/20; *Damage* 1d6+2/6 physical.

REACTIONS

Psychic Retaliation (1/scene) 1-impulse reaction; *Trigger* a living enemy within Close range attacks the h'naal; *Effect* the triggering creature must make a *Willpower* check or become impaired (active resist 1).

DEFENSE

Armor 3 physical, 4 energy

(16+ dmg)	☐ dead	*Collapses, spurting ichor*
(13 to 15 dmg)	☐ −1 step penalty to all checks	*Lashes tentacles in pain*
(10 to 12 dmg)	☐ stunned 1 impulse	*Staggers under big hit*
(1 to 9 dmg)	☐ moves 2 meters as free action	*Advances after grazing hit*

OTHER

Telepathic Contact The h'naal can communicate telepathically with any creature it can see within Long range. If they do not share a language, it can only convey feelings and images.

Skills *Coercion* 14+, *Endurance* 12+, *Stealth* 14+, *Survival* 13+, *Willpower* 10+

Gear Crystalmesh armor, heat ray

H'NAAL OVERLORD

Most h'naal possess some amount of telepathic ability, but the overlords are a caste of h'naal who hone these powers into a potent mental arsenal. Overlords can easily dominate the minds of weaker-willed creatures around them, driving them temporarily insane or even compelling their victims to forget about them altogether.

In combat, the overlord relies on Cloud the Mind to remain hidden from most of its foes, and uses Compulsion Wave and Mental Command to make them attack each other.

TR 7 Medium Boss Xenosoph (Alien)

Senses normal, low-light, thermal; *Awareness* 12+

Initiative 13/18/23 (+1 step); **Speed** 20 meters

Str 13+	**Agi** 17+	**Vit** 13+	**Int** 14+ (sentient)		**Foc** 12+	**Per** 16+

AURA

Cloud the Mind Living creatures the h'naal is aware of within Medium range must make *Willpower* checks when they begin their action. If the check fails, the acting creature does not see the h'naal and is unaware of its existence until the acting creature's next action.

ACTIONS

Heat Ray 3 impulses; *Long* spread; *Attack* 10/15/20 (+1 step); *Damage* 1d10+4/8 energy and target must make *Dodge* check or begin taking damage over time (fire, 1 wound, active resist 1).

Compulsion Wave 3 impulses; *Medium* up to 3 targets within a 10 m area; *Effect* the target must make a *Willpower* check or become temporarily insane.

Tentacle Flurry 4 impulses; the h'naal makes three tentacle attacks against up to 3 targets.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 10/15/20; *Damage* 1d6+4/8 physical.

REACTIONS

Mental Command 1-impulse reaction; *Trigger* an insane target within Medium range begins its action; *Effect* the h'naal chooses which insanity effect applies to the target's next action.

DEFENSE

Armor 3 physical, 4 energy

(16+ dmg)	☐	dead	*Topples over, quivering*
(16+ dmg)	☐☐☐	–2 step penalty to all checks	*Shrieks, splattering ichor*
(13 to 15 dmg)	☐☐☐☐	–1 step penalty to all checks	*Dark ichor seeps from wounds*
(10 to 12 dmg)	☐☐☐☐	loses Cloud the Mind until next action	*Flinches, losing concentration*
(1 to 9 dmg)	☐☐☐☐	moves 2 meters as free action	*Recoils from grazing hit*

OTHER

Telepathic Contact The h'naal can communicate telepathically with any creature it can see within Long range. If they do not share a language, it can only convey feelings and images.

Skills *Coercion* 12+, *Endurance* 11+, *Science* 10+, *Telepathy* 10+, *Willpower* 10+
Gear Crystalmesh armor, heat ray

H'NAAL SAVAGE

Survivors of a ruined civilization, h'naal savages are feral scavengers cut off from the remaining citadels of their race by the destruction of their wormhole networks and teleportation chambers. They eagerly adopt any advanced weapons or devices that fall into their clutches, regardless of their origin.

TR 6 Medium Minion Xenosoph (Alien)

Senses normal, low-light, thermal; *Awareness* 12+
Initiative 11/16/21 (+1 step); **Speed** 20 meters

Str 14+	Agi 15+	Vit 15+	Int 16+ (sentient)	Foc 14+	Per 17+

AURA

Mind Static Living creatures within 6 meters of an angry h'naal savage must make *Willpower* checks when they begin their action. The acting creature has a –1 step penalty to this check for each additional h'naal within range. If the check fails, the acting creature becomes dazed and weakened until the end of its turn.

ACTIONS

Trispear 3 impulses; *Medium* or *Melee* 1 target; *Attack* 11/16/21 (+1 step); *Damage* 4/8 physical.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 11/16/21 (+1 step); *Damage* 3/7 physical.

Shield The h'naal savage has 50 percent cover against attacks from the front.

| (1+ dmg) | ☐ | dead | *Collapses, spurting ichor* |

OTHER

Minion Attack The savage's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.

Telepathic Contact The h'naal can communicate telepathically with any creature it can see within Long range. If they do not share a language, it can only convey feelings and images.

Skills *Stealth* 12+, *Survival* 12+, *Willpower* 12+

Gear Shield, trispear (a primitive weapon that accommodates a two-tentacle grip).

H'NAAL TECHNICIAN

Technicians are civilized h'naal of the lower classes. They avoid close combat with inferior aliens unless an eradicator or overlord is on the scene to lead them into battle.

TR 5 Medium Minion Xenosoph (Alien)

Senses normal, low-light, thermal; *Awareness* 13+

Initiative 12/17/22; **Speed** 20 meters

| **Str** 15+ | **Agi** 16+ | **Vit** 16+ | **Int** 15+ (sentient) | **Foc** 16+ | **Per** 17+ |

AURA

Mind Whispers Living creatures within 6 meters of a h'naal technician are distracted. Creatures trained in *Willpower* and other h'naal are immune to this aura.

ACTIONS

Force Beam 3 impulses; *Long* 1 target; *Attack* 12/17/22; *Damage* 3/7 physical and target must make *Athletics* check or be pushed 2 meters and knocked prone.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 11/16/21 (+1 step); *Damage* 3/7 physical.

DEFENSE

Armor 2 physical, 3 energy

| (1+ dmg) | ☐ | dead | *Collapses, spurting ichor* |

OTHER

Minion Attack The technician's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.

Telepathic Contact The h'naal can communicate telepathically with any creature it can see within Long range. If they do not share a language, it can only convey feelings and images.

Skills *Engineering* 13+, *Mechanics* 13+, *Science* 13+, *Willpower* 14+

Gear Armored mesh harness, force beam pistol.

ILIAN TASZ

Towering crystalline beings that hail from another galaxy altogether, the ilians are recent arrivals in human space. Rumors suggest that the few so far encountered by humans are refugees fleeing a devastating war. A militaristic race, ilians are divided into numerous rival citadels that compete for status under the rules of a complex code of honor; the Tasz hail from one such citadel. An ilian citadel is bound by common purpose and philosophy instead of blood, since ilians are asexual and do not keep track of physical relation.

The species name is ilian. The Tasz are an order of "knights" who rule a prominent citadel.

A typical ilian stands 3 meters tall and weighs about 600 kilograms. Its body is composed of conductive crystals held together by some sort of magnetic resonance; limbs and heads often appear to be physically unattached, merely levitating in place. (They are in fact connected; the invisible energy fields that knit together an ilian are just as much a part of its body as the visible crystals.) Their "faces" are exotic, colorful gemstones. Ilians are masters of an advanced technology based on specialized crystal growth and the manipulation of energy fields.

ILIAN TASZ

TR 6 Large Champion Enigma (Alien, Mineral)

Senses normal; *Awareness* 14+
Initiative 14/19/24; **Speed** 15 meters

Str 11+	Agi 18+	Vit 13+	Int 15+ (sentient)	Foc 14+	Per 16+

ACTIONS

Martial Strike 3 impulses; *Melee* 1 target; *Attack* 11/16/21 (+1 step); *Damage* 2d6+2/6 physical. If the attack hits, the ilian can make a free Martial Strike attack against the same or different target (to a maximum of three attacks in one action).

Shard Thrower 3 impulses; *Long* 1 target; *Attack* 11/16/21 (+1 step); *Damage* 1d10+4/8 physical. The weapon creates a 2-meter minor blast around the primary target that deals 2d6 physical damage (the primary target is not affected).

DEFENSE

Large Enemies gain a +1 step bonus to attack the ilian.
Immune Bleeding, fire, poison
Vulnerable The ilian loses one extra wound box when it is wounded by an electricity attack.
Armor 5 physical, 3 energy

(15+ dmg)	☐	incapacitated	*Falls to ground in pieces*
(15+ dmg)	☐	–2 step penalty to all checks	*Important nexus shattered*
(12 to 14 dmg)	☐☐	–1 step penalty to all checks	*Crystal nexus damaged*
(9 to 11 dmg)	☐☐	distracted until next action	*Energy fields fluctuating*
(1 to 8 dmg)	☐☐		*Just absorbs the attack*

OTHER

Skills *Coercion* 14+, *Dodge* 16+, *Science* 13+
Gear shard thrower (a projectile weapon that hurls razor-sharp crystal), alloy armor bands

JELMORG SWARM

Jelmorgs are diminutive creatures only 8 to 16 cm across. They resemble land-dwelling starfish the size of small rodents, although they're able to scuttle around at a surprising speed and individuals can have from three to nine limbs. They live in tightly-packed colonies, and most of the time they're docile and harmless. However, jelmorgs become very dangerous when they hunt as a swarm, which triggers behavior similar to a feeding frenzy among sharks. On their home world, their natural prey are creatures much larger than themselves, with tough exoskeletons that the jelmorgs saw through with their tooth-lined limbs before predigesting the prey's flesh with acid. Their ability to defeat most personal defensive suits makes them a significant danger even to well-armed explorers.

AP stands for armor piercing (page 105, *Core Rulebook*).

JELMORG SWARM

TR 8 Huge Boss Animal (Alien Swarm)

Senses normal; *Awareness* 15+
Initiative 11/16/21; **Speed** 20 meters

| Str 17+ | Agi 16+ | Vit 11+ | Int 20+ (instinctive) | Foc 15+ | Per 18+ |

ACTIONS

Gnaw 3 impulses; *Melee* every target inside the swarm; *Attack* 9/14/19; *Damage* 1d8+5/9 physical, AP 2. If the attack inflicts a wound, the target suffers damage over time (acid, passive resist *Endurance* 2). A target already suffering acid damage doesn't suffer from repeated hits.

DEFENSE

Huge Enemies gain a +2 step bonus to attack the jelmorg swarm.
Horde Attacks against a jelmorg swarm are made with a –5 step penalty unless the weapon has the autofire, blast, ignite, irradiate, or spread special ability.
Armor 2 physical, 2 energy

(16+ dmg)	☐	"dead"	*Survivors devour each other*
(16+ dmg)	☐☐☐	distracted until its next action	*Jelmorgs turn on their wounded*
(14 to 15 dmg)	☐☐☐☐	base size reduced to 6 m	*Swarm losing cohesion*
(11 to 13 dmg)	☐☐☐☐	Frenzy (see below)	*The swarm speeds up!*
(1 to 10 dmg)	☐☐☐☐		*They don't even notice*

OTHER

Frenzy Once the jelmorg swarm takes a wound of 11 to 13 damage, its speed increases to 30 m and its Gnaw attack takes 2 impulses instead of 3.
Swarm The jelmorg swarm has a base size of 8 meters. It can occupy and move through the same spaces as other creatures and vice versa without penalty. It can move through any opening that's at least 10 cm in diameter.

KWLL

Clever, ambitious, and grasping, the kwll are a sophisticated humanoid species who created a cultured pre-atomic civilization before human explorers stumbled across their homeworld. Many peoples suffer terribly from the shock of meeting outsiders with vastly superior technology, but the kwll proved more adaptable than most. They set their sights on catching up to the tech level of the galaxy around them as quickly as possible, employing diplomacy, espionage, and guile to keep their more advanced neighbors from dominating them until they could meet other species on an equal footing. Before humans made contact with the kwll, kwll technology was roughly analogous to human tech of the 19th century: steam, firearms, and steel. In the years since, kwll have leapfrogged whole eras of technology, mastering electricity, electronics, atomic theory, advanced chemistry, and more.

Physically, a kwll is a six-limbed predator with a coat of sleek, oily fur and a short, pointed snout concealing a fang-filled mouth. It bears a passing resemblance to Earth's seals or sea lions, although kwll are not good swimmers and dislike water. Its torso is long and flexible, and its limbs are short and strong. A typical kwll stands a little shorter than a human, averaging around 1.4 meters in height, but it is stocky and strong beneath its sleek coat, weighing a good 70 kilograms or more despite its short stature. Its eyes are dark and the fur of its underside is noticeably lighter than the dark, striped fur of its back. A kwll needs little protection against the elements and generally wears little clothing other than weapon harnesses, tool belts, and sashes or short capes whose principal purpose is displaying jewelry and allegiance emblems.

Kwll society is organized in a dizzying array of polities, city-states, and self-styled empires, but the real power lies in the hands of aristocratic families who constantly jockey for control of the most valuable institutions and states. Relations between two kwll nations are often much more complex than they appear, as most of the important decisions are made behind closed doors by aristocrats who may be trading influence or favors in one area to realize some subtle gain in an entirely different arena. A kwll sees

little distinction between competing peacefully and competing with assassinations and acts of sabotage; humans are often shocked by how quickly kwll resort to lethal force, and how quickly they resume negotiations after blood has been spilled.

While kwll constantly feud with each other and shift alliances at the drop of a hat, they have a phenomenal ability to cooperate on one hand while backstabbing their allies on the other. Because of this flexibility, they remain surprisingly united in their dealings with other species. Aristocrats of different families collaborate to pursue species-wide goals of technology transfer and diplomatic trouble-making much more easily than their internal rivalries would seem to allow. Kwll are also very, very good at using deceit and misdirection to get what they want or deflect the suspicions of others. They've even figured out how to use human lobbyists, PR firms, and alien-rights activists to maintain an unthreatening image in human worlds.

KWLL HUNTER

No self-respecting kwll goes anywhere without at least one sharp instrument somewhere on its person. Bodyservants, artisans, merchants—it doesn't matter. Kwll are always ready to murder those who threaten them, those who cross them, or those whose deaths might earn them favor with higher-ranking families. In diplomatic settings, kwll resort to stealth and obfuscation to conceal their involvement in any killings that they deem necessary.

TR 3 Medium Minion Humanoid (Alien)
Senses normal, low-light; *Awareness* 15+
Initiative 11/16/21 (+2 steps); **Speed** 20 meters

Str 15+	Agi 14+	Vit 16+	Int 17+ (sentient)		Foc 17+	Per 16+

ACTIONS
Shri-Dart 3 impulses; *Close* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 2/6 physical.
Twin Blades 4 impulses; the hunter makes two joor-knife attacks against the same or different targets. Each attack has a −1 step penalty.
Joor-Knife 3 impulses; *Melee* 1 target; *Attack* 14/19/24 (+2 steps); *Damage* 2/6 physical.

DEFENSE
Improved Evade The hunter pays 0 impulses to use the Evade action modifier. When it evades, enemies attacking it suffer a −3 step penalty to their attack rolls.

(1+ dmg)	☐	dead	*Silently crumples to ground*

OTHER
Minion Attack The hunter's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.
Skills *Deception* 14+, *Dodge* 12+, *Stealth* 12+
Gear 3 shri-darts, 2 joor-knives

KWLL SWORDMASTER

Important kwll are surrounded by retinues of highly trained warriors from mid-ranking families who serve as bodyguards, enforcers, and problem-solvers for their principals. Kwll are perfectly comfortable using guns, but if the opportunity presents itself they prefer to settle things with a blade instead.

TR 3 Medium Standard Humanoid (Alien)

Senses normal, low-light; *Awareness* 13+
Initiative 9/14/19 (+2 steps); **Speed** 20 meters

Str 15+	Agi 14+	Vit 16+	Int 17+ (sentient)	Foc 15+	Per 16+

ACTIONS

Tunvun-Pistol 3 impulses; *Medium* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 1d6+2/5 physical, and target must make an *Athletics* check or be knocked prone.
Twin Blades 4 impulses; the swordmaster makes two zwu-sword attacks against the same or different targets. Each attack has a –1 step penalty.
Zwu-Sword 3 impulses; *Melee* 1 target; *Attack* 14/19/24 (+2 steps); *Damage* 1d8+2/6 physical, AP 1.

REACTIONS

Riposte 1-impulse reaction; *Trigger* an enemy misses the swordmaster with a Melee attack; *Effect* the swordmaster makes a zwu-sword attack against the triggering enemy.

DEFENSE

Improved Evade The swordmaster pays 0 impulses to use the Evade action modifier. When it evades, enemies attacking it suffer a –3 step penalty to their attack rolls.

