

## Aliens

### An Phar [2]

p. A26

*Attributes:* ST -1 [-10]  
*Secondary Characteristics:* HP +2 [4]  
*Advantages:* Acute Hearing +2 [4], Common Sense [10]  
*Disadvantages:* Phobia: Fear of Dirt (Rupophobia) (15) [-5];  
 Preoccupied with Philosophy [-1]

### Banduch [72] 10'-12' long, 1,000-1,100 lbs

p. A52

*Attributes:* ST +10 (No Fine Manipulators, -40%;  
 Size, -20%) [40]; DX -2 [-40]; HT +1 [10]  
*Secondary Characteristics:* SM +2  
*Advantages:* Amphibious [10]; Animal Empathy [5];  
 Empathy [15]; Extra Legs: 4 [5]; Luck [15]; Mind Reading  
 (Telepathic, -10%) [27]; Nictitating Membrane 3 [3];  
 Striker: Crushing (Tail) (Clumsy -2, -40%) [3];  
 Telecommunication: Telesend (Telepathic, -10%) [27];  
 Telekinesis 8 (TK, -10%) [36]  
*Disadvantages:* Horizontal [-10]; Increased  
 Consumption 1 [-10]; Laziness [-10]; Pacifism: Total  
 nonviolence [-30]; Phobia: Heights (Acrophobia) (12) [-10];  
 Shyness: Mild [-5]; Sleepy (1/2 the time) [-8];  
 Truthfulness (12) [-5]  
*Skills:* Detect Lies @ Per+3\* (H) [4]  
 \*Receives +3 bonus from Empathy.

### Cidi [-11] 5"-7" tall, 1-2 lbs

p. A40

*Attributes:* ST -7 [-70]; DX +2 [40]; HT -1 [-10]  
*Secondary Characteristics:* SM -6  
*Advantages:* Extra Arm (Prehensile Tail) [10]; Fur [1]; High  
 Manual Dexterity +2 [10]; Night Vision 9 [9]  
*Disadvantages:* Hate to be Patronized [-1]; Curious about  
 new people [-1]

### Crystal Computer [60] 1,000-2,000 lbs

p. A122

*Attributes:* ST -10 [-100]; IQ +2 [40]; HT +1 [10]  
*Secondary Characteristics:* SM +2; HP +40 (Size -20%) [64]  
*Advantages:* Affliction (Nightmares) (Malediction 3, +200%;  
 Duration: Permanent (Dispelled by resisting 2 consecutive  
 nights), +150%; Disadvantage: Nightmares (6), +10%;  
 Secondary Hallucinations, +10%; Accessibility:  
 Telepaths (-50%); Telepathic, -10% [41], AI (non-  
 Reprogrammable) [42]; Body of Stone [140]; Talent:  
 Mathematical Ability +1 [10]; Telecommunication: Telesend  
 (Racial, -20%; Telepathic, -10%) [21]  
*Disadvantages:* Blindness [-50]; Deafness [-20]; Cannot  
 Speak: Mute [-25]; Obsession (All organic intelligence must be  
 destroyed) (12) [-10]; No Manipulators [-50]; No Sense of  
 Smell or Taste [-5]; Paranoia [-10]; No Legs (Sessile) [-50];  
 Social Stigma (Valuable Property) [-10]  
*Skills:* Astronomy @ IQ\* (H) [2];  
 Computer Programming @ IQ (H) [4];  
 Mathematics (Applied) @ IQ+1\* (H) [4];  
 Navigation (Hyperspace) @ IQ (A) [2];  
 Physics @ IQ+1\* (VH) [8]; Research @ IQ (A) [2]  
 \*Includes +1 from Mathematical Ability

### Languages

Most of the races listed here have their own language, or possibly multiple languages. The player must decide if the character has the worlds *Common* language (*Galanglic*, *English*, or whatever it is called) or the races language as his Native Language, as befits the characters background story. Taking multiple languages costs the normal amount.

