

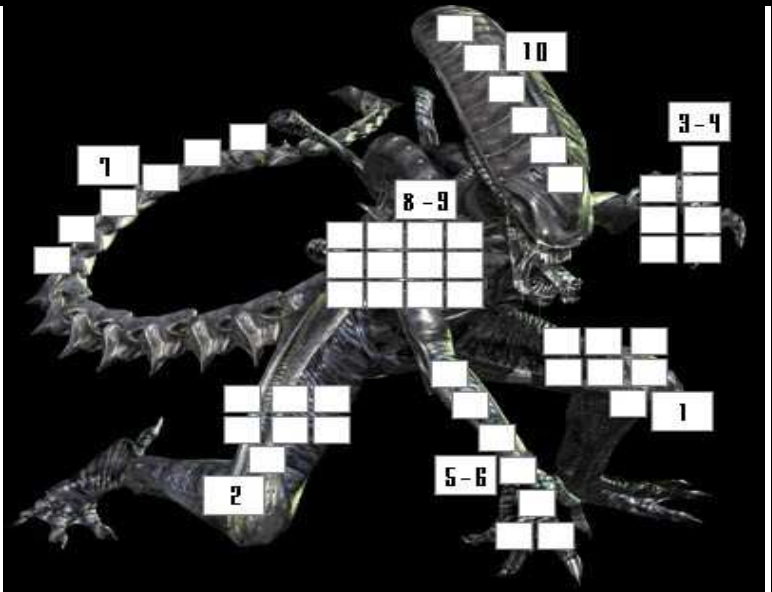
Name Xenomorph

Archetype

Sources
Extraterrestrial

Permissions
15 Super

Intrinsics
8 Custom Hit Locations
5 No Cool Stat
-8 Inhuman
10 Resilient
-10 No Base Will
8 Deadly Attached to Body (4 lvls)
12 Penetration Attached to Body (2 lvls)



Attributes	
BODY	4d
COMMAND	1d
COOL	Nil
COORDINATION	6d
MIND	4d
SENSE	4d
WILLPOWER	0
□□□□□□□□□□□□□□□□	

Skills	
Awareness	3d+1wd
Dodge	3d+1wd
Melee	5d+1wd
Stealth	3d+1wd

Armor			
		HAR	LAR
Head	10	2	0
Torso	8-9	2	0
Tail	7	2	0
R. Arm	5-6	2	0
L. Arm	3-4	2	0
R. Leg	2	2	0
L. Leg	1	2	0

<i>Inner Jaw Bite</i>	(1/2/4)	6d+1wd, Pen4, +3K
Harm (A/D/R/U)		5/10/20
Remove Defends		-1/2/4
Killing Damage Only		-1/2/4
If/Then (Grappled/Motionless Target)		-2/4/8
Touch		-2/4/8
Penetration		6/lvl
Deadly		2/lvl

<i>Acidic Blood</i>	(2/4/8)	4d+1wd, Pen2, Burn, Spl 5d, +1K
Harm (A/D/R/U)		5/10/20
Remove Defends		-1/2/4
Touch		-2/4/8
If/Then (must take at least 1K damage)		-3/6/12
Reflexive		3/6/12
Splash (If/Then: no more splash dice than K dmg taken)		+3/lvl
Penetration		+6/lvl
Burn		+6
Deadly		+2/lvl

<i>Royal Jelly</i>	(1/2/4)	2d+2hd
Bind (A/D/R/U)		5/10/20
Remove Attacks		-1/2/4
Remove Defends		-1/2/4
Laborious (takes 5-width in minutes)		-2/4/8
Touch		-2/4/8

<i>Crawl</i>	(3/6/12)	6d+1wd (x2 Speed)
Unconventional Move (A/D/R/U)		5/10/20
Remove Attacks		-1/2/4
Clear Trail (Slime)		-1/2/4
Booster (Speed)		4/lvl

<i>Life Sense</i>	(3/6/12)	2hd
Perceive (R/U)		3/6/12
Life Forms Only		0/0/0

<i>Lightning Strike</i>	(8/lvl)	2
Multitask (A/D/R/U)		10/lvl
Blunt		-2/lvl

<i>Adaptation</i>	(10/lvl)	5 (takes 2 rounds)
Immunity (D/R/U)		8/lvl
All Environmental Damage		x2
Slow Adaptation (1 round per level)		-3/lvl

