

Xenomorphs (ala Aliens)

EGG

Durability: -/6/3/-

Defenses

Resilient: Eggs are very tough and can survive hundreds if not, thousands of years, keeping the facehugger inside safe as well. This means that the eggs can survive in the following environments according to the GRAPH mechanic: G 0-3, R 0-4, A 0-3, P 1-4, H 1-3.

Armor: d4+1 LI, d4-1 HI, 0 En. Any damage that gets through the egg's outer skin is dealt to the facehugger.

FACEHUGGER

STR 10 [+0]

DEX 12 [+1]

CON 7

INT 4 [-2] [Animal 9]

WIL 10 [+0]

PER 2

Durability: -/7/3/-

Action Check: 12+/11/5/2

Movement: Sprint-24, Run-16, Walk-6, Easy Swim-3, Swim-6

#Actions: 2

Reaction Score: Marginal

Attacks

- *Pounce:* The facehugger can 'pounce' upon a victim from an unsuspecting place, giving them surprise. The facehugger uses their jump skill as their attack/grapple roll.
- *Strangulation:* By making a successful grapple check, the facehugger can start to strangle the victim using it's tail. If the victim falls unconscious from strangulation, the implantation begins.

Defenses

- *Acid Backspray:* Whenever the Aliens' exoskeleton is pierced, the acidic blood of the creature sprays out to less than 1 meter. This only affects anyone the facehugger is in a grapple with. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage and the check is a Dexterity feat check, not Constitution. Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of it's ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance:* Aliens possess remarkable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton:* The facehugger has a more softer, fleshy carapace than the Aliens, providing 1d4/1d4-1/0 armor with Ordinary toughness.
- +2 Resistance modifier to melee attacks.
- +1 Resistance modifier to ranged attacks.
- *Presence:* The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +1 penalty. Any success and they keep their fear in check, but on a Failure they are shaken (+1 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Player Characters have a -2 bonus because they represent heroic characters.

Skills

Athletics [10]-climb [13], jump [13]; Unarmed Attack [10]; Stealth [12]-hide [14], shadow [14], sneak [14]; Stamina [7]-endurance [10], resist pain [12]; Awareness [10]-intuition [12]

CHESTBUSTER

STR 8 [+0]
DEX 12 [+1]
CON 8
INT 4 [-2] [Animal 10]
WIL 10 [+0]
PER 2

Durability: -/8/4/-

Action Check: 12+/11/5/2

Movement: Sprint-20, Run-12, Walk-4, Easy Swim-2, Swim-4

#Actions: 2

Reaction Score: Marginal

Attacks

- *Bite*: The only attack a chestbuster has is an inefficient bite attack. The bite does 1d4-2w/d4-1w/d4w as an Ordinary-grade damage. The chestbuster does not have an inner jaw attack.
- *Pounce*: An Alien can 'pounce' upon a victim from an unsuspecting place, giving them surprise. The Alien uses their jump skill as their attack/grapple roll.

Defenses

- *Acid Backspray*: Whenever the Aliens' exoskeleton is pierced, the acidic blood of the creature sprays out to less than 1 meter. This only affects anyone the chestbuster is in a grapple with. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage and the check is a Dexterity feat check, not Constitution. Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of its ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance*: Aliens possess remarkable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton*: The Aliens' exoskeleton is very hard, providing 1d4/1d4-1/0 armor with Ordinary toughness.
- +2 Resistance modifier to melee attacks.
- +1 Resistance modifier to ranged attacks.
- *Presence*: The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +2 penalty. Any success and they keep their fear in check, but on a Failure they are shaken (+1 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Player Characters have a -2 bonus because they represent heroic characters.

Skills

Athletics [8]-jump [12]; Unarmed Attack [8]; Stealth [12]-hide [14], shadow [13], sneak [14]; Stamina [8]; Awareness [10]-intuition [12]