### Engai [257]

p. A108

*Attributes:* ST -1 [-10]; DX +2 [40]; IQ +3 [60]; HT +4 [40]  
*Advantages:* Appearance: Very Beautiful [16];  
 Charisma +2 [10]; Empathy [15]; Metabolism Control +3 [15];  
 Night Vision +9 [9]; Perfect Balance [15]; Protected Sense:  
 Vision [5]; Skill Bonus: +1 Public Speaking [2];  
 Status +2 [10]; Unaging [15]; Voice [10]; Walk on Liquid [15]  
*Disadvantages:* Intolerance ("Mortal Races") [-10];  
 Laziness [-10]; Overconfidence (6) [-10]  
*Skills:* Biology (Earthlike) @ IQ (VH) [8];  
 Breath Control @ HT (H) [4]; Chemistry @ IQ (H) [4];  
 Karate @ DX (H) [4]

### Fasanni [24]

p. A44

*Attributes:* ST -1 [-10]; DX +1 [20];  
*Advantages:* Cultural Adaptability: Xeno-Adaptability [20];  
 Fur [1]; Intuition [15]; Talent: Storytelling +1 [5]  
*Disadvantages:* Color Blindness [-10];  
 Overconfidence (12) [-5]; Pacifism: Self-Defense Only [-15];  
 Prefers to dress like whatever race they're among [-1]  
*Skills:* Fast-Talk @ IQ+1 (A) [4]  
*Talents:* *Storytelling:* Acting, Savior-Faire, Poetry,  
 Performance, Public Speaking, Writing. *Reaction Bonus:*  
 Anyone who sees you perform or reads your material. 5  
*points/level.*

### Garuda [-4]

p. SAT4:76

*Attributes:* ST -3 [-30]; HT -1 [-10]  
*Advantages:* Absolute Direction: 3D Spatial Sense [10];  
 Acute Hearing +1 [2]; Acute Vision +3 [6]; Ambidexterity [5];  
 Empathy [15]; Flight (Winged, -25%; Requires Low Gravity,  
 0.5G or less, -25%) [20]; Peripheral Vision [15]; Talent:  
 Musical Ability +1 [5]  
*Disadvantages:* Combat Paralysis [-15];  
 G-Intolerance: 0.05G [-20]; No Sense of Smell/Taste [-5];  
 Acceleration Weakness [-1]; Inscrutable to other races [-1]

### Gerodian [14]

p. A48

*Attributes:* ST -1 [-10]; IQ +3 [60]; HT -1 [-10]  
*Advantages:* Eidetic Memory [5]  
*Disadvantages:* Code of Honor (Respect life and free  
 will) [-10]; Sense of Duty (Help others without interfering or  
 controlling) [-10]; G-Intolerance: 0.1G [-10]; Acceleration  
 Weakness [-1]

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**Gloworm [61]** p. A124  
*Attributes:* ST -3 [-30]; DX +2 [40]; IQ -1 [-20]; HT +2 [20]  
*Advantages:* Affliction (Dazzle) (Daze, +50%); Malediction 1, +100%; Sense-Based: Vision, -20% [23]; Chameleon 4 [20]; Flight (Psychokinetic, -10%) [36]; Improved G-Tolerance: 0.5G [10]; Metabolism Control 3 [15]; Silence 2 [10]; Stretching 5 [30]; Temperature Tolerance 10 [10]  
*Disadvantages:* Gluttony (12) [-5]; Cannot Speak: Mute [-25]; Reputation -4 [-20]; Short Lifespan 2 (x1/4) [-20]; Veriform [-35]; Illiterate [-3]  
*Skills:* Brawling @ DX (E) [1]; Camouflage @ IQ +1 (E) [2]; Stealth @ DX (A) [2]

**Gormelite [19]** p. A80  
*Attributes:* ST +4 [40]; HT +3 [30]  
*Advantages:* Damage Resistance +1 (Tough Skin, -40%) [3]; Fur [1]  
*Disadvantages:* Bad Temper (12) [-10]; Bully (12) [-10]; Greed (12) [-15]; Overconfidence (12) [-5]; Paranoia [-10]; Reputation -2 [-10]  
*Skills:* Brawling @ DX+2 (E) [4]; Axe/Mace @ DX (E) [1]