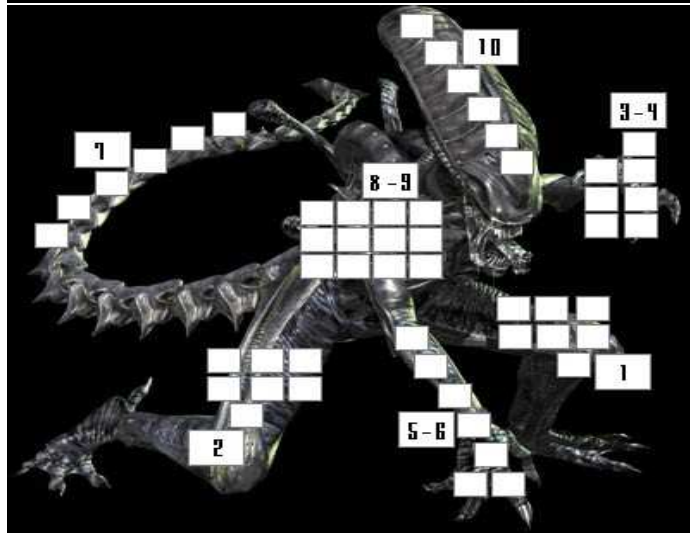
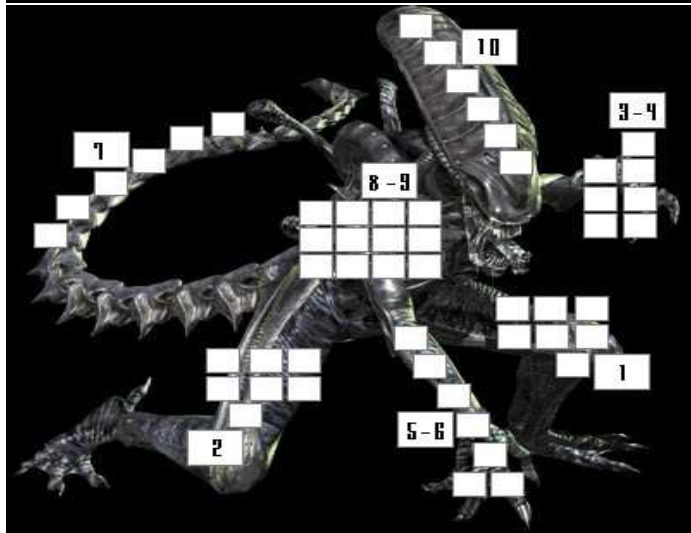
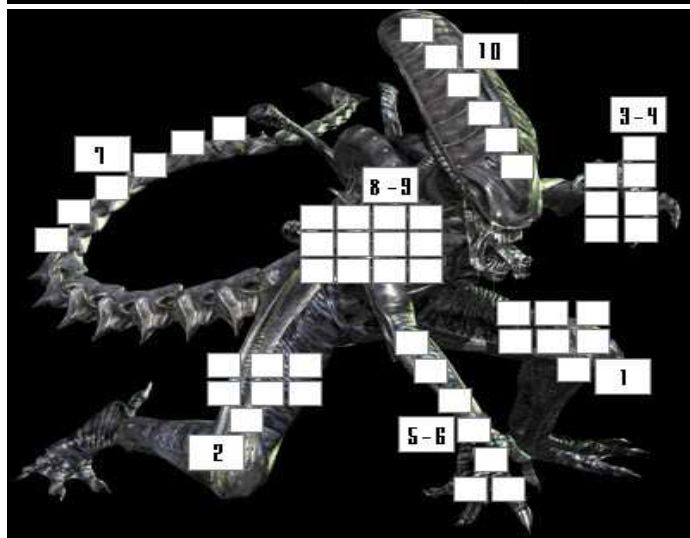
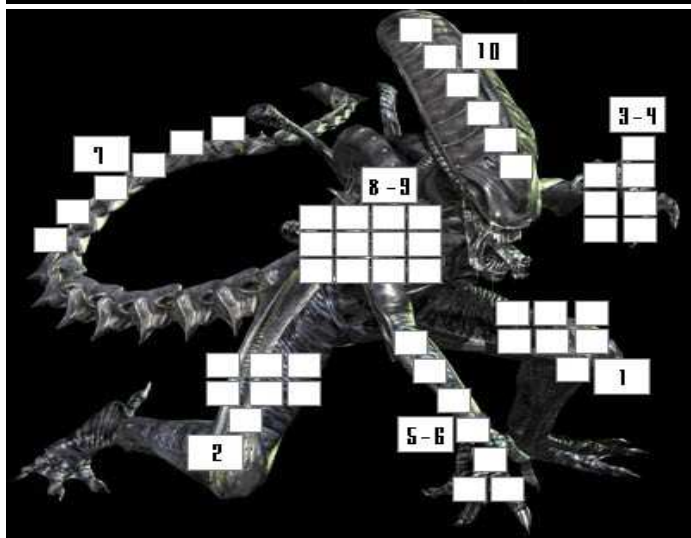