(12+ dmg)	☐	dead	*Silently slumps to the ground*
(9 to 11 dmg)	☐	loses Twin Blades action	*Drops a blade, clutches wound*
(6 to 8 dmg)	☐	–1 step penalty to all checks	*Bares fangs at enemy*
(1 to 5 dmg)	☐		*Ignores grazing hit*

OTHER

Skills *Deception* 14+, *Dodge* 12+, *Misdirection* 12+, *Stealth* 12+, *Survival* 13+
Gear Tunvun-pistol, 2 zwu-swords

KWLL INSTIGATOR

Part spy, part assassin, part agent provocateur, the instigator is a kwll who poses as a diplomat while carrying out all kinds of covert actions in the service of its aristocratic masters. An instigator often has access to technology otherwise banned to the average kwll.

TR 5 Medium Boss Humanoid (Alien)

Senses normal, low-light; *Awareness* 14+
Initiative 10/15/20 (+2 steps); **Speed** 20 meters

Str 15+	**Agi** 14+	**Vit** 15+	**Int** 15+ (sentient)	**Foc** 16+	**Per** 14+

ACTIONS

Autofire 4 impulses; the instigator makes a flechette gun attack at a –2 step penalty against each creature in a 6-meter square area.

Silenced Flechette Gun 3 impulses; *Medium* 1 target; *Attack* 12/17/22 (+2 steps); *Damage* 1d6+2/6 physical (1d6+5/9 against a target at Close range).

Flashing Blades 3 impulses; the instigator makes three joor-knife attacks against the same or different targets. Each attack has a –1 step penalty. Each target hit by this attack must make a *Resilience* check or begin taking damage over time (bleeding, passive resist *Endurance*).

Joor-Knife 3 impulses; *Melee* 1 target; *Attack* 12/17/22 (+2 steps); *Damage* 1d6+5/9 physical.

REACTIONS

Counterattack 2-impulse reaction; *Trigger* an enemy misses the instigator; *Effect* the instigator moves up to 6 meters and makes a flechette gun or joor-knife attack against a target of its choice. The instigator can't use Counterattack in consecutive actions.

DEFENSE

Improved Evade The instigator pays 0 impulses to use the Evade action modifier. When it evades, enemies attacking it suffer a –3 step penalty to their attack rolls.

Armor 2 physical, 2 energy

(14+ dmg)	□	dead	*Topples over, quivering*
(14+ dmg)	□□□	loses Counterattack	*Clutches wounds, covering up*
(11 to 13 dmg)	□□□□	–1 step penalty to all checks	*Bares fangs and hisses*
(8 to 10 dmg)	□□□□	slowed until end of next action	*Briefly knocked off-stride*
(1 to 7 dmg)	□□□□		*Ignores grazing hit*

OTHER

Skills *Culture* 12+, *Deception* 12+, *Influence* 12+, *Misdirection* 12+, *Stealth* 12+
Gear Flechette gun, 2 joor-knives, hardmesh clothing

LLAOTH

A hulking alien beast covered in tough bone-like armor, the llaoth's size and power are enough to make it a predator to be feared. Unfortunately, evolution didn't stop there: The llaoth is also naturally psionic and possesses the ability to stun or kill its prey at range with savage telekinetic blows. It doesn't hunt humans *per se* since people look nothing like its usual prey, but it is aggressive and territorial; the llaoth's instinctive response to encountering creatures it hasn't seen before is to lash out in an effort to eliminate potential competition.

A llaoth is a one-ton quadruped with thick, clawed legs, a lashing tail, and a blunt, bulbous head that looks more like the prow of a ship than a face. Its mouth is small and hidden under its chin, and its six eyes are deeply embedded in bony crevices. Most of the space inside its massive, distended skull is taken up by its telekinetic organs.

Pronounced "loww-th" or "yoww-th."

LLAOTH

TR 11 Large Champion Animal (Alien, Psionic)

Senses normal, low-light; *Awareness* 14+
Initiative 10/15/20 (+1 step); **Speed** 20 meters

Str 11+	Agi 17+	Vit 10+	Int 18+ (animal)	Foc 13+	Per 16+

ACTIONS

Telekinetic Slam 3 impulses; *Long* 1 or 2 targets within 4 m of each other; *Attack* 6/11/16 (+1 step); *Damage* 3d6+0/4 physical, and the target must make an *Athletics* check or be knocked prone.

Ram 4 impulses; *Melee* spread; *Attack* 6/11/16 (+1 step); *Damage* 1d10+6/10 physical.

REACTIONS

Tail Lash 1-impulse reaction; *Trigger* an enemy ends its action within 4 m of the llaoth. *Melee* 1 target; *Attack* 6/11/16; *Damage* 1d10+4/8 physical, and the target must make an *Endurance* check or be stunned 3 impulses.

DEFENSE

Large Enemies gain a +1 step bonus to attack the llaoth.
Telekinetic Deflection Physical attacks against the llaoth suffer a –3 step penalty. Energy attacks suffer a –1 step penalty.
Psionic Resistance The llaoth has resistance 3 to mind bolts (and similar psionic attacks).
Armor 7 physical, 3 energy

(16+ dmg)	☐	dead	Rears up, shrieks, falls over
(16+ dmg)	☐	stunned 1 impulse	Staggered for a moment
(16+ dmg)	☐☐	armor reduced by 3	Bony plate cracked by hit
(14 to 15 dmg)	☐☐	distracted until next action	Ichor spurts from wound
(1 to 13 dmg)	☐☐		Stamps ground angrily

OTHER

Skills *Dodge* 15+, *Psychokinesis* 12+, *Willpower* 9+

LORVIN

Lorvins are colorful, amphibious creatures that resemble newts with brown, blue, and orange markings. They are roughly the size and weight as a dog and possess wide mouths filled with small teeth. Individually, lorvins tend to be curious and even playful. However, their innocuous appearances conceal their true natures: They're pack hunters and they can be dangerous in groups, especially when hunting. A typical hunting group consists of three to six individuals, and their aggressiveness increases with their numbers. Lorvins can also be fiercely protective over their lairs, especially when their eggs or young are present. Lairs are usually found in shallow lakes, rivers, or in wet caves; lorvins prefer well-hidden burrows where their egg clutches can be kept damp.

Lorvins have a venomous bite, but that's not their most dangerous weapon. Their natural language is infrasound. They chatter constantly amongst themselves, so simply being near a group of lorvins can sicken most humans. Despite their facility at communication, lorvins are no smarter than most other animals, so their low-frequency rumblings and hoots convey little more than basic emotions or warnings to one another. Lorvins have proven untrainable for all practical purposes, though they have been known to befriend members of other species and follow them around, leading to master-pet relationships.

LORVIN

TR 2 Small Standard Animal (Alien, Amphibious)
Senses normal, low-light; *Awareness* 16+
Initiative 10/15/20; **Speed** 20 meters, swim 20 meters

Str 16+	Agi 15+	Vit 16+	Int 19+ (animal)	Foc 15+	Per 18+

AURA

Infrasound Chatter A living creature that begins its action within 20 meters of at least two lorvins must make an *Endurance* check or become impaired until it is no longer within range of two lorvins. The check suffers a −1 step penalty for each additional lorvin after the first two.

ACTIONS

Poison Bite 3 impulses; *Melee* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 1d6+1/4 physical. If the attack inflicts a wound, the target must make an Endurance check or take damage over time (poison, passive resist *Endurance*). The target is impaired until the poison damage ends.

DEFENSE

Small Enemies suffer a −1 step penalty to attack the lorvin.
Armor 2 physical, 2 energy

(11+ dmg)	☐	Dead	*Stumbles and falls still*
(8 to 10 dmg)	☐	−2 step penalty to all checks	*Yowls in pain*
(5 to 7 dmg)	☐	−1 step penalty to all checks	*Hisses and snaps at foe*
(1 to 4 dmg)	☐		*Yips and flinches back*

MAYZOD

Mayzods are an alien species whose technology is derived almost entirely from genetic engineering. Their highly regimented society comprises dozens of subspecies, each one bred for a specific task. Everything needed to carry out those tasks, from tools to ranged weapons to energy and ammunition for those weapons, is incorporated in their genetic code and produced biologically. Even their genetic labs are living creatures engineered for the job of breeding other, specialized subspecies.

Much about mayzod culture remains unknown, because they are unrelentingly hostile to other intelligent creatures. The most popular hypotheses maintains that humans have yet to meet a mayzod bred for the job of diplomacy. Without more contact—which so far has always ended in one side or the other being annihilated—it's impossible to say if such a mayzod exists.

Mayzod subspecies vary tremendously. Common attributes include a carapace, six (rarely eight) limbs, multifaceted eyes, and segmented bodies. The mayzods described here are the most frequently met breeds. Other types have been encountered, but they either flee or die before they can be captured.

Humans don't know what they call themselves and just named them after the Mayzod system, where they were first encountered.

MAYZOD SCRABBLER

Nonintelligent workers, scrabblers generally ignore nonmayzod creatures unless the intruders actually enter mayzod structures or tunnels, or interfere with the scrabblers' tasks.

TR 2 Small Minion Xenosoph

Senses normal, low-light; *Awareness* 17+
Initiative 9/14/19; **Speed** 30 meters

Str 16+	Agi 16+	Vit 17+	Int 19+ (animal)		Foc 17+	Per 18+

ACTIONS

Pincer 3 impulses; *Melee* 1 target; *Attack* 15/20/25; *Damage* 2/6 physical.

DEFENSE

Small Enemies suffer a –1 step penalty to attack the scrabbler.
Armor 2 physical, 1 energy

(1+ dmg)	☐	dead	*Curls up and dies*

OTHER

Minion Attack The scrabbler's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound but ignore armor.

Swarm Attack The scrabbler gains a +1 step bonus with its Pincer attack for each other scrabbler attacking the same target in this impulse, to a maximum of +3 steps for 4 creatures attacking the same target.

Sudden Death At any time, the scrabbler can cause its own death simply by willing itself to die. This happens as an autonomic response if it's rendered unconscious by enemy action.

MAYZOD SOLDIER

Bred for suicidal loyalty and courage, mayzod soldiers gladly accept their own deaths if it leads to the destruction of an enemy. One claw is genetically modified into a biological rifle that fires a dense slug of calcium carbonate (like an oyster's shell) and resin.

TR 3 Medium Standard Xenosoph (Alien)

Senses normal, low-light; *Awareness* 15+
Initiative 11/16/21; **Speed** 25 meters

Str 15+	Agi 16+	Vit 16+	Int 17+ (sentient)	Foc 15+	Per 18+

ACTIONS

Claw 3 impulses; *Melee* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 1d6+3/7 physical.

Slug Thrower 4 impulses; *Medium* 1 target; *Attack* 14/19/24; *Damage* 1d8+0/4 physical (1d8+3/7 physical with AP 3 at Close range).

Jump Attack 5 impulses. The soldier jumps up to 10 meters and makes a claw attack at any point during its move.

DEFENSE

Armor 3 physical, 1 energy

(12+ dmg)	☐	dead	*Claws close spasmodically*
(9 to 11 dmg)	☐	loses Jump Attack	*Multiple legs hang limply*
(6 to 8 dmg)	☐	moves 4 m as a reaction	*Advances relentlessly*
(1 to 5 dmg)	☐		*Ignores the attack*

OTHER

Sudden Death At any time, the mayzod soldier can cause its own death simply by willing itself to die. This happens as an autonomic response if it's rendered unconscious by enemy action.

MAYZOD STRAFER

Smallest and least intelligent of the mayzod warrior breeds, strafers are dangerous nevertheless because they are built to rain down death from the air. A threatened community's first response to a threat usually comes in the form of flights of strafers that intercept intruders kilometers away from the mayzod lair.

TR 4 Small Standard Xenosoph (Alien)

Senses normal, low-light; *Awareness* 13+
Initiative 9/14/19; **Speed** 10 meters, fly 30 meters (hover)

Str 17+	Agi 14+	Vit 17+	Int 18+ (animal)	Foc 15+	Per 18+

ACTIONS

Strafe 5 impulses. The strafer flies up to its speed and makes up to three Spikespewer attacks against different targets that are each no more than 3 m from one of the other targets.

Spikespewer 3 impulses; *Medium* 1 target; *Attack* 13/18/23 (+1 step); *Damage* 1d8+1/5 physical. If the attack wounds the target, the target suffers damage over time (bleeding, passive resist *Endurance* or successful *Medicine* treatment ends the effect).

Claw 3 impulses; *Melee* 1 target; *Attack* 13/18/23 (+1 step); *Damage* 1d6+2/6 physical.

DEFENSE

Small Enemies suffer a –1 step penalty to attack the strafer.
Armor 3 physical, 1 energy

(13+ dmg)	☐	dead	*Plunges to ground*
(10 to 12 dmg)	☐	drops 20 m if flying, takes falling damage if hits ground	*Wings fold, suddenly loses altitude*
(7 to 9 dmg)	☐	loses Strafe	*Struggles to throw its spikes*
(1 to 6 dmg)	☐	uses reaction to evade until next action	*Weaves and dodges*

OTHER

Sudden Death At any time, the strafer can cause its own death simply by willing itself to die. This happens as an autonomic response if it's rendered unconscious by enemy action.

MAYZOD BOMBARDIER

This massive creature is a living artillery piece the size of an elephant. It lobs huge balls of incandescent plasma at enemies that explode on contact.

TR 4 Huge Champion Xenosoph (Alien)

Senses normal, low-light; *Awareness* 15+
Initiative 15/20/25; **Speed** 15 meters

Str 11+	**Agi** 19+	**Vit** 14+	**Int** 17+ (sentient)	**Foc** 16+	**Per** 18+

ACTIONS

Plasma Lobber 4 impulses; *Very Long* blast; *Blast* 3 (6) meters; *Attack* 13/18/23; *Primary Damage* 2d8+2 energy; *Secondary Damage* 1d8+2 energy. A creature that fails its *Dodge* check to avoid the blast (or chooses not to dodge) suffers damage over time (fire, active resist *Dodge*). This weapon is capable of direct or indirect fire.

Plasma Barrage 5 impulses; *Very Long* area; *Area* 10-meter square; *Effect* The bombardier fills the area with continuous bursts until its next action. Any creature that begins its turn in the area or enters it takes 1d8+2 energy damage and suffers damage over time (fire, active resist *Dodge*). Indirect fire only.

Batter 4 impulses; *Melee* 1 or 2 targets; *Attack* 13/18/23; *Damage* 2d6+0/4 physical.

DEFENSE

Huge Enemies gain a +2 step bonus to attack the bombardier.

Armor 7 physical, 6 energy

(13+ dmg)	☐	dead (Death Burst)	*Explodes in blast of plasma*
(13+ dmg)	☐	slowed for rest of scene	*Limbs can't support its weight*
(10 to 12 dmg)	☐☐	loses Plasma Barrage	*Plasma glowing through carapace*
(7 to 9 dmg)	☐☐	distracted until next action	*Flinches from the attack*
(1 to 6 dmg)	☐☐		*Buzzes in deep, angry tone*

OTHER

Death Burst The bombardier explodes 1 impulse after it loses its last wound box. *Blast* 5 (10) meters; *Primary Damage* 1d8+3 energy; *Secondary Damage* 1d8 energy.

Sudden Death At any time, the bombardier can cause its own death simply by willing itself to die. This happens as an autonomic response if it's rendered unconscious by enemy action.

MAYZOD SNIPER

Stealthy and clever, the sniper is capable of more independent action than most other mayzods. It often serves as a scout for mayzod forces.

TR 5 Medium Champion Xenosoph (Alien)
Senses normal, low-light; *Awareness* 11+
Initiative 10/15/20; **Speed** 25 meters

Str 15+	**Agi** 15+	**Vit** 16+	**Int** 16+ (sentient)	**Foc** 15+	**Per** 18+

ACTIONS

Venomous Claws 3 impulses; *Melee* 1 or 2 targets; *Attack* 12/17/22 (+1 step); *Damage* 2d6+2/6 physical, and the target must make an *Endurance* check or become dazed by poison (passive resist, *Endurance*).

Plasma Thrower 3 impulses; *Long* spread; *Attack* 12/17/22 (+1 step); *Damage* 1d10+4/8 energy, and a creature hit by this attack must make a *Dodge* check or begin taking damage over time (fire, active resist *Dodge*).

REACTIONS

Counterattack 2-impulse reaction. When hit by a melee attack, the sniper uses its Venomous Claws attack against the triggering creature.

DEFENSE

Armor 3 physical, 1 energy

(14+ dmg)	☐	dead	*Set ablaze by its own plasma*
(14+ dmg)	☐	plasma bore only hits 1 target	*Chunks missing from carapace*
(11 to 13 dmg)	☐☐	loses Counterattack	*Reactions jerky and uncoordinated*
(8 to 10 dmg)	☐☐	speed reduced to 20 m	*Slowed by missing leg*
(1 to 7 dmg)	☐☐		*Ignores the attack*

OTHER

Sudden Death At any time, the sniper can cause its own death simply by willing itself to die. This happens as an autonomic response if it's rendered unconscious by enemy action.