**Irari [17]** p. A32  
*Attributes:* IQ +2 [40]  
*Advantages:* Extended Lifespan [2]; Fight (Winged, -25%) [30]  
*Disadvantages:* Compulsive Behavior (Research) (12) [-10]; Impulsiveness (12) [-10]; Stubbornness [-5]; Vulnerability (Common: Crushing, x2 Damage) [-30]

**Jaril [70]** 10'-12' tall, 900-1,000 lbs p. A36  
*Attributes:* ST +10 (Size, -20%) [80]  
*Secondary Characteristics:* SM +2  
*Advantages:* Talent: Artificer +2 [20]  
*Disadvantages:* Gullibility (12) [-10]; Sense of Duty (Repopulate race) [-15]; Truthfulness (12) [-5]

**Kaa [23]** p. A64  
*Attributes:* ST +1 [10]  
*Secondary Characteristics:* HP +1 [2]; FP +1 [3]  
*Advantages:* Ambidexterity [5]; Claws: Blunt [3]; Constriction Attack [15]; Damage Resistance +2 (Tough Skin, -40%) [6]; Extra-Flexible Arms [10]; Flexibility: Double-Jointed [15]; Innate Attack: Toxic 2 (Venom) (Cyclic, 1 hour interval, 5 cycles, resistible, +40%); Follow-Up: Sharp Teeth, +0%; Resistible, HT-3, -15% [10]; Talent: Strategist +1 [5]; Teeth: Sharp [1]; Voice [10]  
*Disadvantages:* Bad Sight: Near-Sighted (Mitigator: Glasses, -60%) [-10]; Bully (12) [-10]; Code of Honor (Avenge all insults, slay all enemies) [-15]; Cowardice (12) [-10]; Delusion (Gaudy displays impress everyone) [-10]; No Legs (Slithers) [0]; Odious Racial Habit (Eats Sentients) [-15]; Reputation -2 [-10]  
*Skills:* Hypnotism @ IQ+1 (H) [8]  
*Talents:* Strategist: Detect Lies, Diplomacy, Interrogation, Intimidation, Strategy. *Reaction Bonus:* Anyone who sees you operate. 5 points/level.

**Kinski, Female [26]** p. SAT4:77  
*Attributes:* HT +3 [30]  
*Secondary Characteristics:* Per +1 [5]  
*Advantages:* Acute Vision +1 [2]; Acute Hearing +1 [2]; Fur [1]; Improved G-Tolerance: 0.5G [10]; Night Vision +9 [9]  
*Disadvantages:* Chummy: Gregarious [-10]; Gullibility (12) [-10]; Sense of Duty (Pride) [-5]; Sleepy (1/2 the time) [-8]; Always carry a Shang (Axe) [-1]  
*Skills:* Thrown Weapon (Axe/Mace) @ DX (E) [1]

**Kinski, Male [26]** p. SAT4:77  
*Attributes:* DX +1 [20]; HT +1 [10]  
*Secondary Characteristics:* Per +1 [5]  
*Advantages:* Acute Vision +2 [4]; Fur [1]; Improved G-Tolerance: 0.5G [10]; Night Vision +9 [9]  
*Disadvantages:* Chummy: Gregarious [-10]; Gullibility (12) [-10]; Sense of Duty (Pride) [-5]; Sleepy (1/2 the time) [-8]; Always carry a Shang (Axe) [-1]  
*Skills:* Thrown Weapon (Axe/Mace) @ DX (E) [1]

**Kronin [81]** p. A68

*Attributes:* DX +1 [20]  
*Advantages:* Affliction (Mind Blast) (Based on Will, +20%; Malediction 2, +150%; Secondary Unconsciousness, +40%; Telepathic, -10%) [30]; Danger Sense (ESP, -10%) [14]; Damage Resistance +1 (Tough Skin, -40%) [3]; Mind Reading (Telepathic, -10%) [27]; Mind Shield +3 (Telepathic, -10%) [11]; Telecommunication: Telesend (Telepathic, -10%) [27]  
*Disadvantages:* Bloodlust (12) [-10]; Code of Honor (Warrior's code) [-15]; Fanatic [-15]; Honesty (12) [-10]; Sense of Duty (Comrades in arms) [-10]  
*Skills:* Beam Weapons (Pistol) @ DX (E) [1]; Beam Weapons (Rifle) @ DX (E) [1]; Force Sword @ DX (A) [2]; Shield (Force) @ DX (A) [1]; Karate @ DX (H) [4]

