

**SAVAGE  
FEATURES**

LEG1203



LEGION PUBLISHING PROUDLY PRESENTS

# THEY CAME FROM BEYOND SPACE

F E A T U R I N G

KLAATU

BORADA

NIKTU

ROBOT



LEG1203

# THEY CAME FROM BEYOND SPACE

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NAME: **KLAATU**

SETTING: **SAVAGE FEATURES**

RACE: **ALTAIRAN**

RANK: **NOVICE**

### ATTRIBUTES

**4 6 8 10 12** AGILITY  
**4 6 8 10 12** SMARTS  
**4 6 8 10 12** SPIRIT  
**4 6 8 10 12** STRENGTH  
**4 6 8 10 12** VIGOR

### SKILLS

**4 6 8 10 12** **DRIVING**  
**4 6 8 10 12** **FIGHTING**  
**4 6 8 10 12** **INTIMIDATION**  
**4 6 8 10 12** **NOTICE**  
**4 6 8 10 12** **PILOTING**  
**4 6 8 10 12** **REPAIR**  
**4 6 8 10 12** **SHOOTING**  
**4 6 8 10 12** **TAUNT**  
**4 6 8 10 12**  
**4 6 8 10 12**  
**4 6 8 10 12**  
**4 6 8 10 12**  
**4 6 8 10 12**

### DERIVED STATS

**6** PACE (6")  
**5** PARRY (2+ HALF FIGHTING)  
**9** TOUGHNESS (2+ HALF VIGOR)  
**+2** CHARISMA (0)

### HINDERANCES

**CUELESS (ALL COMMON KNOWLEDGE ROLLS ABOUT EARTH)**  
**DELUSIONAL (MAJOR - HUMANS ARE AN AGGRESSIVE SPECIES)**  
**STUBBORN**

### EDGES

**BRAWNY**  
**CHARISMATIC**  
**COMBAT REFLEXES**  
**STRONG WILLED**

### WOUNDS



PERMANENT INJURIES:

FATIGUE:



### GEAR

ITEM	LOCATION	WEIGHT
SILVER OVERALLS		
RAY GUN		

### CURRENCY

TOTAL WEIGHT CARRIED: \_\_\_\_\_  
WEIGHT LIMIT: \_\_\_\_\_  
ENCUMBRANCE PENALTY: \_\_\_\_\_

### NOTES:

Description: Trust a primitive, warlike species to bring themselves to the brink of atomic war! You are not happy at being given control of trying to teach Earthlings the error of their ways and would rather eradicate their species altogether. You tried to learn some of their ways, but have been unable to get past their propensity for war. It is likely, in your expert opinion, the Earthlings will prove hostile to your presence.

### ARMOR

TYPE	AREA PROTECTED	PROTECTION	WEIGHT	COST
SILVER OVERALLS	TORSO, ARMS, LEGS	+2	NIL	N/A

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES
RAY GUN	12/24/48	1	2d6+1	3	UNLIMITED AMMO, AP10

### AMMO/SPELL POINT COUNTER

○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●

TOTAL XP: \_\_\_\_\_







NAME: **BORADA**

SETTING: **SAVAGE FEATURES**

RACE: **ALTAIRAN**

RANK: **NOVICE**

### ATTRIBUTES

4 6 8 10 12 AGILITY  
4 6 8 10 12 SMARTS  
4 6 8 10 12 SPIRIT  
4 6 8 10 12 STRENGTH  
4 6 8 10 12 VIGOR

### SKILLS

4 6 8 10 12 **FIGHTING**  
4 6 8 10 12 **KNOWLEDGE (ATOMICS)**  
4 6 8 10 12 **KNOWLEDGE (PHYSICS)**  
4 6 8 10 12 **REPAIR**  
4 6 8 10 12 **SHOOTING**  
4 6 8 10 12 **WEIRD SCIENCE**  
4 6 8 10 12  
4 6 8 10 12  
4 6 8 10 12  
4 6 8 10 12  
4 6 8 10 12  
4 6 8 10 12  
4 6 8 10 12

### DERIVED STATS

6 PACE (6")  
4 PARRY (2+ HALF FIGHTING)  
7 TOUGHNESS (2+ HALF VIGOR)  
0 CHARISMA (0)

### HINDERANCES

ARROGANT (SCIENTIFIC ENDEAVORS)  
CLUELESS (ALL COMMON KNOWLEDGE ROLLS ABOUT EARTH)  
DELUSIONAL (MINOR - EARTH ANIMALS CAN TALK)

