

# Dead or Alive, You're coming with me...

Randomly generated Alien Bounty Hunters, by Graham McNeill



There's no doubt that alien characters give you the chance to go nuts when converting your models, so Graham McNeill explains how you can randomly generate your own alien bounty hunters and set them on the trail of their prey.

With the variety of Inquisitor models available and the additional pieces from Mail Order, it's relatively simple to build your own characters. Bounty hunters are a staple of adventure fiction and make interesting characters in the game, providing you with exciting angles to hook your Inquisitor plotlines on. Alien bounty hunters allow you to really stretch your modelling muscles because you can go to town with converting and dreaming up new ideas for your characters. Here I'll try to show you how you can quickly and easily randomly generate these alien desperadoes.

Also, random characters are useful for GMs wishing to quickly create a non-player character for a scenario. So, to allow these hopeful gamblers to do just that, here's a random procedure for generating alien bounty hunters.

## SEQUENCE

There is a set sequence to follow for randomly generating an alien character:

1. Generate Form
2. Generate Profile
3. Generate Abilities
4. Generate Equipment
5. Name them

### 1.GENERATE FORM

There's an almost limitless variety of aliens in the Warhammer 40,000 universe, ranging from basic humanoid ones to those who defy any classification of form. The first thing you should do is to find out what exactly your alien bounty hunter actually looks like, but be warned, some rolls on this chart could mean loads of sleepless nights figuring out conversion opportunities and wondering how you got into this mess in the first place. When you're getting ready to build your character, your bits box is your best friend, especially if it's full of Tyranid bits, mutation sprues and green stuff.

To start with, we'll assume that our aliens all have one head so we don't end up with Zaphod Beeblebrox or a three-headed knight that bickers about who ate the biscuits. Most successful species in the galaxy have evolved to walk upright on two legs, but that doesn't mean they all have. Roll on the table below to find out how your bounty hunter gets about.

D10 roll	Method of Locomotion
1-7	<b>Biped.</b> The alien character walks on two legs. There are no changes to the alien's profile.
8-9	<b>Quadruped.</b> The alien walks on four legs, giving it a bonus of 3 yards to all its Movement rates (ie, it can walk 7 yards per action, and so on). You could model this as a centaur-like creature.
0	<b>Multi-legged.</b> The alien has a whole bundle of limbs. Because creatures with multiple legs generally move with a scuttling gait, they do not receive any bonuses to their movement, but multi-limbed models that are 'knocked prone' as a result of damage or stunning do not have to expend an action to get back up again. You could model these like a spider or scorpion or as some kind of centipede type creature.

Once you know how the alien gets about, it's safe to assume that it has a body attached to its legs and some limbs for shooting guns, wielding close combat weapons and dragging their prey back for the reward. Again you need to roll to find out how many it has.

D10 roll	Number of limbs
1-7	The alien has two arms. No changes to the normal rules.
8	The alien has four arms.
9	The alien has six arms
0	The alien has as many arms as you want or can fit on the model

### Multiple Arms in Close Combat

Having multiple arms is of considerable benefit when it comes to combat, allowing the alien to more easily parry blows from an opponent or attack in a flurry of blades. To represent this, an alien with extra arms can use each arm that is carrying a close combat weapon to parry, counting the number of parries made by each weapon arm, not the alien itself to determine what proportion of its WS to use. When parrying with more than one weapon, the alien can only ever use a maximum of two, with the normal +20% parry modifier.

When attacking, each arm grants the alien an extra attack with whatever weapons it happens to be armed with. These will suffer the normal penalties of -20% for using an off-hand weapon (unless the alien is ambidextrous) and -20% for attacking with two or more weapons.

### Multiple Arms and Guns

Not only does having more than two arms help when things get close and personal, but the ability to carry more guns can also be useful to say the least! When firing more than one weapon as part of a single action, the alien suffers a -20% modifier to each shot unless they're lucky enough to have the Ambidextrous skill. Firing any more weapons than this will result in a -40% chance to hit regardless of whether or not the alien is ambidextrous.