**Liook Sujan [254] 6,000+ lbs** p. A116

*Attributes:* ST -10 [-100]; IQ +5 [100]; HT +5 [50]  
*Secondary Characteristics:* Will +5 [25]  
*Advantages:* Affliction (Sleep) (Based on Will, +20%; Malediction 2, +150%; Sleep, +150%; Telepathic, -10%) [41]; Affliction (Mind Blast) (Based on Will, +20%; Malediction 2, +150%; Secondary Unconsciousness, +40%; Telepathic, -10%; Alternative Attack, x1/5) [6]; Animal Empathy [5]; Body of Stone [140]; Clairsentience (ESP, -10%) [45]; Detect (Occasional: Psionics, +10; ESP, -10%) [9]; Doesn't Eat [10]; Eidetic Memory: Photographic [10]; Empathy (Telepathic, -10%) [14]; Extended Lifespan 2 (x4) [4]; Mind Control (Conditioning, +50%; Telepathic, -10%) [70]; Mind Reading (Telepathic, -10%) [27]; Mind Shield +3 (Telepathic, -10%) [11]; Precognition (ESP, -10%) [23]; Psychometry (ESP, -10%) [18]; Telecommunication: Telesend (Telepathic, -10%) [27]; Temperature Tolerance 20 [20]  
*Disadvantages:* Decreased Time Rate 2 (x1/3) [-200]; No Fine Manipulators: No Manipulators [-50]; No Legs (Sessile) [-50]; No Sense of Smell/Taste [-5]  
*Skills:* Detect Lies @ IQ+3\* (H) [4]  
 \*Includes +3 from Empathy

**Malikithi [24]** p. SAT4:13

*Attributes:* ST -2 [-20]; DX +1 [20]; IQ +1 [20]  
*Advantages:* Improved G-Tolerance: 1Gs [15]; Night Vision +9 [9]; Talent: Musical Ability +4 [20]; Ultrahearing [5]  
*Disadvantages:* Bad Sight (Bright Light) (Mitigator: Glasses, -60%) [-10]; Colorblindness [-10]; Odious Racial Habit (Nosy) [-5]; Odious Racial Habit (Voice) [-5]; Phobia: Autophobia (Fear of being alone) (12) [-15]

**Markann [-1]** p. A72

*Attributes:* DX +1 [20]; HT -2 [-20]  
*Advantages:* Acute Taste and Smell +2 [4]; Extra Arms x2 [20]; Extra Arms x2 (No Physical Attack, -50%) [10]; Flexibility [5]; Fur [1]; High Manual Dexterity +1 [5]; High TL +2 [10]; Peripheral Vision [15]; Temperature Tolerance 10 [10]  
*Disadvantages:* Colorblindness [-10]; Delusion: Major (The Markann are the Universe's most evolved race) [-15]; Fanaticism (The Markann quest) [-15]; Intolerance (Lower TL races) [-5]; Odious Racial Habit (Cannibalism, vivisection, sadistic experimentation, etc.) [-15]; Overconfidence (12) [-5]; Reputation -1 [-5]; Sadism (12) [-15]  
*Skills:* Piloting (Contragravity) @ DX (A) [2]; Stealth @ DX (A) [2]

**Memer and Saret [-45]** p. A60

*Attributes:* ST -2 [-20]; DX -1 [-20]; IQ -1 [-20]  
*Advantages:* Damage Resistance +2 (Tough Skin, -40%) [6]; Doesn't Breathe [20]; Extra Legs (8 Legs) [15]; Infravision [0]; Intuition [15]; Reduced Consumption 3 [6]; Temperature Tolerance 20 [20]; Universal Digestion [5]; Vacuum Support [5]  
*Disadvantages:* Deafness [-20]; Disturbing Voice [-10]; Duty (Memer Society) [-10]; Miserliness (12) [-10]; Phobia: Teratophobia (Fear of most other sentient races) (15) [-7]; Reputation -2 (Crawling oddballs) [-10]; Short Lifespan (x1/2) [-10]