### EDGES

ARCANE BACKGROUND (WEIRD SCIENCE)  
GADGETEER  
NEW POWER  
POWER POINTS

### WOUNDS



PERMANENT INJURIES:

FATIGUE:



### GEAR

ITEM LOCATION WEIGHT

SILVER OVERALLS

RAY GUN

### GIZMOS:

BARRIER (ENERGY SHIELD)

SHAPECHANGE (MOLECULAR RESTABILIZER)

SPEAK LANGUAGE (LINGUISTIC TRANSLATOR)

### CURRENCY

TOTAL WEIGHT CARRIED: \_\_\_\_\_

WEIGHT LIMIT: \_\_\_\_\_

ENCUMBRANCE PENALTY: \_\_\_\_\_

### NOTES:

These primitive Earthlings are about to destroy themselves by trying to harness powers they cannot begin to comprehend. The knowledge you could teach them would revolutionize their world, if only they weren't so stupid. Whereas your species has long mastered space flight and atomic power, Earthlings still drive vehicles powered by burning fossil fuels. Your misunderstanding that Earth animals can talk is the unfortunate result of watching a television broadcast called "Mr Ed."

\*The gizmo only allows transformation into human form and costs 4 Power Points to activate. A successful Smarts roll is required to take the form of a specific human and then only if Borada has spent at least 30 minutes in their company. Human clothes are formed as part of the transformation, but other items, such as guns, are not. The GM decides the level of detail included in the transformation.

### ARMOR

TYPE	AREA PROTECTED	PROTECTION	WEIGHT	COST
SILVER OVERALLS	TORSO, ARMS, LEGS	+2	NIL	N/A

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES
RAY GUN	12/24/48	1	2d6+1	3	UNLIMITED AMMO, AP10

### AMMO/SPELL POINT COUNTER

○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●

TOTAL XP: \_\_\_\_\_







NAME: **NIKTU**

SETTING: **SAVAGE FEATURES**

RACE: **ALTAIRAN**

RANK: **SEASONED**

### ATTRIBUTES

**4** **6** **8** **10** **12** AGILITY  
**4** **6** **8** **10** **12** SMARTS  
**4** **6** **8** **10** **12** SPIRIT  
**4** **6** **8** **10** **12** STRENGTH  
**4** **6** **8** **10** **12** VIGOR

### SKILLS

**4** **6** **8** **10** **12** HEALING  
**4** **6** **8** **10** **12** INVESTIGATION  
**4** **6** **8** **10** **12** KNOWLEDGE (BIOLOGY)  
**4** **6** **8** **10** **12** KNOWLEDGE (ENGLISH)  
**4** **6** **8** **10** **12** NOTICE  
**4** **6** **8** **10** **12** PERSUASION  
**4** **6** **8** **10** **12** PSIONICS  
**4** **6** **8** **10** **12** SHOOTING  
**4** **6** **8** **10** **12** \_\_\_\_\_  
**4** **6** **8** **10** **12** \_\_\_\_\_  
**4** **6** **8** **10** **12** \_\_\_\_\_  
**4** **6** **8** **10** **12** \_\_\_\_\_  
**4** **6** **8** **10** **12** \_\_\_\_\_

### DERIVED STATS

**6** \_\_\_\_\_ PACE (6")  
**2** \_\_\_\_\_ PARRY (2+ HALF FIGHTING)  
**7** \_\_\_\_\_ TOUGHNESS (2+ HALF VIGOR)  
**0** \_\_\_\_\_ CHARISMA (0)

### HINDERANCES

CODE OF HONOR

CURIOUS

PACIFIST (MINOR)

### EDGES

ARCANE BACKGROUND (PSIONICS)

MENTALIST

POWER POINTS

RAPID RECHARGE

### POWERS:

ENTANGLE (CONTROL VICTIM'S MUSCLES)

HEALING (CELLULAR REARRANGEMENT)

TELEKINESIS (FORCE OF WILL)

### WOUNDS



PERMANENT INJURIES:

FATIGUE:



### GEAR

ITEM LOCATION WEIGHT

SILVER OVERALLS

RAY GUN

### CURRENCY

TOTAL WEIGHT CARRIED: \_\_\_\_\_

WEIGHT LIMIT: \_\_\_\_\_

ENCUMBRANCE PENALTY: \_\_\_\_\_

### NOTES:

*Description: As science officer, it is your task to study the Earthlings and how they interact with each other. Unlike your male colleagues, you have some understanding of Earth from intercepted radio and television broadcasts, and you believe the species can be redeemed. Your craving to learn more about this backward society is insatiable, and you plan on experiencing as much as possible in your short time here.*