### Multiple Limbs and Hit Locations

Now the tricky part... Once you have your alien and it's turned out he has four legs and six arms, you'll notice that the standard Inquisitor character sheet doesn't quite match up to your monstrous creation. Since it's impossible to be sure exactly how many limbs you'll end up with, it would take many, many pages to come up with all the possible permutations of character sheets. So what you'll need to do is assign values to each Limb location as well as Groin, Abdomen, Chest and Head as normal. Remember to assign them ranges that are realistic based upon how large they are on the model. Don't go giving the alien's head a 1% chance of being hit if it's twice the size of the rest of the model! Your GM will be able to help you out here. To give you a bit of guidance on this, I'll use an example of a centaur-like alien with four arms. Assuming its body is roughly horse sized and the rest of its body is in proportion, I'd assign it hit locations as follows:

You'll notice that there's no Groin location on this table and that's because on a creature like this, its groin is tucked away under its body, safe from all but the most determined opponents. Hopefully this will give you an idea of what I'm talking about in terms of generating hit locations.

D100 Roll	Location
95-00	Head
89-94	Upper left arm
83-88	Upper right arm
68-82	Chest
62-67	Lower right arm
47-61	Abdomen
41-46	Lower left arm
31-40	Left foreleg
21-30	Right foreleg
11-20	Left hind leg
01-10	Right hind leg

### A Rule About Multi Limbed Creatures

Another thing astute players will realise is that creatures with a great many hit locations are hard to seriously hurt, as it's less likely that you'll be able to hit the same location again and again given the smaller range of numbers for each location. You'll chip away at them, but you'll find it a lot harder to land

that killer blow. To redress the balance, opponents in close combat or shooting at a creature with more legs or arms than a human may always add or deduct up to 5% when rolling for hit location, in addition to any other modifiers such as placed shots and close combat modifiers.

## 2.GENERATE PROFILE

Okay, now that we know what your alien looks like, it's time to see how tough a character he is by rolling on the random profile generators below. These are split into three categories to represent various levels of experience of the bounty hunter. Roll a D10 to see what level of bounty hunter you get:

D10	Level of Character
1-3	Rookie
4-8	Tracker
9-0	Hunter

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Experienced Hunter	65+2D10	65+2D10	65+2D6	65+2D6	65+2D10	40+3D10	55+3D10	70+2D6	60+2D6
Dogged Tracker	55+2D10	55+2D10	65+2D6	60+2D6	60+2D10	40+3D10	50+3D10	60+2D6	50+2D6
Rookie	45+2D10	50+2D10	60+2D6	60+2D6	55+2D10	40+3D10	40+3D10	50+2D6	40+2D6

## 3.GENERATE ABILITIES

Your alien now receives a number of rolls on the Standard Abilities table below, depending on the level of the character. Rookies get D6+1 rolls, Trackers get D6+2 and Hunters get D6+3. If you roll the same result you must either roll again on this table or roll on the Alien Abilities table instead. The D100 roll is modified by the level of the character you're rolling, to reflect their growing specialisations as they bring in more victims. Rookies have to accept the dice roll they get, Trackers can modify the roll by +/-10% and Hunters by +/-20%. Note that if you modify the dice roll, you **must** apply the modifiers in full.

STANDARD ABILITIES	
D100	ABILITY
01-06	+10 WS, +10 BS
07-10	+5 S, +5 T
11-13	+10 I, +10 Wp
14-17	+10 Sg, +10 Nv, +10 Ld
18-22	Acrobatic
23-26	Ambidextrous
27-28	Blademaster
29	Catfall
30	Deadeye shot
31-34	Deflect Shot
35-37	Dodge
38	Fast Draw
39-41	Feint
42	First Strike
43-45	Force of Will
46-48	Furious Assault
49	Gunfighter
50-51	Heroic
52	Hipshooting
53	Leader
54-55	Lightning Reflexes
56	Medic
57-58	Nerves of Steel
59-64	Quickload
65-67	Rock Steady Aim
68-71	Mutation (See table on page 9)
72-73	Exotic ability (see Exotic table)
74-75	Psychic Power (see Psychic tables)
76-95	Alien ability (see tables below)
96-00+	Player's choice from this chart. (which can be to pick Alien ability, Exotic ability etc.)