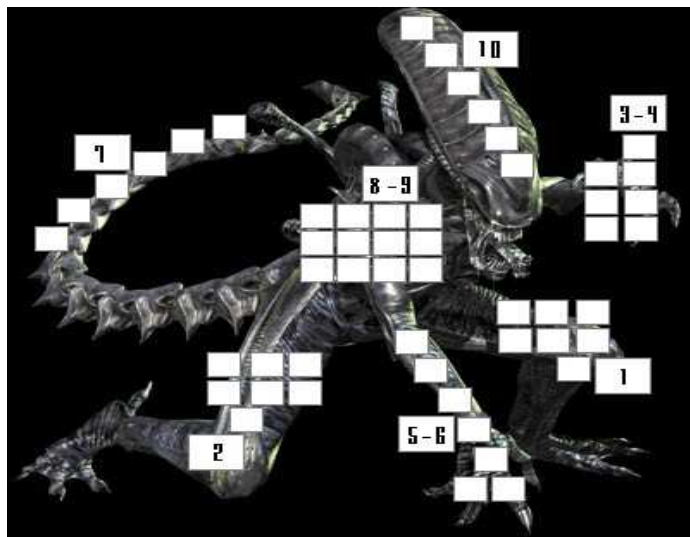
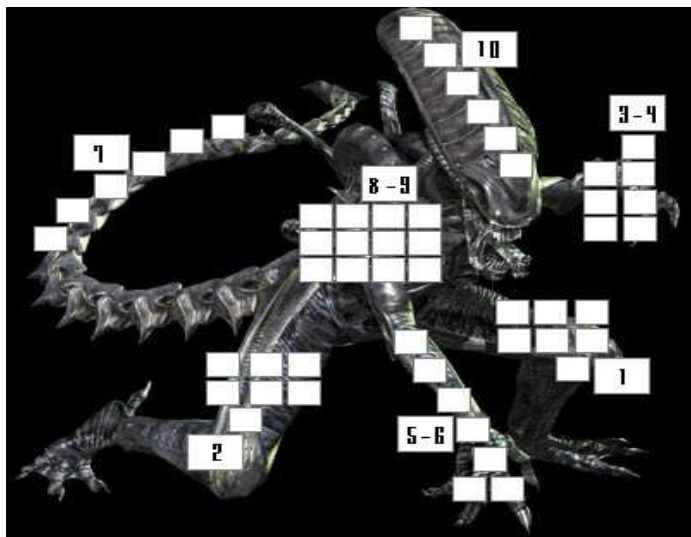
<i>Carapice</i>	(8/lvl)	3
Heavy Armor (D/R/U)		8/lvl