*Earthlings are not a particularly advanced race and you suspect they will have trouble adapting to your existence. Violence is a likely outcome, but you have no wish to kill anyone to achieve your mission objectives.*

### ARMOR

TYPE	AREA PROTECTED	PROTECTION	WEIGHT	COST
<u>SILVER OVERALLS</u>	<u>TORSO, ARMS, LEGS</u>	<u>+2</u>	<u>NIL</u>	<u>N/A</u>

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES
<u>RAY GUN</u>	<u>12/24/48</u>	<u>1</u>	<u>2d6+1</u>	<u>3</u>	<u>UNLIMITED AMMO, AP10</u>

### AMMO/SPELL POINT COUNTER

○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●

TOTAL XP: \_\_\_\_\_







NAME: *ROBOT*  
SETTING: *SAVAGE FEATURES*  
RACE: *ROBOT*  
RANK: *SEASONED*

#### ATTRIBUTES

4 6 8 10 12 AGILITY  
4 6 8 10 12 SMARTS  
4 6 8 10 12 SPIRIT  
4 6 8 10 12 STRENGTH  
4 6 8 10 12 VIGOR

#### SKILLS

4 6 8 10 12 *DRIVING*  
4 6 8 10 12 *FIGHTING*  
4 6 8 10 12 *INTIMIDATION*  
4 6 8 10 12 *NOTICE*  
4 6 8 10 12 *PILOTING*  
4 6 8 10 12 *REPAIR*  
4 6 8 10 12 *SHOOTING*  
4 6 8 10 12 *STEALTH*  
4 6 8 10 12 *THROWING*  
4 6 8 10 12 \_\_\_\_\_  
4 6 8 10 12 \_\_\_\_\_  
4 6 8 10 12 \_\_\_\_\_  
4 6 8 10 12 \_\_\_\_\_

#### DERIVED STATS

5 PACE (6")  
6 PARRY (2+ HALF FIGHTING)  
12 TOUGHNESS (2+ HALF VIGOR)  
0 CHARISMA (0)

#### HINDERANCES

LOYAL  
OBSE  
OVERCONFIDANT

#### EDGES

ALERTNESS  
CONSTRUCT  
IMPROVED NERVES OF STEEL

#### WOUNDS

-1 -2 -3 INC

PERMANENT INJURIES:

FATIGUE:

-1 -2 INC

#### GEAR

ITEM LOCATION WEIGHT

ARMORED FRAME  
RAY GUN

#### CURRENCY

TOTAL WEIGHT CARRIED: \_\_\_\_\_  
WEIGHT LIMIT: \_\_\_\_\_  
ENCUMBRANCE PENALTY: \_\_\_\_\_

#### NOTES:

*Description: You serve the crew as a bodyguard and menial laborer. A somewhat outdated model by Altairan standards, you are slow, bulky, and clunky, though still capable of carrying out your role. By Earthling standards you are a wonder of science and are likely to attract much unwanted attention. Your programming is such that you must obey your "masters" commands to the best of your abilities, even sacrificing your life to save theirs if ordered. You do, however, have the ability to interpret their instructions and can choose whether to be literal in your interpretation or more...creative.*

*This means you can be an incredibly frustrating "tool" for them to use as you ask for additional clarifications or carry out tasks to the letter. Have fun making the other players tell you specifically what they want you to do!*

#### ARMOR

TYPE	AREA PROTECTED	PROTECTION	WEIGHT	COST
<u>ARMORED FRAME</u>	<u>ALL</u>	<u>+4</u>	<u>NIL</u>	<u>N/A</u>

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES
<u>RAY GUN</u>	<u>12/24/48</u>	<u>1</u>	<u>2d6+1</u>	<u>3</u>	<u>UNLIMITED AMMO, AP10</u>