Daemonology Psychic Powers	
D100	ABILITY
01-34	Banishment
35-49	Instability
50-84	Sanctuary
85-94	Teleportation
95-100	Vortex of Chaos

Pyromancy Psychic Abilities	
D100	ABILITY
01-35	Blinding Flash
36-50	Burning Fist
51-80	Fireball
81-100	Firestorm

Biomancy Psychic Abilities	
D100	ABILITY
01-18	Blood Boil
19-35	Choke
36-55	Enfeeble
56-70	Hammerhand
71-80	Regenerate
81-90	Storm of Lightning
91-100	Warp Strength

Exotic Abilities Table	
D100	ABILITY
00-05	Daemonic
06-11	Possession
12-18	Familiar
19-35	Fearsome
36-42	Frenzy
43-50	Regeneration
51-67	Spit Acid
68-75	Terrifying
76-82	Vampirism
83-100	Wyrd (generate power as normal)

Telepathy Psychic Abilities	
D100	ABILITY
01-10	Demoralise
11-25	Distraction
26-30	Embolden
31-38	Enforce Will
39-44	Mesmerism
45-50	Mind Scan
51-60	Psychic Shriek
61-69	Psi-track
70-72	Puppet Master
73-90	Telepathy
91-100	Terrify

Alien Ability	
Note that there are no modifiers applied to this chart.	
D100	ALIEN WEIRDNESS
01-05	Acid Blood
06-10	Barbed tail
11-15	Bestial face
16-20	Beweaponed extremities
21-25	Breath weapon
26-30	Chitinous hide
31-35	Dimensional shifting
36-40	Elastic limbs
41-45	Electric blood
46-50	Enhanced senses
51-55	Envenomed claws
56-60	Exothermic body
61-65	Horns
66-70	Iron hard skin
71-75	Razor sharp claws
76-80	Secondary jaws
81-85	Tentacles
86-90	Web spinner
91-95	Wings
96-00	Player's choice from this table.

Psychic Discipline Table	
A psyker has an ability from D3 different disciplines	
D100	DISCIPLINE
01-16	Miscellaneous (01-40 Detection, 41-100 Gaze of Death)
17-35	Biomancy
36-50	Telepathy
51-70	Telekinesis
71-90	Pyromancy
91-100	Daemonology

Telekinesis Psychic Abilities	
D100	ABILITY
01-20	Machine Empathy
21-35	Psychic Impel
36-50	Psychic Shield
51-60	Psychic Ward
61-100	Telekinesis

## Alien Abilities

**Acid Blood:** If this character is wounded, any characters within 3 yards have a 50% chance of being sprayed with corrosive blood. This does D6 points of damage, plus an amount equal to the alien's Toughness divided by 20 rounded up. So a Toughness 80 character's blood will do D6+4 points of damage. In addition, any armour location hit by the acid loses half the damage inflicted from its Armour value. For example, if a character in Power armour is struck for 8 points of damage on the arm, the character suffers no damage, but the Armour value of that location is now reduced to 6. Field armour or psychic saves will reduce the damage a character suffers, but will obviously not be damaged themselves.

Close combat weapons used to inflict damage on an alien with acid blood will start to dissolve. Every turn after the weapon first caused a wound on the alien, it will lose D3 points from the maximum damage it can inflict. If this takes it to 0 or below, then it is destroyed and can no longer be used. Note that this 'dissolving' effect does not actually affect how much damage the weapon deals out, rather it is just an indication of how badly it is melting.

**Barbed Tail:** A barbed tail allows the alien to make an extra attack in close combat in addition to those it would normally be allowed to. This counts as having a reach of 4, does D6+3 damage (modified by Strength as normal) and cannot be used to parry.

**Beastial Face:** The alien's face is that of a monstrous, slaving beast with dripping fangs. The alien may make an additional bite attack in close combat in addition to those it would normally make. This has a reach of 0, does D6+Strength bonus damage, and cannot be used to parry. In addition the alien now counts as having the *Fearsome* ability.