Attacks			
□ <i>Claws (2) or Tail</i>			
DMG:	W+2 K	Spray:	-- Pen: 2
Area:	--	Splash	-- Close: Melee
Notes		Max:	--
□ <i>Bite</i>			
DMG:	W+3 K	Spray:	-- Pen: 4
Area:	--	Splash	-- Close: Melee
Notes		Max:	--
□ <i>Acid Blood</i>			
DMG:	WS W+1K	Spray:	-- Pen: 2
Area:	--	Splash	5d Close: --
Notes	Burn	Max:	5

<i>Hardiness</i>	(8/lvl)	2
Extra Tough (D/R/U)		8/lvl

Notes	
Lift	725 kg
Throw	90 kg
Sprint	20 m/rnd
Jump	10m/2.5m
Crawl	32 m/rnd
<i>Can dodge/block any attack (Coord 6d)</i>	

Points	
Archetype	
Source	0
Permission	15
Intrinsic	25
Attributes	97
Skills	50
Talents	263
Total Points	450



☐ Claws/Tail	☐ Bite	☐ Acid Blood
DMG: W+2 K	DMG: W+3 K	DMG: WS W+1K
Area: --	Area: --	Area: --
Notes	Notes	Notes Burn
Spray: --	Spray: --	Spray: --
Splash --	Splash --	Splash 5d
Pen: 2	Pen: 4	Pen: 2
Close: Melee	Close: Melee	Close: --
Max: --	Max: --	Max: 5

Lift	725 kg	Head	10	2
Throw	90 kg	Torso	8-9	2
Sprint	20 m/rnd	Tail	7	2
Jump	10m/2.5m	R. Arm	5-6	2
Crawl	32 m/rnd	L. Arm	3-4	2
<i>Can dodge/block</i>		R. Leg	2	2
<i>any attack (Coord 6d)</i>		L. Leg	1	2

Name: _____ Rank: _____ Serial Nbr: _____

Vital Statistics

Body _____

Command _____

Cool _____

Coordination _____

Mind _____

Sense _____

Willpower _____

□□□□□□□□□□□□□□

Military Operation Specialty: _____

Athletics	2d	Leadership	0d
Awareness	1d	Mechanics	0d
Bluff	0d	Medic	0d
Computers	1d	Melee	2d
Dodge	2d	Pilot-Ground	1d
Electronics	1d	Search	1d
Endurance	2d	Small Arms	2d
Explosives	0d	Stealth	1d
Heavy	1d	Tactics	1d
Inspire	0d		

Psych Evaluation

Stability ○○○○○

Psyche


○ ○○○○ ○○○@○○○ ○○○○ ○ ○

F Unnerved Calm Brash F

Flight Response

Fight Response

Equipment



□□□□

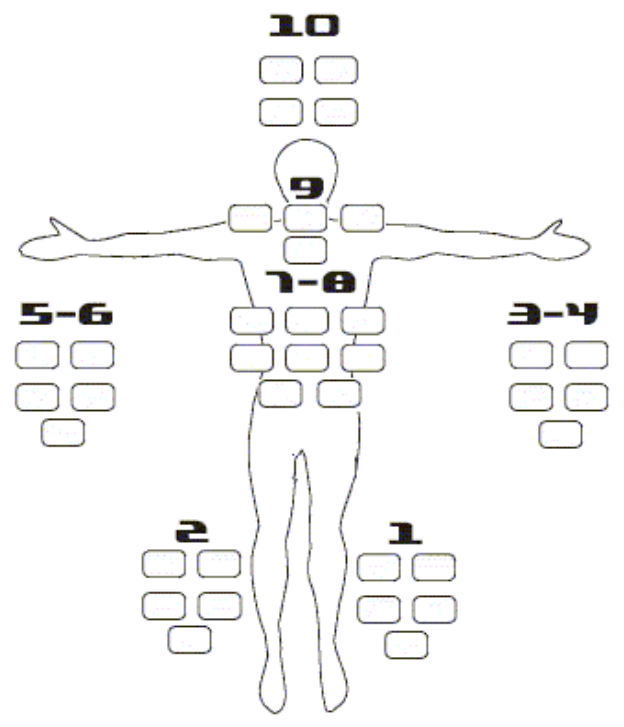
DMG:	Spray:	Pen:
Area:	Close:	Max:
Cap:	Fired: ○○○○○○○○	□□□□□□□□

□□□□

DMG:	Spray:	Pen:
Area:	Close:	Max:
Cap:	Fired: ○○○○○○○○	□□□□□□□□

□□□□

DMG:	Spray:	Pen:
Area:	Close:	Max:
Cap:	Fired: ○○○○○○○○	□□□□□□□□



Armor		La Bella Curve	
	HAR	LAR	
Head			2d 10.0%
Vitals			3d 28.0%
Torso			4d 50.0%
R. Arm			5d 70.0%
L. Arm			6d 85.0%
R. Leg			7d 93.0%
L. Leg			8d 98.0%
			9d 99.6%
			10d 99.9%

Experience

Earned: _____ Spent: _____

Description

Personality

Physical Description

Ethnicity: _____ Gender: _____

Handedness: _____ Blood Type: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____