**Mmm [127]** p. SAT:76

*Advantages:* Mindlink (Up to 99,999 drones) [50]; Racial Memory: Active [40]; Telesend: Telecommunication (Racial, -20%) [24]; Patron (Extremely Powerful: Mmm society, +25; Appears on 9 or less, x1; Equipment, +100%; Highly Accessible, +50%) [63]  
*Disadvantages:* Gullibility (12) [-10]; Honesty (12) [-10]; Impulsiveness (12) [-10]; Pacifism: Cannot Kill [-15]; Truthfulness (12) [-5]

**Nexa [32]** p. SAT:76

*Advantages:* Damage Resistance +1 (Tough Skin, -40%) [3]; G-Experience [10]; High Pain Threshold [10]; Improved G-Tolerance: 0.3Gs [5]; Peripheral Vision [15]  
*Disadvantages:* Social Stigma (Second-Class Citizen) [-5]; Stubbornness [-5]; Incompetence: Swimming -4 [-1]

**Pachekki [16]** p. A88

*Attributes:* ST -3 [-30]; DX +2 [40]; IQ -1 [-20]; HT +2 [20]  
*Secondary Characteristics:* Move -1 [-5]  
*Advantages:* Flexibility [5]; Peripheral Vision [15]; Rapid Healing [5]; Regrowth (Minor, -50%) [20]; Skill Bonus: Swimming +3 [6]  
*Disadvantages:* Appearance: Ugly [-8]; Dependency (Water, special case) [-5]; Hard of Hearing [-10]; Impulsive or Laziness [-10]; Split Personality (15) [-7]

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**Purulu [40]** p. A96  
*Attributes:* ST -5 [-50]; DX -1 [-20]; HT -2 [-20]  
*Advantages:* 360° Vision [25]; Extra Arms x8 (Extra-Flexible, +50%; No Physical Attack, -50%; Short, -50%) [40]; Flexibility: Double-Jointed [15]; Status +3 [0\*]; Talent: Business Acumen +2 [20]; Wealth: Multimillionaire 3 [125]  
*Disadvantages:* Bad Temper (12) [-10]; Bully (12) [-10]; Cowardice (12) [-10]; Greedy (12) [-15]; Increased Life Support (Massive, -10; Radioactive, -10) [-20]; Intolerance [-10]; Miserliness (12) [-10]; Reputation -1 [-5]; Stubbornness [-5]  
 \*Free from Multimillionaire

**Riders [290]** p. A119  
*Attributes:* IQ +2 [40]  
*Advantages:* Injury Tolerance (Diffuse) [100]; Permeation (Rare: Flesh, 5) [5]; Possession (Assimilation, +10%; Duplication\*, +100%; No Memory Access, -10%; Parasitic, -60%) [140]; Racial Memory (Active) [40]  
*Disadvantages:* Greed (12) [-15]; Intolerance [-10]; Overconfidence (6) [-10]  
 \*The Duplication enhancement on Possession allows the Riders to take over another host with a duplicate. Normally this duplicate will be under the GMs control as an NPC, though at the players discretion he may choose to play the new host and allow the GM to take over his current host as an NPC.

**Sparrials [28]** p. A84  
*Attributes:* ST -2 [-20]; DX +1 [20]; HT +1 [10]  
*Advantages:* Acute Taste and Smell +2 [4]; Discriminatory Smell (Emotion Sense, +50%) [23]; Fur [1]; Night Vision +9 [9]; Super Jump [10]  
*Disadvantages:* Gluttony (12) [-5]; Kleptomania (12) [-15]; Short Lifespan (x1/2) [-10]; Stubbornness [-5]  
*Skills:* Climbing @ DX (A) [2]; Detect Lies @ Per (H) [4]