**Beweaponed Extremities:** One or two (your choice) of the alien's limbs end in a bladed, barbed or clubbing growth made up of solid, calcified bone, chitinous blades, or some other form of alien physiology. These limbs have a reach of 3, do D10+ Strength bonus damage and have no parry penalty (it's easier to get a limb in the way of an opponent's attack than a weapon). However, any attacks that are parried by the alien's limb have a 15% chance of adding D6 to its Injury total. This chance is doubled to 30% if it parries a critical hit.

**Breath Weapon:** The alien can breathe toxic, corrosive, burning or otherwise painful fumes over its prey. This attack can only be used in close combat and requires an action to perform. Roll to hit as normal, but use the alien's BS with no modifiers to establish whether or not this attack hits. The hit location for this attack will automatically be the head and it can be dodged, but not parried. If the breath hits, it will do D6 points of damage. Regardless of what damage this inflicts, the wounded character will be stunned for one turn, though they will not be knocked prone as a stunned character normally would. Note that this is not cumulative. If the character suffers a stunned result on the Injury tables, then this 'bonus' stunning is not added to any other turns that must be spent stunned.

**Chitinous Hide:** The alien's body is covered in thick plates of interlocking chitin, providing a hard carapace of natural body armour. Aliens such as this must regularly shed



their skin as they grow and thus the thickness of their carapace will wax and wane throughout their lives, so every game you'll need to establish how hard their armour is at that particular time. To represent this, roll D3+1 for each location, head, abdomen, etc, and add this to the armour total on that location. This can be combined with any other sort of armour as normal.

**Dimensional Shifting:** The alien can alter the molecular structure of its body to become more fluid and insubstantial at will. It cannot become completely ghostly and therefore cannot pass through solid objects, but it can use an action to become thin and insubstantial. If the alien passes a WP test, other characters trying to spot or hear it suffer a -50% modifier on their detection rolls when testing for awareness. This is a *persistent* ability and the alien must pass a WP test every turn to maintain it. While insubstantial, the alien counts as having a Refractor field which **does** protect it in close combat, though attacks it makes itself will only inflict half what they would normally. This is applied after the damage dice have been rolled.

**Elastic Limbs:** The alien can stretch all of its limbs to outlandish proportions and thus all its attacks count as having a reach of 4, regardless of weapon type.

**Electric Blood:** If this alien is wounded, any characters within 4 yards have a 25% chance of being lashed with arcs of flaring lightning (50% if wearing metal armour). This does D10 points of damage, plus an amount equal to the alien's Toughness divided by 20 rounded up. So a Toughness 80 character's blood will do D6+4 points of damage. In addition, if the affected character is wearing metal armour he will suffer an extra D6 points of damage. Field armour or psychic saves will reduce the damage a character suffers as normal.

Close combat weapons (with the exception of non-metal weapons, power weapons, shock weapons, electro-flails and daemon weapons) used to inflict damage on an alien with electric blood will conduct a powerful charge and injure the wielder. For every full 5 points of damage caused, the attacker adds =1 to his Injury total. In addition, he must pass a Strength test or drop his weapon.

**Enhanced senses:** The alien has preternaturally sensitive sensory organs; eyes that can sense heat or radiation, ears that are tuned to hypersonic vibrations or olfactory senses that can discern the prey's scent from leagues away. It can track its prey by the most minute traces in the wind or on the ground. To represent this, the alien may add +30% to its Initiative characteristic when testing for awareness.

**Envenomed Claws:** The alien can metabolise a virulent poison within its bloodstream which it can secrete through its claws. You can have up to two of the alien's limbs secreting venom and can choose to have any one of the toxins listed on page 89 of the Inquisitor rulebook as the alien's poison. To take effect, the alien must make an unarmed attack and cause damage with the limbs carrying the poison.

**Exothermic Body:** Unlike mammals, the alien absorbs its heat from the surrounding environment, basking in the sun's heat to store energy within its body before using that energy to act. This makes the alien's strength and endurance vary depending on how much energy it has had a chance to absorb recently. To represent this, roll on the following chart and apply the resultant modifiers.