Skills *Acrobatics* 13+, *Stealth* 11+, *Survival* 13+

MYARREEN

Myarreens have biological characteristics of both plants and animals. They show signs of primitive intelligence roughly on par with a dimwitted dog, but having no brain and no central nervous system, it's impossible to be sure. What's certain is that they're efficient carnivores, and they're devilishly hard to spot in thick foliage. They attach themselves to trunks of trees and let their vinelike tendrils hang to the ground among normal foliage. When prey gets close, the myarreen grabs it with a tendril and hoists it to the mouth.

A myarreen has a body the size and shape of an oil drum with flesh that's indistinguishable from tree bark. At one end is a mouth ringed by four vinelike tendrils; at the other end are shorter tendrils that anchor the myarreen to its perch.

MYARREEN

TR 4 Large Champion Enigma (Plant)

Senses normal; *Awareness* 13+

Initiative 12/17/22; **Speed** 10 meters

Str 12+	Agi 17+	Vit 15+	Int 18+ (animal)	Foc 15+	Per 18+

ACTIONS

Grab 3 impulses; *Melee* 1 or 2 targets (reach 8 m); *Attack* 13/18/23 (+1 step); *Effect* the target is grappled. It can have up to four targets grappled at one time.

Drag 1 impulse; *Melee* 1 or 2 grappled targets. The myarreen pulls the target 4 m closer. The target can use a 1-impulse reaction to attempt an *Athletics* check to resist being dragged.

Bite 3 impulses; *Melee* 1 adjacent grappled target; *Attack* 13/18/23 (+3 steps); *Damage* 2d6+1/5 physical, and the target must make an *Endurance* check or become impaired by the myarreen's sedating saliva (active resist *Endurance*).

DEFENSE

Large Enemies gain a +1 step bonus to attack the myarreen.

Armor 3 physical, 2 energy

(13+ dmg)	☐	dead	*Sinks to ground, twitching*
(13+ dmg)	☐	−1 step penalty to all checks	*Growing noticeably weaker*
(10 to 12 dmg)	☐☐	one grappled target released	*Tendrils thrash uselessly*
(7 to 9 dmg)	☐☐	uses Drag as a reaction	*Convulsively tightens grip*
(1 to 6 dmg)	☐☐		*Seems unfazed*

OTHER

Minor Camouflage The myarreen gains a +2 step bonus on *Stealth* checks to hide in its native terrain.

Ambush The myarreen hides with its tendrils deployed, threatening anything within 8 m of its body. A creature that enters a myarreen's ambush makes an *Awareness* check to spot the tendrils before entering. If the check fails, the creature is automatically hit by the Grab attack, and the myarreen gains tactical surprise.

NESH

The nesh live according to fairly rigid social norms. However, individual nesh sometimes test the limits of what their society will accept, the same way humans do. Furthermore, when outsiders visit the Neverending Grove, someone must interact with them and protect the All-Tree's designs against alien interference. Enter the nesh sanctioners, who combine the duties of ambassadors with those of telepathic secret police.

Nesh sanctioners serve as watchdogs over their fellow nesh and as liaisons to outsiders, both on the nesh homeworld and in the galaxy at large. They are a peculiarly militant diplomatic corps, as ready to wield a gun as a treaty agreement.

NESH SANCTIONER

TR 2 Medium Standard Humanoid (Alien)

Senses normal; *Awareness* 15+
Initiative 11/16/21 (+2 steps); **Speed** 20 meters

Str 17+	Agi 16+	Vit 16+	Int 15+ (sentient)	Foc 15+	Per 16+

ACTIONS

Double Attack 4 impulses. The sanctioner makes two knife attacks.
Knife 3 impulses; *Melee* 1 target; *Attack* 15/20/25 (+2 steps); *Damage* 1d4+4/8 physical.
Sonic Bore 4 impulses; *Close* spread; *Attack* 15/20/25 (+1 step); *Damage* 1d8+2/6 energy, and the target makes an *Endurance* check. If the target fails to counter the attack success, it is stunned for 3 impulses.

DEFENSE

Armor 4 physical, 2 energy

(11+ dmg)	☐	dead	*Folds up and crumples to ground*
(11+ dmg)	☐	–3 step penalty to all checks	*"I serve the All-Tree!"*
(8 to 10 dmg)	☐☐	–2 step penalty to all checks	*Grunts in pain, flinching*
(5 to 7 dmg)	☐☐	–1 step penalty to all checks	*"This is your last warning!"*
(1 to 4 dmg)	☐☐		*"This is pointless. Surrender now."*

OTHER

Communion The nesh sanctioner can make *Influence* checks and *Coercion* checks while communicating telepathically.
Empathy The nesh sanctioner gains a +2 step bonus on *Empathy* checks to assess someone's mood, and it suffers a –2 step penalty on *Willpower* checks to avoid mental manipulation.
Rapport The nesh sanctioner can communicate telepathically with up to five sentient creatures at one time. All must have Intelligence 2 or higher, and all must be within 1 km of the nesh sanctioner. This communication is conducted at the speed of normal speech.
Skills *Culture* 14+, *Empathy* 13+, *Influence* 14+

ORVHU

Clever pack predators descended from genetically engineered guard-beasts that escaped into the wild long ago, orvhus are highly aggressive and territorial. They employ sophisticated stalking tactics, sending one or two pack members out into the open to drive potential prey into an ambush by the rest of the pack.

Orvhus are lean, scaly quadrupeds that look a little bit like lions with leathery crests instead of manes. Their scales are a mottled dark blue and light blue in color, and they have powerful clawed feet.

ORVHU

TR 1 Medium Standard Animal (Alien)

Senses low-light, scent; *Awareness* 14+
Initiative 11/16/21; **Speed** 40 meters

Str 14+	Agi 15+	Vit 16+	Int 18+ (animal)		Foc 16+	Per 17+

ACTIONS

Claws 3 impulses; *Melee* 1 target; *Attack* 16/21/25 (+1 step); *Damage* 1d6+2/6 physical, and the orvhu grapples the target if it beats the target's *Hand to Hand* check.

Rend 3 impulses; *Melee* 1 grappled target; *Attack* 16/21/25 (+2 steps); *Damage* 1d6+4/8 physical.

DEFENSE

Armor 2 physical, 2 energy (5 vs. lasers)

(10+ dmg)	☐	dead	*Goes down thrashing wildly*
(7 to 9 dmg)	☐	−1 step penalty to all checks	*Snarls and snaps at air*
(4 to 6 dmg)	☐	moves 6 meters	*Springs away from pain*
(1 to 3 dmg)	☐		*Yips but keeps coming*

OTHER

Scattering Hide The orvhu has improved armor against lasers and similar effects (see Armor, above).

Skills *Stealth* 13+, *Survival* 14+

QUONSOO

Quonsoos are better known by their common nickname, "space eels." They aren't eels at all, or even particularly eel-like, but once that tag was applied, it stuck. Quonsoos are little more than hollow cylinders of leathery, translucent tissue, more akin to tough sea cucumbers than eels.

Quonsoos thrive in cold vacuum, crushing and consuming any-thing that fits into their tubelike bodies. They sense their surroundings and move through space by manipulating gravity. They are greatly feared by spacers who do extravehicular work in asteroid belts. Whenever a spacer disappears, space eels are likely to be blamed.

QUONSOO

TR 9 Large Standard Enigma
Senses normal, low-light, gravitational; *Awareness* 14+
Initiative 12/17/22; **Speed** 2 meters, fly 25 meters (in space only)

Str 13+	Agi 16+	Vit 12+	Int 19+ (animal)	Foc 15+	Per 18+

ACTIONS

Engulf 3 impulses; *Melee* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 1d10+4/9 physical, and a Medium or smaller target must make a *Dodge* check or be swallowed by the quonsoo. The quonsoo can only engulf one creature at a time. An engulfed creature is grappled, but the quonsoo is not. Anything outside the quonsoo has total cover from the engulfed creature.

Constrict 3 impulses; *Melee* 1 engulfed target; *Attack* 8/13/18 (+3 steps); *Damage* 1d10+4 physical.

REACTIONS

Eject 1-impulse reaction; *Trigger* An engulfed creature wounds the quonsoo; *Effect* The quonsoo spits out the attacker. The triggering creature moves 10 meters away from the quonsoo and is stunned 3 impulses.

DEFENSE

Immune Poison, radiation

Indistinct The quonsoo is hard to see in space. *Awareness* checks to spot it there take a −3 step penalty, and attacks against it from Medium range or longer suffer a −3 step penalty.

Shared Risk Attacks against the quonsoo that score an Excellent or Stellar success inflict an Average success on any engulfed creature.

Life Support The quonsoo ignores most environmental conditions.

Armor 4 physical, 2 energy

(16+ dmg)	□	dead	*Corpse shrinks by 50 percent*
(15 dmg)	□	no longer Indistinct	*Flesh gains a milky appearance*
(12 to 14 dmg)	□□	moves 10 m as a reaction	*Jets toward attacker*
(1 to 11 dmg)	□□		*Ripples silently*

OTHER

Gravitational Sense A quonsoo can detect anything that has mass. It can sense objects behind other objects and inside other objects, but it must make an *Awareness* check to discern otherwise-hidden creatures.

ROBOT

Xenologists don't have much reason to study robots, of course, but robots are among the most common adversaries heroes face. Wherever humans travel, they bring robot workers, guards, sentries, and war machines. Armed robots are generally considered to be restricted or military equipment, and few private citizens can legally own them. However, corporations and oppressive governments often protect their facilities or key executives with top-of-the-line combat robots. Likewise, criminals with sufficient resources don't let laws and regulations deter them from programming ordinary labor robots to serve as effective foot soldiers and modifying them to carry as much firepower as possible.

Control Authority: Each robot is programmed to respond to the vocal orders or wireless command signals of humans authorized to give it commands. Establishing command authority is part of booting up a robot or reassigning it to a new task, and it's not easy to alter—you need some combination of facial recognition, passwords, remote verification, or control devices (usually in the form of a bracelet, pin, or baton). Multiple robots can be slaved to the same control device; it's not unusual for a human site supervisor to have control over a number of robots on that site. Control authority can also be delegated; a robot may follow routine direction from a low-ranking human supervisor, but require a direct order from a high-ranking supervisor before it does something dangerous or illegal.

HACKING ROBOTS

It's hard to hack a robot that's trying to kill you; the last thing the original programmers want is for you to steal control of the robot and turn it against them. Gaining control of a robot in a combat scene is a complex skill check against *Computer,* usually requiring 6 to 10 successes. Security and military robots are protected by encryption that imposes a penalty on your checks (typically a number of steps equal to half the robot's TR). You'll also need a computer or datapad to establish a wireless connection, or the tech-appropriate equivalent. For extra security, some robots don't accept any data connections unless they're in the presence of a unique ID-signal device, such as a key fob, command baton, or special rank insignia. It's impossible to hack those robots unless you have the proper signal device.

DEFENDER G300

An inexpensive commercial model often found serving as a facility sentry or a personal bodyguard, the Defender G300 is rugged and reliable. The robot has a sturdy base with six wheels, a 1.5-meter torso, and tentacle-like manipulator arms. Its weapon is mounted in a turret-like housing atop its body. It can easily handle stairs or rough terrain by rotating its suspension, although it can't climb ladders.

TR 1 Medium Champion Mechanism (Robot)

Senses normal, low-light; *Awareness* 15+
Initiative 11/16/21; **Speed** 40 meters

Str 14+	**Agi** 16+	**Vit** 15+	**Int** 16+ (programmed)	**Foc** 15+	**Per** 19+

ACTIONS

Double Attack 4 impulses; the Defender makes two sonic pulser or two tentacle attacks against the same or different targets.

Sonic Pulser 3 impulses; *Medium* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1d8+0/4 energy, and the target must make an *Endurance* check or be stunned 3 impulses.

Tentacle 3 impulses; *Melee* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1d6+0/4 physical, and the Defender grapples the target if it beats the target's *Hand to Hand* check.

REACTIONS

Protect 1-impulse reaction; *Trigger* an adjacent ally is attacked by an enemy the Defender is aware of. The Defender exchanges places with the ally and becomes the target of the attack.

DEFENSE

Life Support The Defender ignores most environmental conditions.
Armor 3 physical, 2 energy

(10+ dmg)	☐	destroyed	*Topples over, smoking*
(10+ dmg)	☐	Loses Double Attack	*One side shorts out*
(7 to 9 dmg)	☐☐	−2 step penalty to all checks	*"Repairs required."*
(4 to 6 dmg)	☐☐	−1 step penalty to all checks	*Pieces of casing shot away*
(1 to 3 dmg)	☐☐		*"Target designated hostile."*

OTHER

Wheeled Slow terrain costs the Defender 4 m of movement instead of 2 m.
Skills *Medicine* 14+, *Security* 14+

HELOT L5

The Helot is a heavy-labor robot that is basically a walking, self-directed forklift for handling heavy cargo and bulk materials. It has a bipedal chassis with two large manipulator arms that end in adjustable forks. The chassis includes a 250-kilo counterweight on its back, plus the ability to deploy four additional stabilizing "feet" when needed for heavy lifts. The Helot weighs in at a hefty 1 ton, but can lift loads of up to three times that weight.

Helots are programmed for safety and carefully monitor their environment to avoid endangering nearby humans. However, criminals have been known to reprogram Helots to serve as brutal, walking tanks.

Naturally, that's the kind of Helot described here.

TR 2 Large Boss Mechanism (Robot)

Senses normal; *Awareness* 17+
Initiative 13/18/23; **Speed** 10 meters

Str 9+	**Agi** 18+	**Vit** 13+	**Int** 18+ (programmed)	**Foc** 17+	**Per** 20+

ACTIONS

Double Attack 4 impulses; the Helot makes two lift-arm attacks against the same or different targets.

Lift-Arm 3 impulses; *Melee* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 2d6+0/4 physical, and the Helot grapples the target if it beats the target's *Hand to Hand* check.

Crush 3 impulses; *Melee* 1 or 2 grappled targets; *Attack* 15/20/25 (+3 steps); *Damage* 2d6+0/4 physical.

Bulldoze 5 impulses. The Helot moves 10 meters straight ahead and tramples or bashes through Large or smaller creatures and objects in its path. *Area Effect* 3 m by 10 m path; *Damage* 2d6+2 physical, and target pushed 4 m and knocked prone. A creature in the area can make a *Dodge* check as a reaction to move out of the area.

DEFENSE

Large Enemies gain a +1 step bonus to attack the Helot.

Life Support The Helot ignores most environmental conditions.

Stun Resistant Stun effects on the Helot are treated as daze effects instead.

Armor 5 physical, 4 energy

(11+ dmg)	☐	destroyed	*Lurches to a halt*
(11+ dmg)	☐☐☐	Loses Double Attack	*One side shorts out*
(8 to 10 dmg)	☐☐☐☐	–1 step penalty to all checks	*Hydraulic fluid splatters*
(5 to 7 dmg)	☐☐☐☐	uses Bulldoze as reaction	*Lumbers toward attacker*
(1 to 4 dmg)	☐☐☐☐		*Warning lights blink*

INTERDICTOR MK. 6

The Interdictor is a commercially available combat robot designed to provide serious firepower against distant targets from the air or from the ground. It features advanced repulsion-field thrusters that provide a low-speed flight capability, as well as a rugged tripedal chassis to allow ground-based operation when the terrain favors it. The robot can store up to 24 missiles in its internal magazine, selecting between different weapons depending on the situation. (Z-missiles with general-purpose blast and armor-piercing acid warheads are described below.) Perhaps its most dangerous weapon is its fiendishly clever tactical programming. The Interdictor is a smart and resourceful opponent, with a lethal knack for opportunity fire.

TR 7 Medium Champion Mechanism (Robot)

Senses normal, low-light, thermal; *Awareness* 13+

Initiative 9/14/19; **Speed** 20 meters, fly 50 meters (hover)

Str 14+	**Agi** 14+	**Vit** 13+	**Int** 16+ (programmed)	**Foc** 13+	**Per** 19+

ACTIONS

Skirmish 3 impulses. The Interdictor moves up to 6 m and makes a Z-Missile attack.

Z-Missile, Blast 4 impulses; *Very Long* blast 3 (6) meters; *Attack* 10/15/20 (+1 step); *Primary Damage* 2d10 energy; *Secondary Damage* 2d6 energy.

Targets that fail to dodge are pushed 4 m from the blast origin and knocked prone.