**Tamile [4]** 2'-3' long, 35-50 lbs p. A56  
*Attributes:* ST -3 [-30]; DX -1 [-20]  
*Secondary Characteristics:* SM -2  
*Advantages:* 360° Vision (Easy to Hit, -20%) [20]; Charisma +1 [5]; Flexibility: Double-Jointed [15]; High Manual Dexterity +5 [25]; Microscopic Vision 2 (100x) [10]; Sensitive Touch [10]; Stretching +5 [30]; Talent: Craftsman +1 [5]  
*Disadvantages:* Code of Honor (Make the world a more beautiful place) [-15]; Combat Paralysis [-15]; Invertebrate [-20]; Low TL -2 [-10]; Short Lifespan (x1/2) [-10]; Shyness: Mild [-5]  
*Skills:* Artist (Drawing) @ IQ\* (H) [2]; Artist (Sculpting) @ IQ\* (H) [2]; Singing @ HT (E) [1]; Ventiloquism @ IQ (H) [4]  
 \*Includes bonus from Craftsman  
*Talents:* Craftsman: Artist, Carpentry, Leatherworking, Masonry, and Sewing. *Reaction Bonus:* Anyone you do work for. 5 points/level.

**Traders [81]** p. A100  
*Attributes:* ST -2 [-20]; DX -1 [-20]; IQ +2 [40]  
*Advantages:* Dark Vision [25]; Doesn't Breathe [20]; Insubstantiality (Can Carry Objects: Medium Encumbrance, +50%; Partial Change, +20%) [136]  
*Disadvantages:* Absent-Mindedness [-15]; Appearance: Monstrous [-20]; Code of Honor (Business Ethics) [-5]; Compulsive Behavior (Trading) [-5]; Fanatic (Trading) [-15]; Impulsiveness (12) [-10]; No Sense of Smell/Taste [-5]; Odious Racial Habit (extremely bizarre behavior) [-10]; Truthfulness (12) [-5]; Weakness (1d/5 min, -10; Common: Iron, x2) [-20]  
*Skills:* Merchant @ IQ+2 (A) [8]; Freight Handling @ IQ (A) [2]

**Trefolk [29]** p. A92  
*Attributes:* ST +2 [20]; DX -3 [-60]; IQ +2 [40]; HT +4 [40]  
*Secondary Characteristics:* Move -4 [-20]  
*Advantages:* 360° Vision (Easy to Hit, -20%) [20]; Damage Resistance +2 (Tough Skin, -40%) [6]; Damage Resistance +3 (Limited: Occasional (Non-Explosive Missiles), -60%; Tough Skin, -40%) [3]; Extended Lifespan (x2) [2]; Extra Arms x2 [20]; Extra Arms x4 (Short, -50%; Cannot Strike, -50%) [8]; Improved G-Tolerance: 0.3G [5]; Ultrasonic Speech [10]  
*Disadvantages:* Colorblindness [-10]; Hard of Hearing [-10]; Honesty (12) [-10]; Vulnerability (Rarity: Common (Burning); Wounding Multiplier x2) [-30]; Demands courtesy [-1]; Detest Poetry [-1]; Ignores Status [-1]; Love Nature/Hate Cities [-1]; Strongly Libertarian [-1]

**Truul [-25]** 3.5'-4.5' tall, 60-80 lbs p. A104  
*Attributes:* ST -2 [-20]; DX +1 [20]; HT -2 [-20]  
*Secondary Characteristics:* SM -1  
*Advantages:* Cultural Adaptability: Xeno-Adaptability [20]; Language Talent [10]; Recovery [10]  
*Disadvantages:* Status -1 [-5]; Slave Mentality [-40]

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**Verm** [102] p. A76

*Attributes:* ST +3 (No Fine Manipulators, -40%) [18]; DX +2 (No Fine Manipulators, -40%) [24]; HT +2 [20]  
*Secondary Characteristics:* HP +3 [6]  
*Advantages:* Affliction (Sonic Blast) (Cone: 5 yards, +100%; Link: Innate Attack, +10%; Disadvantage: Deafness, +20%; Sense-Based: Hearing, +150%; Stunning, +10%; Jet, +0%) [39]; Claws: Talons [8]; Combat Reflexes [15]; Damage Resistance +2 [10]; Dark Vision [25]; High Pain Threshold [10]; Innate Attack: Crushing (Sonic Blast) (Cone: 5 yards, +100%, Link: Affliction, +10%; Jet, +0%) [11]; Extra Legs: 4 Legs [5]; Recovery [10]; Silence 2 [10]  
*Disadvantages:* Bloodlust (12) [-10]; Intolerance [-10]; No Fine Manipulators [-30]; Indecisive (15) [-5]; Odious Racial Habit (Cannibalism, enslavement, etc.) [-15]; Reputation -4 [-20]; Selfless (6) [-10]; Short Lifespan (x1/2) [-10]  
*Skills:* Stealth @ DX-1 (A) [1]