D6	EFFECT
1-2	Reduce WS, BS, S, T, I by -D10
3-4	No change to profile
5-6	Increase WS, BS, S, T, I by -D10

**Note that these modifiers only apply for one game. You'll need to roll again when next your character next takes to the field of battle.**

**Horns:** Bony protuberances curl outwards from the alien's head allowing it to make a head-butt attack. The alien may use one of his actions in close combat to attempt to smash his head into his opponent's face. This is an attack with a reach of 1 and which cannot be parried, though it may be dodged as normal. If the head-butt connects, it does D3 points of damage and automatically stuns its victim for D3 turns, regardless of whether or not any damage is actually caused. In addition, the victim must pass a Strength test to avoid dropping whatever he's carrying as his hands fly to his mashed face.

**Iron-Hard Skin:** The alien's skin is a hard, impervious surface, inflexible and pitted with age. This allows the alien to add =5 armour points to all hit locations, but has the effect of reducing its Initiative characteristic by -25%.

**Razor-Sharp Claws:** Harder than diamonds, the alien's claws are capable of ripping through the toughest armour with ease. In game terms this means that all the alien's unarmed attacks ignore the first 5 points of armour on a



location and always count as critical hits – inflicting double damage. Therefore, if an alien with razor-sharp claws and Strength of 82 who hit a target wearing carapace armour would do a total of D3+3 doubled, minus 1 point for the victim's armour (since the claws ignore the first 5 points of armour).

**Secondary Jaws:** The alien's jaws are able to open much wider than a human's, and a secondary jaw linked to powerful intercostal muscle fibres can shoot out and take a bite from the alien's opponent. When in close combat, the alien may use this attack in addition to those it is normally allowed to make. This attack has a reach of 2. Roll to hit as normal and if it is successful, roll for hit location, but with a modifier of +30% to the roll. The attack does D6+Strength bonus damage unless it hits the head, in which case it counts as a critical hit. This attack can be dodged or parried, and armour will reduce damage inflicted from this attack as normal. However, if it is successfully parried, the secondary jaw is severed from the alien's mouth and the alien itself suffers 2D6 Damage points to the head which armour will have no effect against.

**Tentacles:** One or two (your choice) of the alien's limbs comprise of waving tentacles. These are capable of gripping close combat weapons as normal (but not guns as it can't pull the trigger) and can also be used to entangle, choke and restrain the alien's foe. The alien counts as having the skill *Subdue*.

**Web Spinner:** The alien can shoot gouts of sticky web-like goo from its hands. This counts as an implant web pistol though it does not need to reload. The limb designated as the web spinner arm cannot be used to grip anything else.

**WINGS:** The alien is equipped with wings that unfurl from its back allowing it to swoop gracefully over the battlefield. Flying movement is at the rate of 15 yards per action and the alien need take no notice of intervening terrain and can fly up to higher levels of the battlefield. The alien may not fly into combat; it must first land and then sprint into combat as normal. Shooting at flying characters incurs a -20% modifier to represent its faster speed and when measuring range to and from a flying alien, use the horizontal distance, not the diagonal.

## Mutations

MUTATIONS TABLE	
D100 roll	Mutation
01-09	Atrophied
10-20	Bony Crest
21-30	Club hand
31-36	Cyclopean
37-50	Fangs
51-60	Rotting Flesh
61-70	Scales
71-77	Talons
78-82	+D6x10 S
83-87	+D6x10 T
88-92	-4D10 S
93-96	-4D10 I
97-00	-4D10 Sag



**Atrophied:** One or more of the alien's limbs is withered and feeble, with little or no muscle and power. A single atrophied leg reduces all of the character's Movement rates, except crawling, by -1 yard and means the character cannot sprint. If both legs are atrophied the character is affected as for one leg. In addition, they count moving faster than a walk as a risky Action and if they fumble their action roll, will fall over and spend the rest of the turn prone.

An atrophied arm is at half Strength. This means their overall Strength is reduced by a quarter (or halved if both arms are atrophied). The Strength of their normal arm is equal to two thirds of their modified Strength value. For example, if a character had Strength 65, this would normally be 33 in each arm (actually 32.5 but we round up). A character with an atrophied arm would reduce their overall Strength by -17 to 48. The atrophied arm would count as Strength 16 and the other arm Strength 32, for the purposes of Strength tests.