Z-Missile, Acid 3 impulses; *Very Long* 1 target; *Attack* 10/15/20 (+1 step); *Damage* 2d6+1/5 energy (AP 3), and targets suffers damage over time (acid, passive resist *Endurance*).

Slam 3 impulses; *Melee* 1 target; *Attack* 10/15/20 (+1 step); *Damage* 1d8+2/6 physical.

REACTIONS

Opportunity Fire 2-impulse reaction; *Trigger* an enemy within Long range moves out of cover; *Effect* the Interdictor makes a Z-Missile attack against the triggering enemy. The Interdictor can't use Opportunity Fire on consecutive actions.

DEFENSE

Life Support The Interdictor ignores most environmental conditions.

Stun Resistant Stun effects on the Interdictor are treated as daze effects instead.

Armor 4 physical, 4 energy

(15+ dmg)	☐	destroyed	*Explodes!*
(15+ dmg)	☐	loses Opportunity Fire	*CPU damaged*
(12 to 14 dmg)	☐☐	loses fly speed, descends 10 m each impulse until it lands	*Thrusters knocked out*
(9 to 11 dmg)	☐☐	can't attack at L or VL range	*Targeting sensors damaged*
(1 to 8 dmg)	☐☐		*"Engaging."*

OTHER

Death Burst The Interdictor explodes 1 impulse after it loses its last wound box. *Blast* 3 (6) meters; *Primary Damage* 2d10 energy; *Secondary Damage* 2d6 energy.

Skills *Dodge* 10+

Gold plating and hot paint jobs are popular too.

MYRMIDON XJL

Designed for the brutal sport of robotic arena fighting, the Myrmidon often doubles as an elite bodyguard or assassin in its owner's service. Using arena-fighters as muscle is something of a status symbol in some criminal circles, and gangsters have been known to spend lavishly on customizing their favorite fighter's weapons outfit or combat programming.

Most gladiator models are bipedal robots that wield powered melee weapons, but the variations on the basic design are countless.

TR 6 Medium Standard Mechanism (Robot)
Senses normal, low-light; *Awareness* 15+
Initiative 11/16/21; **Speed** 20 meters

| Str 13+ | Agi 13+ | Vit 14+ | Int 16+ (programmed) | Foc 15+ | Per 18+ |

ACTIONS

Vibrosword 3 impulses; *Medium* 1 target; *Attack* 11/16/21 (+1 step); *Damage* 1d8+3/7 physical.

REACTIONS

Block 1-impulse reaction. When targeted by a melee attack, the Myrmidon can make a vibrosword attack as an opposed check to counter the attacker's check result.

DEFENSE

Life Support The Myrmidon ignores most environmental conditions.
Battle Shield The Myrmidon has 50% cover (−2 step penalty) against melee and ranged attacks originating from in front of it.
Armor 3 physical, 3 energy

(15+ dmg)	☐	destroyed	*Winds down like broken toy*
(12 to 14 dmg)	☐	−1 step penalty to all checks	*Servos grind, losing balance*
(9 to 11 dmg)	☐	loses Battle Shield	*Shield shot away*
(1 to 8 dmg)	☐		*"Lethal mode ACTIVE."*

OTHER

Skills *Athletics* 11+, *Dodge* 11+, *Performance* (arena combat) 14+, *Resilience* 12+

OVERSEER 730

A machine designed to serve as an instrument of tyranny, the Overseer is a powerful surveillance and intervention robot that specializes in monitoring restive populations and eliminating insurgents wherever it finds them. Not only is it an effective combat robot, it also serves as a local command node, coordinating the efforts of allied robots in its vicinity and devising clever plans for accomplishing its tasks. Its chassis consists of a spherical torso ringed by repulsion-field generators and powerful metallic tentacles. It has a coffin-shaped prisoner compartment on its back for capturing and transporting those who resist its commands.

TR 11 Large Standard Mechanism (Robot)
Senses normal, low-light, thermal; *Awareness* 9+
Initiative 11/16/21; **Speed** 10 meters, fly 60 meters (hover)

| Str 12+ | Agi 13+ | Vit 10+ | Int 13+ (sentient) | Foc 13+ | Per 16+ |

ACTIONS

Infrared Laser 3 impulses; *Very Long* 1 target; *Attack* 6/11/16 (+1 step); *Damage* 1d8+6/10 energy.
Stunning Tentacle 3 impulses; *Melee* 1 target; *Attack* 6/11/16 (+1 step); *Damage* 1d8+4/8 physical, and the target must make an *Endurance* check or be stunned 3 impulses.

Capture 3 impulses; *Melee* 1 stunned or unconscious target of Medium size or smaller; *Effect* The Overseer uses its tentacles to move a subdued target into its prisoner compartment, which is filled with anesthesia gas. A living creature that begins its turn in the compartment must make an *Endurance* check or be incapacitated for 1 minute. A creature in the compartment is grappled by the Overseer, but the Overseer is not grappled and can move normally. Prisoners can break out by defeating the Overseer in an opposed *Athletics* check. Prisoners can't be targeted by enemies outside—the Overseer provides total cover.

DEFENSE

Large Enemies gain a +1 step bonus to attack the Overseer.
Life Support The Overseer ignores most environmental conditions.
Armor 6 physical, 5 energy

(16+ dmg)	☐	destroyed	*"Action... not... permitted..."*
(16+ dmg)	☐	any captive released	*Hatch cracked, prisoner falls out*
(14 to 15 dmg)	☐	−1 step penalty to all checks	*Shudders, sparks flying*
(1 to 13 dmg)	☐		*"Do not resist. It is pointless."*

OTHER

Command Nexus Non-Overseer mechanisms within Medium range of an allied Overseer gain a +1 step bonus on all attacks and cannot become dazed, distracted, or slowed. The Overseer perceives everything an allied mechanism in its command aura perceives.
Skills *Coercion* 12+, *Computer* 9+, *Dodge* 9+, *Empathy* 11+, *Security* 9+

SABER GUNBOT

It's generally illegal to disable a nonmilitary robot's safety settings and fit it out with weapons, but that doesn't stop people who need cheap, disposable firepower from doing exactly that. The Saber gunbot is a fairly common "upgrade kit" that includes basic targeting optics, tactical software, and a replacement behavior card with the safeties disabled. Criminal gangs and people running illicit businesses in dangerous neighborhoods are the most common users of Saber gunbots, but sometimes miners or colonists on dangerous planets fit out labor robots to guard against indigenous wildlife.

The gunbot's weapon is typically a cheap SMG welded onto one forearm.

TR 3 Medium Minion Mechanism (Robot)

Senses normal, low-light; *Awareness* 15+
Initiative 13/18/23 (+1 step); **Speed** 20 meters

Str 15+	Agi 16+	Vit 17+	Int 18+ (programmed)	Foc 17+	Per 20+

ACTIONS

SMG Burst 4 impulses; *Medium* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 2/6 physical. The burst inflicts two wounds instead of one (see Minion Attack, below).
Slam 3 impulses; *Melee* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 2/6 physical.

DEFENSE

Armor 4 physical, 2 energy

(1+ dmg)	☐	destroyed	*Topples with a shower of sparks*

OTHER

Minion Attack The gunbot's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound but ignore armor.

Skills *Mechanics 16+*

Gear SMG (welded to arm), 2 spare magazines (in storage compartments).

WARSPITE Z9Z

The Warspite is essentially a robotic tank—an autonomous combat vehicle designed to locate, identify, and then neutralize enemy forces with the application of heavy firepower. Unarmored humans on foot have little chance against a Warspite that's locked in on their position; taking out a Warspite usually requires top-line powered armor and sustained heavy-weapons fire. The Warspite's chassis is a sturdy, tracked hull with a microfusion power plant that provides a field endurance of 6 months or more for routine patrols. Atop the hull is an armored turret equipped with highly capable sensors and weapon systems. The Warspite is 5.5 meters long, 2 meters wide, and 2 meters tall, weighing in at 10 tons with a full ammunition load—it's comparable to a small armored fighting vehicle.

Warspites (and similar heavy combat robots) are military assets and generally kept under close control. Unfortunately, there is a lot of money to be made by selling military-grade fighting machines to local dictators or megacorps with special "security" concerns. Warspites occasionally fall into the hands of people who want to fix problems with the use of excessive firepower and who don't really care if anyone gets hurt in the process.

TR 12 Huge Boss Mechanism (Robot)

Senses normal; *Awareness* 17+

Initiative 13/18/23; **Speed** 30 meters

Str 3+	Agi 18+	Vit 7+	Int 16+ (programmed)	Foc 13+	Per 18+

ACTIONS

Open Fire 4 impulses; the Warspite uses two different ranged attacks against different targets.

Heavy Neutron Cannon 3 impulses; *Very Long* 1 target; *Attack* 5/10/15 (+1 step); *Damage* 2d8+2/6 energy, AP 6.

Heavy Plasma Hurler 3 impulses; *Very Long* blast 4 (8) meters; *Attack* 5/10/15 (+1 step); *Primary Damage* 3d8 energy; *Secondary Damage* 2d8 energy.

Antipersonnel Flechettes 2 impulses; *Medium* spread; *Attack* 5/10/15 (+1 step); *Damage* 1d10+4/8 physical, or 1d10+7/11 physical at Close range.

Slam 4 impulses; *Melee* 1 or 2 targets; *Attack* 5/10/15 (+1 step); *Damage* 2d8+0/5 physical.

Counterfire 0-impulse reaction; *Trigger* an enemy within Medium range hits the Warspite; *Effect* the Warspite makes an Antipersonnel Flechettes attack against the triggering enemy. The Warspite can't use Counterfire on consecutive actions.

DEFENSE

Huge Enemies gain a +2 step bonus to attack the Warspite.

Life Support The Warspite ignores most environmental conditions.

Stun Resistant Stun effects on the Warspite are treated as daze effects instead.

Force Shield The Warspite is protected by energy fields that absorb damage. All energy and physical attacks that hit the Warspite hit the force shield instead. The force shield has armor 5 and durability as below:

(16+ dmg)   ☐
(13 to 15 dmg) ☐
(10 to 12 dmg) ☐
(7 to 9 dmg)   ☐
(1 to 6 dmg)   ☐

When the force shield loses its last wound box, it fails. (Any extra wounds inflicted by the attack that destroys the force shield bleed through to the Warspite and are subject to its normal armor.) Once a force shield is destroyed, all subsequent attacks in the scene ignore it.

Armor 9 physical, 6 energy

(19+ dmg)	☐	destroyed	*Stops and starts smoking*
(19+ dmg)	☐☐☐	becomes dazed and slowed	*Systems shorting out*
(17 to 18 dmg)	☐☐☐☐	–1 step penalty to all checks	*Targeting system damaged*
(15 to 16 dmg)	☐☐☐☐	Counterfire requires 1 impulse	*Defenses overloaded*
(1 to 14 dmg)	☐☐☐☐		*Barely a scratch*

OTHER

Skills *Dodge* 10+, *Mechanics* 12+, *Security* 12+

SKIARTH

Tall, gaunt, amphibious bipeds, skiarths are brutal and bloodthirsty. Their limbs feature strong swimming fins, and their webbed hands end in massive claws. The head is a strange mix of humanoid and fish, with a wide-lipped mouth, slits for a nose, and large, black eyes. Skiarths spend most of their time in the ocean, but they are more than capable of pursuing intruders onto the land.

At this point, skiarths are little more than semi-intelligent monsters, but thousands of years ago they were the most advanced species on their world, with sprawling cities. Nuclear annihilation caused by warring states brought an end to their once-great civilization, and they retreated to the seas and began a slow but steady de-evolution. They now live in small familial units that are hostile toward other groups of their kind.

Skiarths are violent savages, but they understand brute force. Offworlders sometimes enlist them as mercenaries and raiders.

SKIARTH

TR 5 Large Champion Xenosoph (Alien, Amphibious)

Senses normal, low-light; *Awareness* 16+
Initiative 11/16/21; **Speed** 20 meters, swim 20 meters

| **Str** 13+ | **Agi** 18+ | **Vit** 14+ | **Int** 18+ (sentient) | | **Foc** 15+ | **Per** 17+ |

ACTIONS

Claw Frenzy 4 impulses. The skiarth makes two claw attacks against the same or different targets. If it hits the same target with both claws, it grapples the target and can use Rend as a free action.
Claw 3 impulses; *Melee* 1 target; *Attack* 12/17/22 (+1 step); *Damage* 2d6+2/6 physical.
Rend 3 impulses; *Melee* 1 grappled target; *Attack* 12/17/22 (+3 steps); *Damage* 2d6+2/6 physical, and the target must make an *Athletics* check or be thrown up to 5 m and knocked prone.

DEFENSE

Large Enemies gain a +1 step bonus to attack the skiarth.
Armor 4 physical, 2 energy
Extreme Regeneration At the end of each action round, the skiarth heals 2 wound boxes unless the wound was inflicted by fire or radiation damage. A dead skiarth can't regenerate.

(14+ dmg)	☐	dead	*Dies crawling toward slayer*
(14+ dmg)	☐	slowed for rest of the scene	*Crippled by serious blow*
(11 to 13 dmg)	☐☐	distracted until next action	*Roars and slaps at wound*
(8 to 10 dmg)	☐☐	knocked off-balance	*Jolted by a hard hit*
(1 to 7 dmg)	☐☐		*Just makes it madder*

OTHER

Blood-Crazed The skiarth gains a +1 step bonus to attack if it's wounded.
Skills *Athletics* 11+, *Stealth* 14+, *Survival* 13+

SURZNON

Fierce primate-like aliens from a savage world, surznons gather in huge troops that often number in the hundreds. These troops are highly aggressive, hunting down any potential food that catches their attention and overwhelming prey with wave after wave of furious assaults. Nature has also provided surznons with a dangerous missile weapon: they can pluck out the spines on their forearms and fling them with deadly accuracy. A caustic venom in the spine inflicts an agonizing wound. While they are not sentient, surznons have learned to recognize guns as weapons that kill from a distance, and they know to screen their approach with cover when attacking armed parties.

SURZNON

TR 9 Medium Minion Animal (Alien)

Senses normal, low-light; *Awareness* 14+
Initiative 11/16/21 (+1 step); **Speed** 30 meters, climb 15 meters

Str 14+	Agi 15+	Vit 15+	Int 18+ (animal)	Foc 16+	Per 17+

ACTIONS

Fling Spine 3 impulses; *Close* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 4/8 physical, and if the spine inflicts a wound on a living target, the target becomes impaired (active resist, *Endurance*).

Maul 3 impulses; *Melee* 1 target; *Attack* 8/13/18 (+1 step); *Damage* 5/9 physical.

DEFENSE

Improved Evade The surznon pays 0 impulses to use the Evade action modifier. When it evades, enemies attacking it suffer a –3 step penalty to their attack rolls.

Armor 2 physical, 2 energy

(1+ dmg)	☐	dead	*Leaps up shrieking, then falls*

OTHER

Minion Attack The surznon's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.

Skills *Dodge* 13+, *Endurance* 13+, *Stealth* 13+

TAZECRAB

The tazecrab is an opportunistic scavenger with a shocking mode of attack—literally. It resembles a crab or lobster, with six long legs and a hard, full-body carapace. Its small claws are equipped with three pincers instead of two, but those are purely for handling food; two oversized antennae are its weapons. These antennae can telescope from a length of 0.2 meters to 2 meters in a fraction of a second; a moment after the antennae are extended on either side of the taze-crab's prey, a powerful bioelectrical shock jumps from one antenna to the other, passing through the prey's body to stun or kill it. The first shock is the largest. Subsequent shocks are noticeably weaker until the tazecrab has a moment to rebuild its charge.

Tazecrabs are clumsy and comical at first glance, and they're also rather cowardly. Lone tazecrabs avoid attacking more numer-ous opponents, skulking along a few dozen meters behind larger creatures and waiting to see if any meals are left behind. They grow bolder as their numbers increase, however. And, since they can't tell the difference between a sleeping human and a dead human, they're likely to attack when a group of explorers tries to camp for the night.

TAZECRAB

TR 2 Small Standard Animal (Alien)
Senses normal; *Awareness* 15+
Initiative 10/15/20; **Speed** 15 meters

Str 17+	Agi 14+	Vit 16+	Int 19+ (animal)	Foc 16+	Per 19+

ACTIONS

Shock 2 impulses; *Melee* 1 target; *Attack* 15/20/25; *Damage* 1d6+0/4 energy, or 1d6+3/7 energy if charged (see below). If the tazecrab suc-ceeds with a charged Shock, the target must counter the attack result with an *Endurance* check or become impaired (active resist *Endurance*).

Recharge 2 impulses. The tazecrab gains a +2 step bonus on its next Shock attack. The tazecrab begins a scene with its Shock attack charged.

Bite 3 impulses; *Melee* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 1d4+0/3 physical.