**Xenomorph** [117] p. A126

*Attributes:* ST -1 [-10]; HT -1 [-10]  
*Advantages:* Chameleon +1 [5]; Mimicry [10]; Shapeshifting: Morph (Extra Morphing Capacity +50; No Base Form, +0%; Once On Stays On, +50%; Internal Organs Don't Change, -10%; Mass Conservation, -20%) [170]; Stretching +1 [6]  
*Disadvantages:* Secret (Possible Death) [-30]; Compulsive Behavior: Lying (15) [-7]; Paranoia [-10]; Split Personality (12) [-15]  
*Skills:* Acting @ IQ+2 (A) [8]  
*Notes:* Xenomorphs have no *native* form. All of their template traits apply to any form they take. They can assume any template with a base value up to 50 points, though some Morphs have the ability to assume templates of greater value.

**Xrex** [45] p. Pyr18:25

*Attributes:* ST -1 [-10]; DX +1 [20]  
*Advantages:* Enhanced Move: Ground (x2) [20]; Damage Resistance +2 [10]; Extra Legs (4 Legs) [5]; Microscopic Vision 2 (100x) [10]; Telescopic Vision 2 [10]  
*Disadvantages:* Low TL -2 [-10]; Short Lifespan (x1/2) [-10]

**Yalkani** [13] p. Pyr19:44

*Secondary Characteristics:* Basic Move -1 [-5]; Water Move +1 [5]  
*Advantages:* Amphibious [10]; Chameleon 2 [10]; Claws: Sharp [5]; Damage Resistance +2 (Tough Skin, -40%) [6]; Damage Resistance +3 (Torso Only, -10%) [14]; Nictitating Membrane 2 [2]; Talent: Healer +1 [10]; Teeth: Sharp [1]  
*Disadvantages:* Bad Sight: Nearsighted (Mitigator: Glasses, -60%) [-10]; Dependency (Very Common: Water, -5; Daily, x3) [-15]; Low TL -2 [-10]; Short Lifespan (x1/2) [-10]

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\*The Xrex first appeared in Pyramid #18, but are available online here: <http://www.sjgames.com/pyramid/login/article.html?id=4543>  
 \*The Yalkani first appeared in Pyramid #19, but are available online here: <http://www.sjgames.com/pyramid/login/article.html?id=4525>

**Parahumans**

**Avatar Floater** [-14] p. SAT4:22

*Attributes:* ST -4 [-40]; HT -1 [-10]  
*Advantages:* Absolute Direction: 3D Spatial Sense [10]; Doesn't Breathe (Oxygen Storage: x25, -50%) [10]; Flexibility: Double-Jointed [15]; Extra Arms x2 (Foot Manipulators, -30%; Clumsy -2, -40%) [6]; Nictitating Membrane 2 [2]; Metabolism Control 3 [15]; Vacuum Support [5]  
*Disadvantages:* G-Intolerance: 0.05G [-20]; Social Stigma -2 (Parahuman) [-10]; Acceleration Weakness [-1]  
*Skills:* Free Fall @ DX+1 [4]

**Medusan** [4] p. SAT4:44

*Attributes:* HT -1 [-10]  
*Advantages:* Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Pressure Support 2 [10]; Nictitating Membrane 2 [2]  
*Disadvantages:* Social Stigma -2 (Parahuman) [-10]; Weakness (1d per minute, -20; Occasional (Dry air, humidity below 90%), x1, Mitigator (Life Support Suit), -60%) [-8]

**Winterfolk** [36] p. SAT4:66

*Attributes:* ST +1 [10]; DX +1 [20]  
*Advantages:* Appearance: Attractive [4]; Claws: Sharp [5]; Fur [1]; Night Vision .AT. 9 [9]; Striker: Crushing (Tail) [5]; Temperature Tolerance 10 [10]  
*Disadvantages:* Low TL -2 [-10]; Social Stigma -2 (Parahuman) [-10]; Sleepy (1/2 the time) [-8]

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