**Bony Crest:** The alien's skull has abnormal growths across it, thick protrusions of bone that just through the skin like a crest or horns. This bone gives the alien additional protection to its brain. The alien may re-roll the Toughness test to see if it is stunned when hit in the head.

**Club Hand:** The alien's fingers and hand have fused together into a single knobbly lump, giving it a powerful punch but rendering it unable to use the hand for anything else. The alien may not hold anything in the club hand, but it may be used in close combat. The club counts as an unarmed attack that does an additional D6 damage.

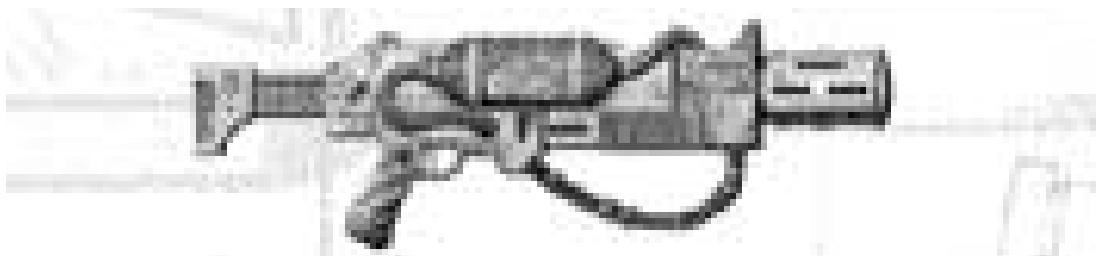
**Cyclopean:** The alien only has a single eye, destroying its depth perception. The alien doubles any penalties to hit due to range modifiers (bonuses for range modifiers are unaffected).

**Fangs:** Abnormally long and sharp teeth line the alien's mouth, giving it a fearsome bite. Once per turn the alien may make a free bite attack against a single close combat opponent. This does not take up any of the alien's actions, and counts as an attack with an improvised weapon.

**Rotting Flesh:** This horrid mutation means that the alien's skin is constantly dying and sloughing off, exposing fat and muscle. This disfigurement gives off a disgusting stench and leaves them susceptible to injury as even glancing hits can rip off hunks of flesh. The character reduces their base injury value by -1 and they can be smelt by other characters on a successful Awareness test up to 10 yards away and will be smelt automatically within 5 yards.

**Scales:** In places, the alien's skin has formed into hard, bony scales which act as a form of natural armour. Add 1 to the character's base injury value.

**Talons:** The alien's fingers are little more than sharp bone, which makes for a great natural weapon but hinders their manual dexterity. A character may have one or both hands as taloned. A taloned hand cannot be used to carry anything, but the character counts as being armed with a short sword (which cannot be dropped, etc).



## 4.GENERATE EQUIPMENT

Each character gets D3+3 rolls on the Equipment table with the same modifiers as applied on the Skills table. If you roll the same result you can accept the duplicate result or you may roll again on the table if you wish.

D100	Equipment table
01-10	Close combat weapon
11-20	Pistol
21-50	Basic weapon
51-55	Heavy weapon
56-60	Grenade
61-65	Special ammunition
66-75	Armour
76-80	Bionics and implants
81-85	Combat stimms
86-90	Gunsights and auspexes
91-95	Cyber creatures
96-100	Miscellaneous

### Weapons

Determine a weapon's availability on the table below, and then choose a weapon of the appropriate type from those available in the Inquisitor rulebook.

D6	Weapon availability
1-3	Common
4-5	Rare
6*	Exotic
* Roll another D6. If you roll another 6, they can have a Legendary weapon.	
For grenades, the character has D3 if a common type, or 1 of a less available type.	

### ARMOUR

Roll for armour type on the following table. Power armour covers all locations except Head. For other armour types, roll D6 random locations, re-roll duplicate results and Head results. To see if the character has a helmet, roll a D6. On a 1, 2 or 3 they have no helmet, on a 4 or 5 they have an open helm, on a 6 they have a closed helm. An open helm has a 25% chance of containing D3 randomly generated autosenses (see bionics page ), a closed helm has a 40% chance of incorporating D3 autosenses.