DEFENSE

Small Enemies suffer a −1 step penalty to attack the tazecrab.
Armor 3 physical, 1 energy

(11+ dmg)	☐ dead	Sparks erupt from cracked carapace
(8 to 10 dmg)	☐ Recharge requires 4 impulses	One antenna amputated
(5 to 7 dmg)	☐ knocked prone	Kicks itself upside-down in spasm
(1 to 4 dmg)	☐	Loses a leg, but doesn't seem to care

OTHER

Camouflage The tazecrab gains a +4 step bonus on *Stealth* checks to hide in its native terrain (salt marsh and coastal terrain).

TETHYS SHARK

The principles of convergent evolution naturally lead to the rise of familiar forms on many different worlds. Humans exploring new worlds naturally name new creatures they encounter after examples of superficially similar creatures from Earth. The Tethys shark is an excellent example; it looks like it would be at home in Earth's seas. However, it's actually native to the vast ocean within the icy shell of a Europa-like moon. The creature is eyeless, compensating for its blindness with keen senses of echolocation and electroreception. It's fast, smart, aggressive, and social, gathering with others of its kind into deadly packs to take down large prey.

Naturally, few humans go swimming a hundred kilometers under the ice of gas-giant moons. However, specialized ice-mining colonies and science outposts have been established within Europan worlds of unusual interest. Tethys sharks are sometimes introduced to other planets to serve as marine colony protectors, or are trained to deliver and retrieve scientific equipment. In some cases, Tethys sharks escape human control and revert to their predatory (and dangerous) habits—or even turn on the facilities they are supposed to protect.

Named for Earth's primordial sea, not the moon of Saturn.

TETHYS SHARK

TR 1 Medium Standard Animal (Alien, Aquatic)
Senses blind, echolocation, electrosense; *Awareness* 14+
Initiative 13/18/23 (+1 step); **Speed** swim 40 meters

Str 15+	Agi 17+	Vit 16+	Int 19+ (animal)		Foc 16+	Per 18+

ACTIONS
Bite 3 impulses; *Melee* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1d6+1/5 physical, and the target suffers damage over time (bleeding, passive resist *Endurance* or successful *Medicine* treatment ends the effect).

DEFENSE
Armor 2 physical

(10+ dmg)	☐	dead	*Goes limp and starts to sink*
(7 to 9 dmg)	☐	stunned 2 impulses	*Drifts aimlessly for a moment*
(4 to 6 dmg)	☐	retreats 10 m as a reaction	*Recoils, backing off*
(1 to 3 dmg)	☐		*Ignores the injury*

OTHER
Blind The Tethys shark is eyeless. However, in water its echolocation and electrosense allow it to "see" up to 200 meters, and it suffers none of the combat penalties for being blind as long as it can "ping" its target with echolocation or sense its target's bioelectric field. Loud sounds or electric discharges "blind" the Tethys shark for 5 impulses.

Swarm Attack The Tethys shark gains a +1 step bonus with its attack for each other shark attacking the same target in this impulse, to a maximum of +3 steps for 4 creatures attacking the same target.

TUZ-VILAGI

Native to the volcanic moon Tuz-Vilag, the tuz-vilagi are lifeforms based on silicone compounds and sulfur dioxide. Their native environment is a volcanic hell with temperatures that routinely approach 900° C; molten rock is no more dangerous to them than the ocean is for humans. Human explorers named them after their homeworld, since they found the species' name for itself unpronounceable. In fact, humans hardly recognize their language as speech at all.

A tuz-vilagi resembles a 1.5-meter worm with a body made of thick ring segments. Its blood and tissue are semisolid silicone compounds as hot as a blast furnace. It can create and extrude manipulative tendrils from its body. The creature often wears a harness and carries tools or weapons made from highly heat-resistant alloys. It can endure vacuum or inert atmospheres for hours.

With species that come from two such mutually incompatible environments, one might wonder how humans and tuz-vilagi ever meet. The answer is in space. The tuz-vilagi are intelligent tool-users with interplanetary travel. They are wary of humans, having encountered greedy prospectors, and some greet human intruders with weapon fire. Others are willing to trade.

TUZ-VILAGI

TR 4 Small Standard Enigma (Alien, Mineral)

Senses normal, thermal vision; *Awareness* 17+
Initiative 13/18/23; **Speed** 20 meters

Str 15+	Agi 16+	Vit 15+	Int 16+ (sentient)	Foc 17+	Per 16+

AURA

Body Heat Resolve at end of impulse 8. Creatures within 4 meters of a tuz-vilagi must make an *Endurance* check or suffer 2d4 energy damage (fire).

ACTIONS

Bolt Thrower 4 impulses; *Medium* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 1d6+3/7 physical, AP 2.
Slam 3 impulses; *Melee* 1 target; *Attack* 13/18/23 (+1 step); *Damage* 1d6+3/7 physical, and the target begins taking damage over time (fire, active resist 1).

DEFENSE

Small Enemies have a –1 step penalty on attacks against the tuz-vilagi.
Immune Acid, fire, poison
Armor 4 physical, 5 energy

(13+ dmg)	☐	incapacitated	*Freezes in black, rocky crust*
(10 to 12 dmg)	☐	–2 step penalty to all checks	*Writhes in agony*
(7 to 9 dmg)	☐	–1 step penalty to all checks	*Molten blood splatters ground*
(1 to 6 dmg)	☐		*Recoils, looking for cover*

OTHER

Skills *Empathy* 14+, *Engineering* 14+, *Mechanics* 14+
Gear Bolt thrower, containment suit (essentially vacuum armor).

TY'CLI

A species of small, sentient flyers from a lush forest world, ty'cli are primitive hunter-gatherers who prefer to avoid contact with outsiders. However, the alien ruins and rich biosphere of their homeworld often brings human explorers into their territory.

Physically, a ty'cli reminds most human observers of a dragonfly. It has long, slender limbs, translucent wings, compound eyes, and small mandibles. Its skin is tough, leathery, and hairless, and has an iridescent sheen in the right lighting. However, the ty'cli is actually more like a mammal than an insect. On the ground, it adopts an upright, bipedal stance, freeing its forelimbs for tool use. Its language consists of complex clicks, chirps, and whistles.

Ty'Cli society is tribal. Most tribes are merely skittish and seek to avoid contact with humans. Some tribes, however, are highly xenophobic and choose to confront intruders rather than flee from them. A hostile ty'cli tribe fighting in its home territory can be a serious challenge despite their simple weapons; the ty'cli are masters of stealth and hit-and-run attacks.

TY'CLI

TR 2 Small Standard Humanoid (Alien)
Senses normal; *Awareness* 14+
Initiative 9/14/19; **Speed** 20 meters, fly 50 meters

Str 18+	**Agi** 14+	**Vit** 17+	**Int** 17+ (sentient)		**Foc** 15+	**Per** 18+

ACTIONS

Hit and Run 4 impulses. The ty'cli moves up to its speed and makes an attack at any point during its move. If it finishes its move in a spot with cover or concealment, it can make a *Stealth* check to hide.

Bow 3 impulses, reload 1 impulse; *Medium* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 1d6+1/5 physical and poison (see below).

Bite 3 impulses; *Melee* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 1d4+1/4 physical and poison (see below).

DEFENSE

Small Enemies have a −1 step penalty on attacks against the ty'cli.
Armor 3 physical, 1 energy

(9+ dmg)	☐	incapacitated	*Folds up and tumbles to ground*
(6 to 8 dmg)	☐	−1 step penalty to all checks	*Screeches and shudders*
(3 to 5 dmg)	☐	can't fly in next action	*Shot through wing*
(1 to 2 dmg)	☐	flies 10 m as a reaction	*Clicks and darts for cover*

OTHER

Poison Ty'cli have a venomous bite, and often apply their natural venom to their arrows. A creature wounded by a ty'cli bite or arrow must make an *Endurance* check or suffer damage over time (poison, passive resist 1). While poisoned, the target is also impaired.

Skills *Stealth* 12+, *Survival* 13+
Gear Bow, 12 arrows.

UMCHACI

Umchaci are ambulatory carnivorous plants with strong tentacle-like roots and cactus-like spines dangling from shoots that resemble fruit. Their intelligence is comparable to a dimwitted reptile, but they are leaps and bounds more aware than the vast majority of plants. Researchers have never found this creature's planet of origin, and it is believed that the species was created in a lab and unleashed on the universe as a form of terrorism.

Umchaci are patient and stealthy, slowly creeping close enough to shower potential prey with their quills. They then follow the wounded prey until the victim succumbs to its poison.

UMCHACI

TR 6 Medium Boss Enigma (Alien, Plant)
Senses normal; *Awareness* 16+
Initiative 12/17/22; **Speed** 10 meters

Str 15+	Agi 16+	Vit 13+	Int 20+ (instinctive)	Foc 16+	Per 19+

ACTIONS

Root-Tentacles 3 impulses; *Melee* 1 or 2 targets; *Attack* 11/16/21 (+1 step);
  Damage 2d8+0/4 physical, and the umchaci grapples the target if it beats the target's *Hand to Hand* check.
Crush 3 impulses; *Melee* 1 grappled target; *Attack* 11/16/21 (+3 steps);
  Damage 2d8+0/4 physical. If the attack inflicts a wound, the target is also affected by Poison Quills (see below).
Fling Quills (1/scene) 3 impulses; *Close* up to 3 targets within a 6 m area;
  Attack 11/16/21; *Damage* 1d8+3/7 physical. If attack inflicts a wound, the target is also affected by Poison Quills (see below).

REACTIONS

Quill Cloud 1-impulse reaction. *Trigger* the umchaci suffers a wound of 12 to 14 severity; *Effect* the umchaci regains Fling Quills if already used, and uses Fling Quills against all targets within Close range.

DEFENSE

Immune Bleeding, poison, stun
Armor 3 physical, 3 energy

(15+ dmg)	☐	dead	*Has become chopped salad*
(15+ dmg)	☐☐☐	−1 step penalty to checks	*Green blood oozes*
(12 to 14 dmg)	☐☐☐☐	uses Quill Cloud reaction	*Shakes violently, throwing quills*
(9 to 11 dmg)	☐☐☐☐	releases grappled target	*Root-tentacle severed*
(1 to 8 dmg)	☐☐☐☐		*Sways and quivers*

OTHER

Poison Quills A target wounded by umchaci quills must make an *Endurance* check or suffer damage over time (poison, passive resist *Endurance*). The target is impaired until it successfully resists the damage over time.
Minor Camouflage The umchaci gains a +2 step bonus to *Stealth* checks to hide in its native environment.

VYSNAR

Small predators that gather in bands sometimes numbering in the hundreds, vysnars look like tiny dinosaurs with colorful scales of red and blue. They have no forelimbs and stand hunched over on two legs, their oversized heads and strong jaws balanced by a long tail. When hunting, they coordinate with each other by broadcasting the location of prey with high-pitched chirping noises, summoning their fellows to the potential meal.

Vysnars are nomadic and prefer warm, open plains; a large band of vysnars chews through the local ecology like a ravaging horde and then moves on to a new hunting ground. Most colonists and explorers consider them little more than vermin to be eradicated whenever they appear, but quite a few have spread beyond their homeworld by stowing away on starships.

VYSNAR

TR 1 Tiny Minion Animal (Alien)

Senses normal, thermal; *Awareness* 15+
Initiative 9/14/19; **Speed** 30 meters

Str 19+	**Agi** 12+	**Vit** 18+	**Int** 19+ (animal)	**Foc** 17+	**Per** 16+

ACTIONS

Bite 3 impulses; *Melee* 1 target; *Attack* 16/21/26 (+1 step); *Damage* 1/5 physical.

Mob Attack 3 impulses. Five vysnars within 10 meters of each other acting at the same time can make a mob attack. Instead of making attack checks, the vysnars threaten all targets adjacent to at least one member of the mob. Each threatened creature must make a *Dodge* check with a step penalty equal to the number of adjacent vysnar attackers or suffer one wound. Creatures in Tough armor are immune to Mob Attack.

DEFENSE

Tiny Enemies suffer a −2 step penalty to attack the vysnar.
Armor 1 physical, 1 energy

(1+ dmg)	☐	dead	*Emits a loud chirp and is still*

OTHER

Minion Attack The vysnar's attack deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound, but ignore armor.

XAYON

Derived from both human and alien DNA, xayons are a species of six-limbed hybrids seeking a place in human society. The genetic experimentation that created them took place only two generations ago, and as far as anyone can tell, xayons have been around for less than 50 years. Only a few thousand xayons exist today; most humans have never met a xayon and don't quite know what to make of them.

Xayons arose as packs of roving hunter-gatherers on their isolated homeworld. In the species' first years, many xayons were taken from their homeworld as laborers or slaves. Those days are mostly behind them, but quite a few xayons still struggle to elevate themselves from the exploitation and discrimination they faced early on. Some xayons do so by trying to excel in respectable professions. Others resent their treatment at human hands and choose lives as hard-hearted mercenaries, rebels, or outright criminals.

XAYON INFILTRATOR

TR 4 Medium Standard Humanoid (Alien)

Senses normal; *Awareness* 17+
Initiative 11/16/21 (+1 step); **Speed** 20 or 30 meters (see Quadruped Shift)
Str 16+ **Agi** 14+ **Vit** 17+ **Int** 16+ (sentient) **Foc** 17+ **Per** 17+

ACTIONS
Double Attack 4 impulses. The xayon makes two pistol or vibroblade attacks with a –1 step penalty on each attack.
Plasma Pistol 3 impulses; *Medium* 1 target; *Attack* 13/18/23 (+1 step); *Damage* 2d4/2d8 energy.
Vibroblade 3 impulses; *Melee* 1 target; *Attack* 13/18/23 (+1 step); *Damage* 1d6+3/7 physical, AP 2.
Unarmed 3 impulses; *Melee* 1 target; *Attack* 13/18/23; *Damage* 1d4+0/2 physical.

DEFENSE
Instinctive Dodge When the xayon uses the Evade action modifier, enemies take a –2 step penalty to their attacks.
Armor 3 physical, 3 energy

(13+ dmg)	☐	incapacitated	*Staggers and falls*
(10 to 12 dmg)	☐	–2 step penalty to all checks	*Roars in anger*
(7 to 9 dmg)	☐	–1 step penalty to all checks	*Wipes away blood and grins*
(1 to 6 dmg)	☐		*Snorts in derision*

OTHER
Quadruped Shift As a 2-impulse action, a xayon can shift to quadruped locomotion, increasing its speed. It can't use Double Attack in quadruped form. Shifting out of this form of locomotion is also a 2-impulse action.
Skills *Acrobatics* 12+ (+1 step), *Computer* 14+, *Security* 14+, *Stealth* 12+
Gear Nanoweave suit, 2 plasma pistols, 2 vibroblades.

YINTH DRAGON

The fire-breathing dragon is an age-old myth on Earth, but on the planet of Kapteyn II one can find an alien beast that comes close to the legend. The yinth dragon is a large saurian beast with four stumpy legs, a barrel-like body, a long, barbed tail, and a maw full of serrated teeth. Dense, armored scales of rust-brown or brownish-yellow cover its body. The dragon's fire comes from two organs in its thick neck that each store a reactive compound. The dragon expels the compounds from its gullet; a few meters from its maw the compounds react and ignite, bursting into flame in open air. A slow and plodding hunter, the dragon's favorite tactic is to get just close enough to badly burn its prey with a gout of fire, then follow the wounded target until it collapses from its injuries. In some cases, this may take days, but the dragon is patient and relentless.

YINTH DRAGON

TR 2 Large Boss Animal (Alien)

Senses normal, low-light; *Awareness* 16+
Initiative 13/18/23; **Speed** 15 meters

Str 14+	Agi 17+	Vit 14+	Int 19+ (animal)		Foc 16+	Per 19+

ACTIONS

Quick Snap 2 impulses; *Melee* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 1d8+2/6 physical.

Fiery Belch 4 impulses; *Blast* creates a 2 (4)-meter blast within Close range; *Attack* 16/21/25 (+1 step); *Primary Damage* 2d6+4 energy; *Secondary Damage* 1d6+4 energy. A target that fails its *Dodge* check against the blast begins damage over time (fire, active resist *Dodge*). The target of the blast must be the closest enemy in the line of fire. The dragon must wait at least 4 impulses after using Fiery Belch before it can use this attack again.

REACTIONS

Tail Lash 1-impulse reaction when an enemy ends its turn adjacent to the dragon; *Melee* 1 target; *Attack* 15/20/25; *Damage* 1d8+2/6 physical, and the target must make a *Resilience* check or be stunned 3 impulses.

DEFENSE

Large Enemies gain a +1 step bonus to attack the yinth dragon.
Armor 5 physical, 2 energy (5 vs. fire)
Stun Resistant Stun effects on the dragon are treated as daze effects instead.