#### AMMO/SPELL POINT COUNTER

○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●  
○○○○○●○○○○○●○○○○○●

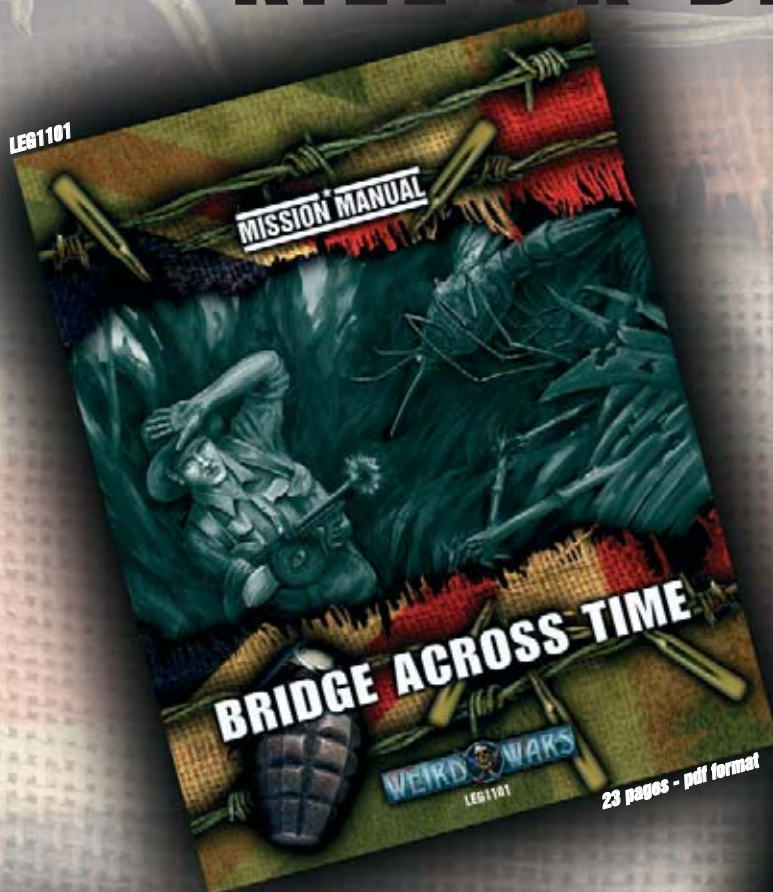
TOTAL XP: \_\_\_\_\_





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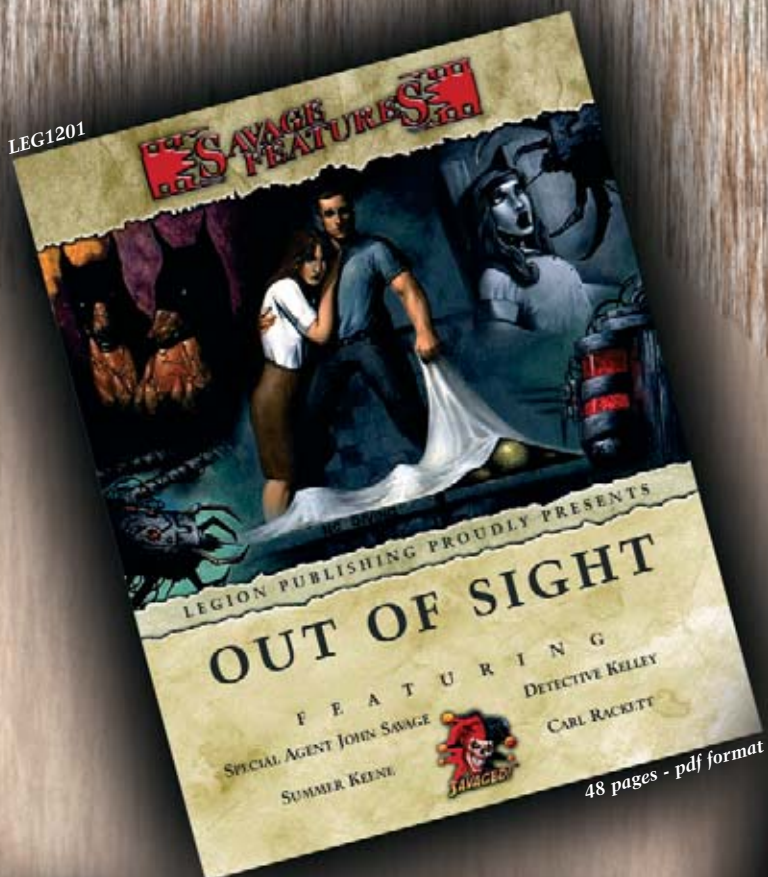
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# RUN! DON'T WALK!

## THEY CAME FROM BEYOND SPACE!



As you watch the images on the big screen before you, you realize these Earthlings are more primitive than you thought, they actually fear the visitation of their planet by superior lifeforms such as yourselves!

But you have no time now to ponder the strangeness you see about you on this unfamiliar world. You have a mission to complete—the success of which affects the life of each and every Earthling on the planet.

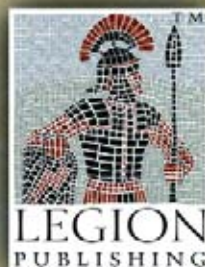
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**\$7.99 USD\***

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