"Aliens are scum, they must be eradicated from our worlds, purged from the galaxy, destroyed wherever they appear. However on occasion they can be a useful tool..."

Inquisitor Taarn shares his radical views.





D100	Armour type
01-10	Padded clothing (2 points)
11-25	Flak
26-30	Carapace
31-38	Power armour
39-44	Shield (roll on table below)
45-50	Ceramite Powered
51-63	2 points ablative
64-73	2 points ablative plus roll again
74-82	Refractor field
83-90	Conversion field
91-100	Conversion field plus roll again

D10	Shield type
1-3	Light shield (2 points armour)
4-5	Reinforced shield (3 points armour)
6-7	Buckler
8	Suppression shield
9	Mirror shield
10	Storm shield

### COMBAT STIMMS

Roll D6 on the following table:

D6	Dispenser type
1-3	Inhaler (D10 doses)
4-5	Injector (2D10 doses)
6	Gland

Roll D6 to determine type.  
Re-roll if not allowed with dispenser

D6	Stimm type
1	'Slaught
2	Psychon
3	Reflex
4	Barrage
5	Spook
6	Spur

### BIONICS AND IMPLANTS

Roll D6 on the following table.

D6	Bionic type
1-3	Bionic Limb
4-5	Bionic sense
6	Other implant

D6	IMPLANTS Implant type
1	Implant weapon (D6 roll: 1-3: Left hand, 4-5: Right hand, 6: Shoulder/Chest implant)
2	Bionic Organ (D6 roll: 1-2: Lungs, 3-4: Heart, 5-6: Brain)
3	Bionic head (+D6-1 armour)
4	MIU
5	Psi-booster (re-roll if not a psyker or Wyrld)
6	Mechadendrites

D6	BIONIC LIMBS Limb
1	Left arm
2	Right arm
3	Both arms
4	Left leg
5	Right leg
6	All legs

For creatures with multiple arms or legs, apply the results to one limb only unless you roll a 6.

D6	BIONIC SENSES sense
1-2	Hearing
3	Right eye
4	Left eye
5	Both eyes
6	Both eyes and ears

### BIONIC QUALITY

D6	Quality
1-2	Crude
3-4	Average
5-6	Advanced

### MISCELLANEOUS

Roll D100 on the following table:

D100	equipment
01-14	Medi-pak
15-20	Web solvent
21-30	Psychic hood (non-psykers re-roll)
31-45	De-tox
46-74	Filtration plugs
75-82	Gas mask
83-89	Re-breather
90-00	Synskin

Roll D6 to determine type.  
Re-roll if not allowed with dispenser type generated.

### CYBER CREATURE

Roll a D10 on the following table:

D10	Cyber/psyber creature
1-2	Gun skull
3-4	Med skull
5-6	Combat skull
7-8	Hunter skull
9	Cyber Mastiff
10	Psyber Eagle (non-psykers re-roll)

### GUNSIGHTS/AUSPEXES

Roll D10 on the following table:

D10	Gunsight/ Auspex type
1-2	Range-finder
3-4	Infrascopes
5-6	Laser sight
7	Motion Predictor
8	Bio-scanner
9	Motion tracker
10	Psi-tracker

## 5. NAME THEM

Right, that's the easy part done with. Now all you have to do is the really difficult part, which is give your new character a name and develop a cool background for him. As Gav says in the rulebook, coming up with a cool name is one of the hardest parts of developing characters. A good name will inspire fear, interest and evoke an image of the alien and who he is, so don't just settle on the first name you can think of. After all, who's going to be afraid when they hear that the dreaded bounty hunter Snarplehoop of the Smeerps has been set on their trail! On the other hand, learning that Krashrak the Stalker is after you is enough to give anyone sleepless nights. Invent some background for your alien character, as there's nothing like hearing of his exploits and fearsome reputation to establish a narrative to your games and campaigns or even suggest plot hooks. Trust me, it really helps.

So there you have it. Hopefully this article will inspire you to see what gribbly alien weirdness you can come up with and send shivers of terror down the backs of lawbreakers everywhere. Remember, the law is on your side.

Well... most of the time!