(11+ dmg)	☐	dead	*Falls over on its side, burning*
(11+ dmg)	☐☐☐	−1 step penalty to checks	*Lurches clumsily, keeps coming*
(8 to 10 dmg)	☐☐☐☐	armor reduced by 2	*Scales shot away*
(5 to 7 dmg)	☐☐☐☐	moves 6 m as a reaction	*Lunges toward nearest target*
(1 to 4 dmg)	☐☐☐☐		*Snorts and shrugs*

ZIZ

Named after the titanic bird from Terran mythology, the ziz is a flying predator from a low-g desert world of towering mesas. At first glance it appears reptilian, combining a long, snake-like, scale-covered body with the vast leathery wings of a pterodactyl. The resemblance ends there, however: the ziz has three pairs of wings, and it flies by undulating its body. The middle set of wings provides most of the lift, while the fore-wings and tail-wings give the creature astounding mid-air agility. The ziz's sharp beak looks imposing, but is useful as a weapon only when the creature is grounded. While on the wing, it slashes at prey with a serrated bony disk at the end of its long and flexible tail.

ZIZ

TR 10 Huge Champion Animal (Alien)

Senses normal, low-light; *Awareness* 8+

Initiative 8/13/18; **Speed** 10 meters, fly 40 meters

Str 9+	Agi 16+	Vit 11+	Int 19+ (animal)	Foc 12+	Per 18+

ACTIONS

Swoop 5 impulses. The ziz flies up to its speed and makes up to three Slash attacks against different targets along its path. It can use this action only while flying.

Slash 3 impulses; *Melee* 1 target within 4 m; *Attack* 7/12/17 (+1 step); *Damage* 2d6+4/8 physical.

Bite 3 impulses (can't be used while flying); *Melee* 1 target; *Attack* 7/12/17 (+1 step); *Damage* 2d6+2/6 physical. On an Excellent or better success, the ziz can use Slash as a free action against a different target within reach.

Wingover 1 impulse. The ziz turns in any direction while flying up to 10 meters. (It does not need to move from its current position to perform the wingover.)

DEFENSE

Huge Enemies gain a +2 step bonus to attack the ziz.

Improved Evade The ziz pays 0 impulses to use the Evade action modifier. When it evades, enemies attacking it suffer a –3 step penalty to their attack rolls.

Armor 6 physical, 4 energy

(16+ dmg)	☐	dead	*Collapses, thrashes, and dies*
(16+ dmg)	☐	can't fly; must land	*Large wings shredded*
(16+ dmg)	☐☐	loses its reaction	*Small wings heavily damaged*
(13 to 15 dmg)	☐☐	distracted until its next action	*Arches its neck and screeches*
(1 to 12 dmg)	☐☐		*Glares at attacker*

OTHER

Silent Flyer In darkness, blowing dust, or other conditions of reduced visibility, creatures have a –2 step penalty on *Awareness* checks to notice a ziz approaching on the wing.

Skills *Dodge* 12+, *Stealth* 12+

ZYLLEK

The zyllek ranks among the most feared of space gremlins. The creature itself isn't very imposing: about the size of a person's palm, looking like a cross between a giant, squishy flea and a fuzzy good-luck doll. The reason they're so frightening is that zylleks are neural parasites. The "fuzz" is actually a bundle of neurons that can bore into the tissue of just about any carbon-based lifeform. The zyllek's boring neurons merge its nervous system with the victim's, giving it full access to the victim's body and mind.

A creature under a zyllek's control is known as a thrall. The preferred spot for a zyllek to attach is somewhere along the spine. Once it's attached, the zyllek flattens itself against the body so it's concealed beneath clothes. A zyllek thrall can seem perfectly normal under casual observation. Close scrutiny for uncharacteristic behavior, or narrow questioning for odd, *non sequitur* answers can reveal the truth.

A zyllek without a host is about as intelligent as a smart bird. When a zyllek gains control over a sentient creature, it effectively becomes a zyllek super-genius. Its primary urge is to spread its progeny. When zylleks suddenly gain access to weapons, space-ships, and science, they focus on seizing resources needed to industrialize the spread of their kind. An undetected cadre of zyllek thralls can cause shocking amounts of trouble.

ZYLLEK

Without a host, a zyllek is not much of a physical threat. However, they are naturally furtive and stealthy, and they instinctively seek out targets that are asleep or alone.

TR 3 Tiny Minion Animal (Alien)
Senses normal, low-light; *Awareness* 13+
Initiative 8/13/18; **Speed** 10 meters, jump 2 meters

Str 19+	Agi 13+	Vit 18+	Int 18+ (animal)	Foc 15+	Per 18+

ACTIONS
Bite 3 impulses; *Melee* 1 target; *Attack* 14/19/24 (+1 step); *Damage* 1/3.
Neural Infiltration 6 impulses; *Melee* 1 distracted, stunned, or unaware target; *Attack* 14/19/24 (+3 steps); *Effect* The zyllek links itself with the target's nervous system. The target must counter the attack with a *Willpower* check, or the zyllek takes control of the target's thoughts and actions. The target gains a +4 step bonus on its *Willpower* check if it's awake. Once per day, a controlled creature can resist the effect with a *Willpower* check (−3 step penalty).

REACTIONS
Elude 1-impulse reaction. When targeted by a melee attack, the zyllek can attempt a *Dodge* check. If it succeeds, the zyllek moves up to 10 meters and the attack automatically misses.

DEFENSE

Tiny Enemies have a –2 step penalty to attack the zyllek.
Armor 1 physical, 0 energy

| (1+ dmg) | ☐ | dead (see Neural Hangover) | *The horrible thing is squished!* |

OTHER

Minion Attack The zyllek's bite deals one wound if its damage overcomes the target's armor. Stellar attacks deal only one wound but ignore armor.
Neural Hangover If the zyllek controlling a creature is killed or removed, the previously controlled creature is stunned for 6 impulses, and then impaired (passive resist *Willpower* 2).
Skills *Stealth* 11+

ZYLLEK THRALL

Together, a zyllek and its host are a formidable adversary. The parasite fuels its host on adrenalin and forces it to ignore horrific injuries. This thrall is a human pilot under the influence of a zyllek master.

TR 2 Medium Champion Humanoid (Alien, Human)

Senses normal; *Awareness* 16+
Initiative 9/14/19 (+2 steps); **Speed** 25 meters

| **Str** 14+ | **Agi** 13+ | **Vit** 13+ | **Int** 16+ (sentient) | **Foc** 16+ | **Per** 17+ |

ACTIONS

Quick Shot 2 impulses; *Long* 1 target; *Attack* 15/20/25 (+2 steps); *Damage* 1d6+3/7 energy.
Surprising Strength 2 impulses; *Melee* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 1d8+2/6 physical, and target must make an *Athletics* check or be knocked prone.

REACTIONS

Ignore Pain 1-impulse reaction. When the thrall is hit by an attack, it can attempt an immediate *Resilience* check to reduce the damage by 5.

DEFENSE

Armor 2 physical, 2 energy
Stun Resistant Stun effects on the thrall are treated as daze effects instead.

(11+ dmg)	☐	incapacitated	*"You haven't beaten us…"*
(11+ dmg)	☐	dazed until end of next action	*How is he still on his feet?*
(8 to 10 dmg)	☐☐	knocked off-balance	*Rocked back on heels, shrugs*
(5 to 7 dmg)	☐☐	moves 2 m as a reaction	*"We'll deal with you later."*
(1 to 4 dmg)	☐☐		*Glances at injury, no reaction*

OTHER

Abandon 1 impulse after the thrall is incapacitated, its zyllek master detaches. The zyllek appears adjacent to the incapacitated thrall.
Skills *Computer* 14+, *Mechanics* 14+, *Piloting* 11+, *Resilience* 11+
Gear hardmesh uniform, laser pistol.

CREATING ALIENS

The universe is a big and dangerous place, and we've only scratched the surface of inimical creatures your heroes might encounter. This section expands on the Creating Adversaries section on pages 255–259 of the *Core Rulebook.* Begin by coming up with a description for your adversary—not only what it looks like, but where and why it exists in your game. Next, create a stat block that uses game mechanics to illustrate your creation by following these steps:

1. **Choose a Threat Rating (1 to 13).** This is the level of hero team you expect this adversary to be a fair fight for. If it's higher than 10, it's a difficult challenge even for high-level heroes.
2. **Choose a Template.** Template describes the creature's role in combat: Is it encountered in mobs, small bands, or alone? Your choices are minion, standard, champion, or boss.
3. **Get the Stats.** The template tables later in this section provide you with the basic attack score, durability, and average damage for an adversary of your chosen TR.
4. **Choose a Size and Type**. Decide how big your creature is (Tiny to Huge), and then choose a type (animal, enigma, humanoid, mechanism, or xenosoph). Size and type describe how the creature interacts with game effects and environments, and also govern the creature's ability scores. These in turn influence its defensive skills and initiative.
5. **Choose Attacks, Defenses, and Actions.** Refer to the glossary of adversary abilities at the end of this section. Choose at least one attack and one defense, or more for Champions and Bosses. You can choose additional abilities if you want.
6. **Initiative and Speed.** Figure out the creature's initiative-check score, and choose a speed that seems appropriate for its size and body configuration.
7. **Add Wound Effects and Penalties.** Some adversaries suffer wound penalties similar to player characters, but many don't. Instead of taking a –1 step penalty on actions for a moderate wound, a creature might be stunned, driven back a few steps, lose a special attack form, or be provoked into a sudden retaliation.

Let's go into each of these steps in further detail.

THREAT RATING (TR)

The threat rating determines how challenging the monster is in a fight, and scales in the same way that characters advance by level. A TR 3 adversary is a typical foe for 3rd level characters to face, and a bit more challenging for 1st level characters. As the threat rating increases, the adversary's accuracy and damage with attacks increases, and its defenses and wound boxes also scale up. In general:

- An average combat scene pits the heroes against an equal number of standard adversaries of the heroes' level. An easy combat scene features standard adversaries whose TR is 2 lower than the heroes' level, or two adversaries of equal level for every three heroes.
- A challenging combat scene pits the heroes against standard adversaries whose TR is 2 higher than the heroes' level, or three adversaries of equal level per two heroes.
- A climactic combat scene features adversaries whose TR is 3 or 4 higher than the heroes' level, or two adversaries of equal level per hero.
- You can replace one standard adversary with three minions. You can use one champion adversary in place of two standard adversaries, or one boss adversary in place of four standard adversaries.

> 3 Minions = 1 Standard
> 2 Standard = 1 Champion
> 4 Standard = 1 Boss

- Increasing the number of standard adversaries by 50 percent is about the same as increasing the average TR of the adversaries by 2. This means you can substitute two standard adversaries of TR +2 for three standard adversaries, or three standard adversaries of TR −2 for two standard adversaries of TR +0.

> 2 (TR+2) standard = 3 TR standard
> 3 (TR−2) standard = 2 TR standard

These guidelines expand on the advice presented on pages 204–205, *Core Rulebook.*

ADVERSARY TEMPLATES

Next, choose the base template for the creature.

STANDARD

Standard adversaries comprise the majority of the foes your heroes encounter. In addition to the basic game statistics, a standard adversary should have a special ability of your choice. A typical combat scene features one standard adversary per hero.

CHAMPION

Champion adversaries are more formidable, and require more resources to take down. Champions generally take twice as many hits to defeat as standard foes. In addition to its basic game statistics, a champion adversary usually has an attack, aura, or reaction that gives it the ability to make twice as many attacks as a standard adversary (or attack two targets at the same time), as well as two special abilities.

BOSS

Boss adversaries are the toughest challenges heroes face. They're designed to take the place of four standard adversaries in a typical combat scene, but they require more than just four times as many wound boxes—they also need to have comparable offensive output. Faster attacks, higher damage, and multiple attacks are easy ways to increase output, and adding reactions can help keep a scene interactive. Bosses also have ways of mitigating control effects, such as reducing stun durations or using a reaction to get additional resist chances.

When creating your own boss adversary, use the statistics provided for the boss's threat level and give it three or four special abilities.

MINION

Minions are weak adversaries who usually go down with a single hit. Individually, they aren't much of a threat to most heroes, but they can wear down heroes with a large number of light wounds and clutter up a battlefield, preventing the heroes from getting at more important adversaries. Minions have a few special rules for attacks and damage.

- Minions have one hit box. Any hit that penetrates armor defeats a minion.
- An average hit from a minion's attack overcomes armor equal to 1 + half its TR. An Excellent hit overcomes armor equal to 5 + half the minion's TR.
- When a minion hits a target and overcomes the target's armor, that target takes a 1-damage wound.
- Stellar hits from minions deal only one wound, not two, but ignore armor.
- A minion inflicts a step penalty on enemy attacks equal to half its TR (rounded down) or has armor equal to its TR −1. (You can create a combination of attack penalties and armor by dividing the minion's TR between the two approaches before figuring the defensive benefit.)

Minion Defense: Most high-threat adversaries get tougher through improved durability, but since minions can't soak up hits, high-threat minions need to be harder to hit or more heavily armored to remain a challenge for high-level heroes. The minion could be a Small target, it could have defensive abilities such as improved evasion or deflection screens, or it could have a tough hide or wear some sort of armor. The minion template table provides some guidelines for an appropriate amount of defense.

A high-threat minion can combine both accuracy penalties and armor; a defensive ability that penalizes an attacker's skill check by 1 step is roughly equivalent to 2 points of armor. For example, a TR 7 minion could have a deflection screen that penalizes attacks by 3 steps, or 6 points of armor, or a weaker screen that penalizes attacks by 2 steps and 2 points of armor.

AVERAGE DAMAGE RANGES

Looking for a die expression that gives you a good average damage result? Here you go.

4	d4+1, d6
5	d4+2, d6+1, d8, 2d4
6	d4+3, d6+2, d8+1, d10
7	d6+3, d8+2, d10+1, 2d6
8	d6+4, d8+3, d10+2, 2d6+1
9	d8+4, d10+3, 2d6+2, 2d8
10	d8+5, d10+4, 2d6+3, 2d8+1
11	d8+6, d10+5, 2d6+4, 2d8+2, 2d10
12	d10+6, 2d6+5, 2d8+3, 2d10+1
13	2d8+4, 2d10+2, 2d12
14	2d8+5, 2d10+3, 2d12+1
15	2d8+6, 2d10+4, 2d12+2

TEMPLATE TABLES

The following pages provide adversaries' base statistics by threat rating. The adversary's attack skill score, defense skill score, durability, and average damage output are listed for each TR. These are guidelines, not mandates—you can build a creature with an inaccurate attack that deals more damage if it lands, or a creature whose attack carries a crippling status effect but deals less damage.

Attack: This is the creature's target number for an Average success with an attack. As always, beating this number by 5 or more results in an Excellent hit and beating it by 10 or more results in a Stellar hit, which deals two wound boxes instead of one.

Defense: The creature's skill check for defensive skills such as *Dodge, Endurance, Resilience,* or *Willpower.* This is usually an ability check since most adversaries aren't trained in those skills, and it varies widely from creature to creature and skill to skill. Most adversaries are significantly better in one or two of these defensive skills, and significantly worse in others.

Wound Boxes: The creature's durability, with the damage required to inflict a wound of that severity. The last box in the Critical column serves as the creature's mortal wound box (if there's only one, that's both the critical and mortal wound for the creature).

That's good, because bad guys are more interesting when they've got strengths and weaknesses for the heroes to figure out.

Damage: The typical damage the creature deals with a successful attack, listed with both Average and Excellent damage results.

Armor Penetration (Minion): The "damage" inflicted by the minion's attack, which simply indicates whether or not it overcomes the target's armor.

Defense Modifier (Minion): The minion's defense against attack, expressed as either an accuracy penalty on an attacker's skill check or the resistance value of its armor.