Marks


- Individual Marine Carrying Pack (+5□)
-
- M10 Pattern Ballistic Helmet
- M40 Grenades (2)
- Shoulder Lamp
- M144 Combat Knife
- First Aid Kit (5 heals, 1 stim, 2 tranq)
- Personal Data Transmitter
- Canteen (2 L) and Rations (1 wk)
- Marking Flares (6)
-
-
-
-
-

Notes

Aim High	-1d for +2 to Height
Aim Low	-1d, for -2 from Height
Snap Shot	-1d, for +1 to Width for initiative
Called Shot	-2d, gain die set to loc. value
Moving Target	-1d
Multiple Actions	Use Lowest Pool, -1d per action
Range	+1d for Close, -1d for Long
Aiming	+1d per round (max 3d)
Suppression Fire	2d+Spray, gain Splash quality
1 Willpower	+2d to one roll (max of +4d)
1 Willpower	1K to 1S (when dmg taken)
1 Willpower	Ignore 1S (when dmg taken)
Bleeding	Loc w/ K gains 1S 3/rnd

☐☐☐ M52A2 Assault Shotgun

DMG:	W+3 SK	Spray:	0/2	Pen:	4
Area:	--	Close:	15	Max:	30
Cap:	20	Fired:	○ □□□□□□□□		



☐☐ MA-S90 Submachine Gun

DMG:	W SK	Spray:	0/4	Pen:	2
Area:	--	Close:	40	Max:	200
Cap:	50	Fired:	○○○○ □□□□□□□□		



☐ MA-70 Pistol

DMG:	W SK	Spray:	0/1	Pen:	2
Area:	--	Close:	10	Max:	50
Cap:	18	Fired:	○ □□□□□□□□		



☐☐☐☐ M56 Smartgun (+1ed)

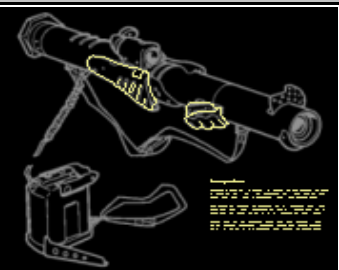
DMG:	W+3 SK	Spray:	1/3/5	Pen:	5 (b)
Area:	--	Close:	40	Max:	400
Cap:	200	Fired:	○○○○○○○○○ □□□□□□□□		



☐☐☐☐ M78 Phased Plasma Infantry Gun

DMG:	W+4 SK	Spray:	--	Pen:	6
Area:	3d	Close:	100	Max:	1000
Cap:	30	Fired:	○○ □□□□□□□□		

Notes Slow 1



☐☐☐ M240A1 Incinerator

DMG:	W+1 SK	Spray:	1/2/3	Pen:	0
Area:	3d (Burn)	Close:	10	Max:	50
Cap:	60	Fired:	○○○○○ □□□□□□□□		



☐☐☐ M41A Pulse Rifle (HEAP)

DMG:	W+2 SK	Spray:	0/3	Pen:	4 (b)
Area:	--	Close:	40	Max:	200
Cap:	99	Fired:	○○○○○○○○○ □□□□□□□□		

M40 Underslung Grenade Launcher

DMG:	W+1 SK	Spray:	--	Pen:	4 (b)
Area:	3d	Close:	10	Max:	100
Cap:	5	Fired:	□□□□		



☐☐ M52 Assault Shotgun

DMG:	W+3SK	Spray:	--	Pen:	4
Area:	--	Close:	15	Max:	30
Cap:	8+1	Fired:	□□□□□□□□ □		

Notes Slow 1 when used as pump-action
can easily load different 2.75" rounds



☐☐☐☐

DMG:	Spray:	Pen:
Area:	Close:	Max:
Cap:	Fired:	○○○○○○○○○ □□□□□□□□

Notes

☐☐☐☐

DMG:	Spray:	Pen:
Area:	Close:	Max:
Cap:	Fired:	○○○○○○○○○ □□□□□□□□

Notes

☐ M1911 Pistol (Antique)

DMG:	W+1 SK	Spray:	--	Pen:	3
Area:	--	Close:	10	Max:	50
Cap:	10	Fired:	□□□□□□□□		



☐☐☐☐ M-109 Sniper/Antimateriel Rifle

DMG:	W+4 SK	Spray:	--	Pen:	6 (b)
Area:	1d	Close:	100	Max:	1000
Cap:	5	Fired:	□□□□		