MINION ADVERSARY TEMPLATE

TR	Attack	Defense	Armor Penetration	Defense Modifier
1	16	16	1	none
2	15	16	2	1 armor
3	14	15	2	–1 step or 2 armor
4	13	15	3	–1 step or 3 armor
5	12	14	3	–2 steps or 4 armor
6	11	14	4	–2 steps or 5 armor
7	10	13	4	–3 steps or 6 armor
8	9	13	5	–3 steps or 7 armor
9	8	12	5	–4 steps or 8 armor
10	7	12	6	–4 steps or 9 armor

STANDARD ADVERSARY TEMPLATE

TR	Attack	Defense	Light Wound	Moderate Wound	Severe Wound	Critical/ Mortal Wd.	Damage
1	16	16	☐ 1–3	☐ 4–6	☐ 7–9	☐ 10+	5 / 9
2	15	16	☐ 1–4	☐ 5–7	☐ 8–10	☐ 11+	5 / 9
3	14	15	☐ 1–5	☐ 6–8	☐ 9–11	☐ 12+	6 / 10
4	13	15	☐ 1–6	☐ 7–9	☐ 10–12	☐ 13+	6 / 10
5	12	14	☐ 1–7	☐ 8–10	☐ 11–13	☐ 14+	7 / 11
6	11	14	☐ 1–8	☐ 9–11	☐ 12–14	☐ 15+	7 / 11
7	10	13	☐ 1–9	☐ 10–12	☐ 13–15	☐ 16+	8 / 12
8	9	13	☐ 1–10	☐ 11–13	☐ 14–15	☐ 16+	8 / 12
9	8	12	☐ 1–11	☐ 12–14	☐ 15	☐ 16+	9 / 13
10	7	12	☐ 1–12	☐ 13–15	☐ 16+	☐ 16+	9 / 13
11	6	11	☐ 1–12	☐ 13–15	☐ 16+	☐ 16+	10 / 14
12	5	10	☐ 1–12	☐ 13–15	☐ 16+	☐ 16+	11 / 15
13	4	9	☐ 1–12	☐ 13–15	☐ 16+	☐ 16+	12 / 16

CHAMPION ADVERSARY TEMPLATE

TR	Attack	Defense	Light Wound	Moderate Wound	Severe Wound	Critical/Mortal Wd.	Damage
1	16	16	☐☐ 1–3	☐☐ 4–6	☐☐ 7–9	☐☐ 10+	7 / 11
2	15	16	☐☐ 1–4	☐☐ 5–7	☐☐8–10	☐☐ 11+	7 / 11
3	14	15	☐☐ 1–5	☐☐ 6–8	☐☐ 9–11	☐☐ 12+	8 / 12
4	13	15	☐☐ 1–6	☐☐ 7–9	☐☐10–12	☐☐ 13+	8 / 12
5	12	14	☐☐ 1–7	☐☐ 8–10	☐☐11–13	☐☐ 14+	9 / 13
6	11	14	☐☐ 1–8	☐☐ 9–11	☐☐ 12–14	☐☐ 15+	9 / 13
7	10	13	☐☐ 1–9	☐☐10–12	☐☐ 13–15	☐☐ 16+	10 / 14
8	9	13	☐☐ 1–10	☐☐11–13	☐☐14–15	☐☐ 16+	10 / 14
9	8	12	☐☐ 1–11	☐☐ 12–14	☐☐ 15	☐☐16+	11 / 15
10	7	12	☐☐ 1–12	☐☐ 13–15	☐☐ 16+	☐☐ 16+	11 / 15
11	6	11	☐☐ 1–13	☐☐☐14–15	☐☐16+	☐ 16+	12 / 16
12	5	10	☐☐☐1–14	☐☐ 15–16	☐☐16+	☐ 16+	12 / 16
13	4	9	☐☐☐1–15	☐☐☐ 16+	☐ 16+	☐ 16+	13 / 17

BOSS ADVERSARY TEMPLATE

TR	Attack	Defense	Light Wound	Moderate Wound	Severe Wound	Critical/Mortal Wd.	Damage
1	16	16	☐☐☐☐1–3	☐☐☐☐ 4–6	☐☐☐☐ 7–9	☐☐☐☐ 10+	7 / 11
2	15	16	☐☐☐☐ 1–4	☐☐☐☐ 5–7	☐☐☐☐ 8–10	☐☐☐☐11+	7 / 11
3	14	15	☐☐☐☐ 1–5	☐☐☐☐ 6–8	☐☐☐☐ 9–11	☐☐☐☐ 12+	8 / 12
4	13	15	☐☐☐☐ 1–6	☐☐☐☐ 7–9	☐☐☐☐10–12	☐☐☐☐ 13+	8 / 12
5	12	14	☐☐☐☐ 1–7	☐☐☐☐ 8–10	☐☐☐☐ 11–13	☐☐☐☐14+	9 / 13
6	11	14	☐☐☐☐ 1–8	☐☐☐☐ 9–11	☐☐☐☐12–14	☐☐☐☐15+	9 / 13
7	10	13	☐☐☐☐ 1–9	☐☐☐☐10–12	☐☐☐☐13–14	☐☐☐☐16+	10 / 14
8	9	13	☐☐☐☐ 1–10	☐☐☐☐11–13	☐☐☐☐14–16	☐☐☐☐ 16+	10 / 14
9	8	12	☐☐☐☐ 1–11	☐☐☐☐ 12–14	☐☐☐☐15–16	☐☐☐☐ 16+	11 / 15
10	7	12	☐☐☐☐ 1–12	☐☐☐☐ 13–15	☐☐☐☐ 16+	☐☐☐☐ 16+	11 / 15
11	6	11	☐☐☐☐ 1–13	☐☐☐☐ 14–15	☐☐☐☐ 16+	☐☐☐☐16+	12 / 16
12	5	10	☐☐☐☐ 1–14	☐☐☐☐ 15	☐☐☐☐16+	☐☐☐☐16+	12 / 16
13	4	9	☐☐☐☐1–15	☐☐☐☐ 16+	☐☐☐☐16+	☐☐☐☐16+	13 / 17

TYPE

A creature's type describes its basic nature: Is it an animal that evolved on some world, a human (or human-like alien), a mechanical creation such as a robot, or something else altogether? Type determines a creature's innate vulnerabilities and resistances—for example, animals need to breathe but mechanisms don't. The combination of size and type provides the creature's ability ratings and initiative score. The baseline ability ratings for creatures of five primary creature types (animal, enigma, humanoid, mechanism, and xenosoph) are provided below.

ANIMAL

In game terms, animals are living creatures that move, eat, and breathe. They are not sentient and generally don't use tools or weapons, although some highly intelligent animals use improvised clubs. Animals have no special immunities or resistances from their type.

Size	Str	Agi	Vit	Int	Foc	Per	Initiative
Medium	15+	15+	16+	19+	16+	18+	11+

Animal Intelligence: Animal intelligence is usually 0 (instinctive) or 1 (animal), resulting in a check of 20+ or 19+. On rare occasions very smart animals or animals with hive minds might have an Intelligence rating of 2 or more (18+ check).

Animal Focus: Animals tend to have keen senses and well-developed instincts. A rating of 3 to 6 is typical.

Animal Personality: For animals, Personality measures the ability to cooperate with others of their kind. Solitary creatures have Personality ratings of 1 or 2; social creatures such as herd animals or pack hunters fall in the 2 to 5 range.

ENIGMA

Living creatures that don't resemble anything encountered on Earth, enigmas range from fairly mundane beings such as giant amoebas or motile carnivorous plants to weirder forms of life such as energy beings, electrical or magnetic lifeforms inhabiting otherwise inorganic materials, and just about anything else not easily explained.

Enigmas are alive, but they are immune to effects that impact biochemistry or ordinary vital processes such as disease or poison. Some don't breathe and therefore can't inhale gas or be harmed by vacuum or suffocation.

Size	Str	Agi	Vit	Int	Foc	Per	Initiative
Medium	15+	16+	14+	?	16+	17+	12+

Abilities: The ability checks recommended for enigmas are rough estimates. Enigmas tend to have high Vitality ratings because their bodies lack the complex organs or systems found in animals or mechanisms, but other than that just about anything goes. After all, an enigma with a body of molten alloys is likely much, much stronger than an enigma that's an insubstantial being made of plasma.

HUMANOID

Humanoids are living creatures close to human in their ability to use tools, communicate with one another, organize societies, and so forth. They have no special immunities or resistances.

Humanoid Intelligence, Focus, and Personality can vary widely, but most ability ratings are in the 2–7 range (check score of 13+ to 18+).

Size	Str	Agi	Vit	Int	Foc	Per	Initiative
Medium	16+	17+	17+	17+	17+	16+	14+

MECHANISM

Artificial beings such as androids or robots are mechanisms. They're self-directed entities that move and interact with their environments, relying on their programming or intelligence to govern their actions. They do not need to breathe, eat, or rest, although most have some sort of battery or fuel reservoir that can be depleted over time.

Mechanisms are immune to effects that impact a living creature's biochemistry or vital processes such as bleeding, poison, disease, and psychic damage. Because they don't breathe they ignore vacuum, and they can't suffocate or drown.

Size	Str	Agi	Vit	Int	Foc	Per	Initiative
Medium	13+	16+	15+	?	18+	20+	14+

Mechanism Intelligence: Varies widely. Mechanisms designed for simple tasks have an Intelligence rating of 1 or 2, for a check of 19+ or 18+ (programmed). Mechanisms designed for complex tasks have Intelligence ratings of 3 to 6, while a clever, adaptive mechanism could easily be smarter than a human, with a rating of 7 to 10 and a check of 13+ to 10+ (programmed).

Self-aware, free-willed mechanisms have (sentient) intelligence instead of (programmed) and usually fall in the 5 to 8 range (15+ to 12+).

Mechanism Focus: Most mechanisms are extremely focused, but only in the sense that they zero in on their primary purpose and ignore things that don't impinge on their task; a Focus rating of 1 or 2 is typical. Mechanisms with tasks that require them to monitor their surroundings and good sensors have a Focus rating of 3 to 5 (check 15+ to 17+).

Mechanism Personality: Programmed mechanisms have no Personality to speak of; a rating of 0 (check 20+) is typical. Mechanisms designed with "friendly" interfaces or personality emulation have a rating of 1 to 3. Anything better requires a sentient, free-willed mechanism that has the opportunity to learn how humans interact.

XENOSOPH

Short for xenosophont, the xenosoph is an intelligent, nonhumanoid alien being—the "Bug-Eyed Monster" of classic science fiction. If the creature's biological processes are highly unusual, it's probably an enigma; if it's an alien that is more or less the size and shape of a human, then it's a humanoid; and if it's not intelligent, then it's an animal. This type covers creatures who aren't any of those things.

Like humanoids, xenosoph Intelligence, Focus, and Personality can vary widely, but most ability ratings are in the 2–8 range (check score of 12+ to 18+).

Size	Str	Agi	Vit	Int	Foc	Per	Initiative
Medium	14+	16+	15+	17+	16+	17+	11+

ADDITIONAL DESCRIPTORS

Special descriptors provide extra detail about a creature to help the GM to decide how it fits into the universe and whether it's susceptible or immune to any unusual effects or conditions. For example, (aquatic) creatures breathe just fine in water, but don't do well on dry land.

(Alien): The creature is not descended from Earthly lifeforms. Characters unfamiliar with the creature's planet or native ecosystem suffer a –2 step penalty to skill checks to interact with the creature.

(Amphibious): The creature can survive in both air and water.

(Aquatic): This is a water-breathing creature that normally lives in water. Some aquatic creatures can hold their breath and get along on land for a time (usually 10 to 20 minutes). Aquatic creatures gain a +2 step bonus to attack nonaquatic creatures in the water.

(Human): It's a person like you or me.

(Mineral): A creature whose body is made from silicon, crystals, exotic metal oxides, or substances we think of as minerals is a living enigma. It ignores damage over time effects from bleeding, fire, and poison. A mineral creature is also immune to gas, vacuum, and suffocation.

(Plant): Plants—at least the kind you might fight—are living enigmas, but they're immune to damage over time effects from bleeding and poison, and they ignore disease, insanity, and psychic damage. They don't really breathe in the same way animals do, and ignore gas and suffocation.

SIZE

Size is, of course, how big the creature is. A creature's size directly impacts its physical statistics. In general, larger creatures tend to be stronger and more resilient, while smaller creatures are more agile. (Remember, ability checks improve when the target number is lowered.)

Size	Defense Modifier	Bonus Armor	Str	Agi	Vit	Initiative
Tiny	–2 steps	0	+4	–4	+2	–4
Small	–1 step	0	+2	–2	+1	–2
Medium	—	—	—	—	—	–
Large	+1 step	2	–2	+2	–1	+2
Huge	+2 steps	4	–4	+4	–2	+4

Defense Modifier: Unusually small or large creatures are harder or easier to hit. Anyone attacking the creature takes this penalty (or gains this bonus) on its attack roll.

Bonus Armor: Large and Huge creatures gain extra armor to shrug off all those extra hits they take. When you select the creature's defenses, add extra armor for its size.

Str, Agi, Vit: The base physical ability ratings for a Medium-sized creature are given in the type descriptions (see above). Adjust the ability check values for the creature's size.

Initiative: Changing a creature's Agility impacts its initiative score.

ATTACKS, DEFENSES, SPECIAL ABILITIES

Adversaries are more than just an attack score and a durability track—they have one or more specific attack forms, special actions, reactions, defensive abilities, and special traits. Not every creature should have one of each, but at a minimum an adversary should have at least one attack form. Creatures described earlier in this book may feature slightly different versions of these attacks and defenses—they're starting points, not hard-and-fast rules.

Simple creatures don't need anything more than an attack form and (optionally) a defense form. Players don't expect big stupid brutes to do anything other than come right for their heroes and stand up to some punishment. Minions shouldn't have more than a couple of abilities, while adversaries intended to last longer should have more. Consider one offensive and one defensive ability for standard foes, two or three for champions, and four to six for bosses.

Otherwise, it's not an adversary. It's a target.]

Attacks: Different weapons (or natural attacks) available to the creature.

Attack Actions: Actions that include one or more attacks. These abilities are good for showing complex attack forms involving movement or multiple targets.

Defenses: Armor, resistances, and immunities that reduce the effectiveness of attacks against the creature.

Reactions: Anything the creature can do in response to an opponent's action.

Special Abilities: Conditional bonuses or unusual abilities that don't belong in any other category.

ATTACKS

Below are some sample attacks your creatures may have. Use the attack score and damage figures appropriate for the creature's template and threat rating (see Template Tables, on pages 72–74). "TR+X" means that the damage for the attack is higher than normal; increase the creature's base damage by the value of X.

Bite 3 impulses; *Melee* 1 target; *Attack* by TR (+1 step); *Damage* by TR physical.

> *A simple attack that doesn't have any special effects.*

Blast 4 impulses; *Close, Medium,* or *Long* 3m/6m blast; *Attack* by TR; *Primary Damage* by TR energy or physical; *Secondary Damage* by TR–4 energy or physical.

> *This is an area-effect attack such as a grenade or bomb of some kind. Some creatures might be able to use a blast attack with a range of 0 centered on themselves; a zero-range blast automatically hits its aiming point and affects all creatures nearby. If the attack does not allow a check to resist or reduce damage, then reduce the average damage by 3.*

Bleeding Attack 3 impulses; *Melee* 1 target; *Attack* by TR; *Damage* by TR–3 physical. If the attack wounds the target, the target suffers damage over time (bleeding, passive resist *Endurance* or successful *Medicine* treatment ends the effect).

> *An attack against a vital area or with a natural weapon that causes excessive bleeding. A creature that drinks blood or fights with a razor might have a bleeding attack. Damage over time is described under Status Effects (see* Core Rulebook, *page 162). Extremely dangerous bleeding can deal 2 wounds instead of 1, or require 2 or more successful resists.*

Claw 3 impulses; *Melee* 1 target; *Attack* by TR (+1 step); *Damage* by TR–3 physical. On an Excellent or better hit, the creature can make a second claw attack against the same or different target.

> *A simple, low-damage attack that can trigger a free second attack.*

Crush 3 impulses; *Melee* 1 grappled target; *Attack* by TR (+4 steps); *Damage* by TR physical.

> *An attack that crushes or constricts a target that's already been grabbed. Make sure the creature has a Grab attack to set up its use of Crush.*

Fire or **Flame Attack** 4 impulses; *Close* 1 target or spread; *Attack* by TR (+1 step); *Damage* by TR energy, and the target must make a *Dodge* check or suffer damage over time (fire, active resist *Dodge).* The target is impaired until the fire damage ends.

> *This could be fiery breath, a flame pistol, or a Molotov cocktail. Many fire attacks include the spread special ability, which allows the creature to attack two targets at the same time if they're adjacent to each other. Damage over time is described under Status Effects (see page 162,* Core Rulebook).

Gore 4 impulses; *Melee*; 1 target; *Attack* by TR (+1 step); *Damage* by TR physical, and the target must make an *Athletics* check or be pushed 2 meters and knocked prone.

> *A slow but powerful ramming or head-butting attack that can knock the target down.*

Grab 3 impulses; *Melee* 1 target; *Attack* by TR (+1 step); *Damage* by TR–3 physical, and the [creature grapples the target if it beats the target's *Hand to Hand* check.

> *An attack that does a little damage while grappling the target so that it can be subjected to a different, more dangerous attack in a future action (for example, Crush).*

Maul 4 impulses; *Melee* 1 target; *Attack* by TR (+1 step); *Damage* by TR physical, and the target must make an *Athletics* check or be knocked prone.

> *A takedown attack for a creature attacking with a flurry of claws and fangs.*

Poison Attack 3 impulses; *Melee, Close,* or *Medium* 1 target; *Attack* by TR (+1 step); *Damage* by TR–3 physical. If the attack wounds the target, the target suffers damage over time (poison, passive resist *Endurance).* The target is impaired until the poison damage ends.

> *An attack that injects poison into the target, causing damage over time (see Status Effects, page 162,* Core Rulebook).

Smash 4 impulses; *Melee* 1 target; *Attack* by TR (+1 step); *Damage* by TR+3, and the target must make an *Athletics* check or be knocked off-balance.

> *A bashing attack from a big, strong creature.*

Stunning Attack 3 impulses; *Melee, Close,* or *Medium* 1 target; *Attack* by TR (+1 step); *Damage* by TR−5 energy or physical, and the target must make an *Endurance* check or be stunned (3 impulses).

> *An attack that inflicts a little damage but has the chance to stun the target; a taser or a concussive impact would fall into this category.*

Weapon 3 impulses; *Melee, Close, Medium, Long,* or *Very Long* 1 target; *Attack* by TR (+1 step); *Damage* by TR energy or physical.

> *A simple attack for any creature armed with a weapon.*

Weapon, Heavy 4 impulses; *Melee, Close, Medium, Long,* or *Very Long* 1 target; *Attack* by TR (+1 step); *Damage* by TR+3 energy or physical.

> *A weapon that trades attack speed for extra damage.*

Weapon, Light 3 impulses; *Melee, Close, Medium, Long,* or *Very Long* 1 target; *Attack* by TR (+2 steps); *Damage* by TR−3 energy or physical.

> *A weapon that trades damage output for extra accuracy.*

ATTACK ACTIONS

Attack actions combine an attack with some other activity to better describe special tactics or attack methods. Most creatures with an attack action also have a default attack that they can use when it isn't possible to use the behavior or tactic the attack action describes. Below are some sample attack actions your creatures may have.

Assassinate 5 impulses. The creature makes an [attack] against an unaware target. If the attack wounds the target, the target must make a *Resilience* check or immediately lose its top wound box in addition to the attack's normal effects.

> *A potentially lethal attack, if the target can be surprised.*

Don't assassinate PCs very often. Players hate that.

Combined Attack Three [creatures] within [distance] meters of each other acting at the same time can combine their attack. Instead of making attack checks, the [creatures] choose a target point. Any creature within [distance] meters of the target point must make a *Dodge* check or suffer one Average hit from [an attack]. Targets behind cover add their cover bonus to their *Dodge* checks.

This ability is a great way for low-threat minions in large numbers to challenge higher-level heroes. The distance should be 2 meters per creature involved, so a group of 3 creatures within 6 meters of each other can volley into a 6-meter-radius area.

Double Attack 4 impulses. The creature makes two [attacks], each at a −1 step penalty.

This ability is good for dual-wielding creatures, or creatures with multiple natural attacks.

Improved Charge 4 impulses. The creature moves up to its speed and uses [attack].

This is essentially the charge action modifier applied to one of the creature's attacks, but it allows the creature to move up to its full speed and attack at the same time.

Jump Attack 5 impulses. The creature jumps up to [distance] meters and makes an [attack] attack at any point during its move.

Handy if you want to give a creature some kind of run-by attack or a death-from-above move. The distance should be about half the creature's normal speed.

Mob Attack Five [creatures] within 10 meters of each other acting at the same time can make a mob attack. Instead of making attack checks, the [creatures] threaten all targets adjacent to at least one member of the mob. Each threatened creature must make a *Dodge* check with a step penalty equal to the number of adjacent mob attackers or suffer one Average hit from [an attack].

This is the melee version of Combined Fire. It's good for low-threat minions heroes encounter in large numbers.

Rampage 5 impulses. The [creature] moves [distance] meters and makes up to three [attack] attacks against different targets at any point in its move. If the [creature] knocks down a target with its [attack], the [creature] can move through the target's space.

Good for a big, strong creature trampling everything in its path, but you could also assign rampage to a fast melee character like a cyber-samurai or use it as a "strafe" ability. The knockdown ability could be derived from the attack it rampages with, or a rampage might add the potential to knock a target prone if the [attack] hits and the target fails an Athletics check.

REACTIONS

Reactions can be either offensive or defensive in nature. Some provide a creature with an ability to make extra attacks when it's not the creature's turn, and others trigger special defenses that cost

the creature a little time. Below are some sample reactions your creatures may have.

Block 1-impulse reaction. When targeted by a melee attack, the [creature] can make a [melee attack] as an opposed check to counter the attacker's check result.

> *This ability allows a skilled combatant to parry an enemy attack.*

Counterattack 2-impulse reaction. When hit by an attack, the [creature] moves up to [distance] meters and uses [attack action].

> *Useful for creatures with quick reactions, especially champions or bosses. The distance should be relatively short, such as 2 or 4 meters.*

Deflect 1-impulse reaction. When targeted by a physical ranged attack, the [creature] can attempt a *Dodge* check as an opposed check to counter the attacker's check result.

> *The ranged version of the Block reaction.*

Elude 1-impulse reaction. When targeted by a melee attack, the [creature] can attempt a *Dodge* check. If it succeeds, it moves up to [distance] meters and the attack automatically misses.

> *This ability is good for quick adversaries who avoid getting bogged down in melee battles.*

Human Shield 1-impulse reaction. If the [creature] is targeted by an attack while it is grappling another creature, the grappled creature becomes the target of the attack, and the [creature] releases the grappled creature.

> *This reaction is both defensive and offensive.*

Ignore Injury 1-impulse reaction. When hit by an attack, the [creature] makes a *Resilience* check (+2 step bonus). On a success, it increases its armor by 5 against the triggering attack.

> *This reaction allows you to build an adversary whose armor is situational or unreliable.*

Opportunity Fire 2-impulse reaction. When an enemy within [range] moves out of cover, the [creature] can use [attack] against the triggering creature.

> *A powerful offensive reaction that punishes careless enemies. You can instead use a trigger of "finishes its action without cover" for a reaction that's a little less punishing.*

Most adversaries don't need reactions. Save them for champions and bosses who are likely to be outnumbered in a combat scene.

Protect 1-impulse reaction. When an adjacent ally is targeted by an attack, the [creature] exchanges places with the targeted ally. The [creature] now becomes the target of the attack.

An excellent ability for a bodyguard.

Reflect 2-impulse reaction. When targeted by an energy ranged attack, the [creature] can attempt a *Dodge* check as an opposed check to counter the attacker's check result. If the opposed check results in the failure of the original attack, the [creature] redirects the attack against a different target of its choice within [range]. The original attacker attacks the new target at a −2 step penalty.

Some creatures might only be able to reflect certain kinds of attack—for example, a mirror drone that reflects lasers but not other kinds of energy attacks.

Repair, Rapid 1-impulse reaction. When wounded by an attack, the [creature] can attempt a *Resilience* check. On a success, it heals 1 wound box.

This ability represents a form of regeneration that requires some effort on the part of the creature, slowing it down by making it use reactions.

Revenge 2-impulse reaction. When wounded by an attack, the [creature] makes an [attack action] attack with a +2 step bonus against the enemy that wounded it.

A straightforward offensive reaction.

Sudden Move 1-impulse reaction. When hit by an attack, the [creature] can move up to [distance].

This reaction could allow a creature to retreat when injured, seek cover, or make a sudden rush to close in on an enemy.

DEFENSES

Three basic ways to improve a creature's defenses exist: reduce the accuracy of incoming attacks, give it armor to reduce damage, or provide it with extra durability to it can just soak up more hits. Avoid giving a creature multiple types of defenses; it's more interesting when adversaries have both strengths and weaknesses in their defense. Below are some sample defenses your creatures may have.

Absorb The [creature] is immune to [energy] damage and effects. When hit by an [energy] attack or effect that deals at least 5 damage before applying the [creature]'s immunity or armor resistance, the [creature] heals 1 wound box.

Most creatures with an absorption ability are limited to a specific "special effect," not all energy damage.

Armor, Heavy The creature gains +4 physical or energy armor.

A creature's wound boxes already incorporate a certain amount of armor as they increase in levels, and most creatures have armor in the 1 to 3 range. Heavy Armor increases these nominal values.

Debilitating Aura The [creature] is surrounded by a [distance]-meter aura. All creatures that begin their action in the aura or enter the aura during their action must make an *Endurance* check or become [weakened]. Creatures protected by [life support] ignore the aura.

Auras typically represent a sickening or intoxicating odor, psychic static, or a bioenergy emanation of some kind. Effects could include impaired, slowed, weakened, or even some form of damage over time. Life support typically blocks the aura.

Defensive Skill Melee attacks against the [creature] suffer a –1 step penalty.

This reflects special expertise or training in close combat.

Deflector Physical attacks against the [creature] suffer a –3 step penalty. Energy attacks suffer a –1 step penalty.

A device or ability that deflects physical projectiles away from the protected creature.

Extra Durability The creature has 50 percent more wound boxes than normal for its template and TR. A standard creature gains 2 extra wound boxes, while a champion gains 4. Additional wound boxes are added one at a time to the creature's durability track, beginning with the lowest wound band first. Do not add an extra wound box to the creature's top wound band.

Force Shield The [creature] is protected by energy fields that absorb damage. All energy and physical attacks that hit the [creature] hit the force shield instead. The force shield has armor 5 and [durability track]. When the force shield loses its last wound box, it fails. (Any extra wounds inflicted by the attack that destroys the force shield bleed through to the [creature] and are subject to the creature's normal armor.) Once a force shield is destroyed, all subsequent attacks in the scene ignore it.

A typical durability track for a force shield is:

    (13+ dmg)   ☐
    (10–12 dmg)   ☐
    (7–9 dmg)   ☐
    (1–6 dmg)   ☐

Some force shields could be much stronger, with better armor or more wound boxes. Others might regenerate, healing a lost wound box at the end of each action round.

Immune The creature is immune to a specific form of attack or status effect. It ignores damage or effects caused by that type of attack. It's possible to be affected by only part of an attack; for example, a creature immune to poison can still suffer physical damage from a poisoned arrow or blade. Examples include: bleeding, cold, disease, distracted, electricity, gas, heat, insane, poison, psychic damage, radiation, stun, weakened.

Some immunities are based on simple game states such as poison or distracted. Others are based more on "special effects"—the game doesn't usually care if energy damage comes from a flamethrower or a lightning gun, but an alien made from molten metal could be highly resistant to heat attacks but vulnerable to electric attacks.

Improved Evade The [creature] pays 0 impulses to use the Evade action modifier. When it evades, enemies attacking it suffer a –3 step penalty to their attack rolls.

Good for creatures whose primary defense is not getting hit. Creatures of TR 8 and higher inflict a –4 step penalty to enemy attacks with Improved Evade; creatures of TR 11 and higher inflict a –5 step penalty.

Indistinct The [creature] is hard to perceive. Melee attacks against it suffer a –1 step penalty. Ranged attacks suffer a –3 step penalty.

This defense is good for representing a blurring, cloaking, or distorting effect that makes the creature hard to see.

Insubstantial Physical attacks against the [creature] suffer a –5 step penalty; energy attacks suffer a –2 step penalty.

The creature is not actually solid, so physical objects tend to pass through it without any harm.

Life Support Immune to most environmental conditions.

Life support provides a creature with a sealed, self-contained environment. It can ignore vacuum or poisonous atmospheres, and tolerate conditions of extreme cold to extreme heat. Energy damage from an attack still affects the protected creature.

So don't try swimming in lava.

Regeneration, Rapid At the end of each action round, the [creature] heals [1] wound box unless the wound was inflicted by [effect] damage.

Extreme regeneration could heal 2, 3, or even all wound boxes at the end of the action round. Most forms of regeneration have an Achilles' heel—a specific type of injury that can't be instantly repaired, such as radiation or silver bullets.

Size All creatures provide a step bonus or penalty to attacks against them based on their size: Tiny –2 steps, Small –1 step, Medium 0 steps, Large +1 step, Huge +2 steps.

Skulk If the [creature] has cover, an attacker must make an *Awareness* check to target the [creature] with a ranged attack.

This ability represents an adversary you just can't pinpoint when it's got some clutter, foliage, or broken terrain to hide in.

SPECIAL ABILITIES

Special abilities often modify attacks or defenses, or say something about how a creature is typically encountered. Choose one or two special abilities that help describe the creature and make it better at what it should do in a combat scene. Don't add too many—it's easy to overlook special abilities in the middle of a tense combat scene. Below are some sample special abilities your creatures may have.

Ambush The [creature] usually begins a combat scene in a position of ambush. A foe that enters the ambush area makes an *Awareness* check to spot the [creature]; a group of foes make a group skill check instead. If the check fails, the [creature] gains tactical surprise.

Anybody can set an ambush. Save this ability for creatures that can suddenly lunge out of complete concealment, like trap-door spiders or alligators lurking in muddy ponds.

Blood-Crazed The [creature] gains a +1 step bonus to attack if it's wounded.

Camouflage The [creature] gains a +4 step bonus to *Stealth* checks to hide in its native environment.

Caution The [creature] imposes a –1 step penalty to enemy attacks against it if it's wounded.

Cheap Shot The [creature] gains a +1 step bonus to attack a distracted or unaware opponent in addition to the normal bonuses for such an attack.

Death Burst The [creature] explodes 1 impulse after it loses its last wound box. *Blast* [distance/distance meters]; *Primary Damage* [damage by TR] energy; *Secondary Damage* [damage by TR–4] energy.

Be careful with death burst effects—sometimes they just punish the heroes who are trying to be good team players by accepting the risk of getting close to a dangerous foe.

Finisher The [creature] gains a +3 damage bonus when attacking a wounded, distracted, or unaware target.

This ability is best for a creature that ordinarily does average or low damage—creatures that inflict high damage already don't really need it.

Gang Up The [creature] gains a +2 step bonus to its melee attack if at least one other friendly creature is adjacent to the target instead of the normal +1 step bonus.

This ability works best for creatures likely to be encountered in large numbers.

Initiative Modifier You can assign a creature a modifier on initiative checks; a creature with unusually fast reflexes might have a bonus of +1, +2, or +3 steps, while a creature that is especially ponderous or lethargic might have a penalty.

Savage The [creature] inflicts +2 damage vs. prone targets.

Naturally, this is most suitable for a creature that has some ability to knock down its enemies.

Swarm Attack The [creature] gains a +1 step bonus with its attack for each other [creature] attacking the same target in this impulse, to a maximum of +3 steps for 4 creatures attacking the same target.

This ability works best with creatures encountered in large numbers, such as minions.

Tactical Comm 3 impulses; the [creature] reports to allies in the area.

If reinforcements are available, taking a moment to call them on a radio is the first priority of most sentient foes.

INITIATIVE AND SPEED

Creatures generally determine their initiative check and speed the same way heroes do: The initiative-check score is equal to 20 – (Agility + Focus), and speed is 20 meters unless there's a good reason for making a creature faster or slower.

Because these characteristics don't directly affect a creature's damage output or resilience, the design concept should drive these determinations. A hulking rock-monster ought to have a terrible initiative check regardless of its TR. Decide if your creature has poor, typical, or good reflexes and speed, and assign an appropriate value as described here:

	Initiative Check	Initiative Modifier	Base Speed
Awful	16+	–2 steps	5 meters
Poor	14+	–1 step	10–15 meters
Typical	12+	(none)	20–25 meters
Good	10+	+1 step	30–40 meters
Very Good	8+	+2/+3 steps	40+ meters

Initiative Check: How good is an initiative check of 13+? About average, really. If a creature's combined Agility and Focus are 10 or better, it's unusually good at initiative checks—make sure your creature concept works for an alien that routinely beats some of the heroes to the punch.

Initiative Modifier: If you want a creature with average Agility and Focus scores to act faster or slower in a combat scene than expected, you can assign a modifier to its initiative checks. In general, you don't need to do this for creatures whose initiative scores are already good or poor.

Base Speed: Quadrupeds, flyers, and big creatures are usually a little faster than normal. A high speed lets a creature get into melee range faster than expected, while a slow speed isn't much of a problem for creatures with ranged weapons.

WOUND EFFECTS AND PENALTIES

The default assumption is that adversaries just take step penalties on their checks once they become wounded, as shown here:

Moderate Wound	–1 step
Serious Wound	–2 steps
Critical Wound	–3 steps

However, wound effects provide the opportunity to model unique behaviors. Some possibilities include:

Creature is/becomes [status] The creature suffers a status effect when this wound box is marked off. For example, the creature could be knocked prone or become distracted.

Creature loses [ability] The creature loses one of its attacks or special abilities. For example, a battle robot armed with a laser and a grenade launcher might lose its grenade launcher attack..

Creature uses [ability] as a reaction After the creature sustains the wound, it immediately gains a reaction to use the stated ability. For example, a deadly gunfighter might have the ability to return fire at the enemy who wounded her.

Creature gains [ability] Finally, some adversaries may become more dangerous when wounded. For example, an alien beast might become hasted when injured, reducing the impulse cost of actions by 1.