DRONE

STR 12 [+1]
DEX 13 [+2]
CON 10
INT 4 [-2] [Animal 10]
WIL 10 [+0]
PER 2

Durability: -/10/5/-

Action Check: 13+/12/6/3

Movement: Sprint-24, Run-16, Walk-6, Easy Swim-3, Swim-6

#Actions: 3

Reaction Score: Ordinary/4

Attacks

- *Bite and Inner Jaw:* Any time an Alien can make a successful grapple, it can either bite (d4+1w/d6w/d6+1w; O) or, more commonly, use it's inner jaw for an instant kill attack. The inner jaw deals d4+1m/d4+2m/d6+1m of Good-grade damage.
- *Claws:* Aliens have tremendous strength considering their thin frames. An Aliens claws can easily tear through most materials given time. Each claw does d4+1w/d4+2w/d4m Ordinary-grade damage.
- *Pounce:* An Alien can 'pounce' upon a victim from an unsuspecting place, giving them surprise. The Alien uses their jump skill as their attack/grapple roll.
- *Spit Acid:* Can spit acid at a range of 1/2/4 meters and does 1d4-2w damage per phase for four phases.
- *Swarm:* When there are more then five Aliens attacking at once it is considered a 'swarm'. For every multiple of five within the attacking group, they all recieve a -1 bonus to their attacks and a +1 Resistance modifier to ranged attacks. The highest these modifiers go is -4/+4 with a swarm of 20+. Those witnessing the swarm must make a Will feat check (of Resolve-mental skill check) with a +1 penalty for each multiple of 5 in the swarm (max of +4) or become frighened and flee the scene or cower in fear if they can't flee.
- *Tail Attacks:* Aliens can utilize their tail in one of two ways; either as a direct piercing attack or to deliver a paralytic toxin upon the victim. The tail attack deals 1d6+1w/1d6+2w/1d4+1m as Ordinary damage. The toxin attack deals 1w damage and the victim must make a Constitution feat check (+2 Sit. penalty) or become paralyzed for 1d4+1 minutes, giving the Alien enough time to take them to the hive for implantation.

Defenses

- *Acid Backspray:* Whenever the Aliens' exoskeleton is piercing, the acidic blood of the creature sprays out to 1 meter in the direction of where the attack came from. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage and the check is a Dexterity feat check, not Constitution. Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of it's ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance:* Aliens possess remarkeable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton:* The Aliens' exoskeleton is very hard, providing 1d4+1/1d4/1d4-2 armor with Ordinary toughness.
- +2 Resistance modifier to melee attacks.
- +1 Resistance modifier to ranged attacks.
- *Presence:* The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +2 penalty. Any success and they keep their fear in check, but on a Failure they are shaken (+1 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Players Characters have a -2 bonus because they represent heroic characters.

Skills

Athletics [12]-climb [14], jump [14]; Unarmed Attack [12]-brawl [14]; Stealth [13]-hide [15], shadow [14], sneak [15]; Movement [10]-race [12], swim [12]; Stamina [10]-endurance [13], resist pain [14]; Awareness [10]-intuition [12]

'ROYAL GUARD'/PRAETORIAN

STR 13 [+2]
DEX 13 [+2]
CON 11
INT 5 [-1] [Animal 11]
WIL 11 [+1]
PER 2

Durability: -/11/5/-
Action Check: 14+/13/6/3
Movement: Sprint-24, Run-16, Walk-6, Easy Swim-3, Swim-6
#Actions: 3
Reaction Score: Ordinary/4

Attacks

- *Bite and Inner Jaw*: Any time an Alien can make a successful grapple, it can either bite (d4+1w/d6w/d6+1w; O) or, more commonly, use it's inner jaw for an instant kill attack. The inner jaw deals d4+1m/d4+2m/d6+1m of Good-grade damage.
- *Claws*: Aliens have tremendous strength considering their thin frames. An Aliens claws can easily tear through most materials given time. Each claw does d4+1w/d4+2w/d4m Ordinary-grade damage.
- *Pounce*: An Alien can 'pounce' upon a victim from an unsuspecting place, giving them surprise. The Alien uses their jump skill as their attack/grapple roll.
- *Spit Acid*: Can spit acid at a range of 1/2/4 meters and does 1d4-2w damage per phase for four phases.
- *Swarm*: When there are more then five Aliens attacking at once it is considered a 'swarm'. For every multiple of five within the attacking group, they all recieve a -1 bonus to their attacks and a +1 Resistance modifier to ranged attacks. The highest these modifiers go is -4/+4 with a swarm of 20+. Those witnessing the swarm must make a Will feat check (of Resolve-mental skill check) with a +1 penalty for each multiple of 5 in the swarm (max of +4) or become frighened and flee the scene or cower in fear if they can't flee.
- *Tail Attacks*: Aliens can utilize their tail in one of two ways; either as a direct piercing attack or to deliver a paralytic toxin upon the victim. The tail attack deals 1d6+1w/1d6+2w/1d4+1m as Ordinary damage. The toxin attack deals 1w damage and the victim must make a Constitution feat check (+2 Sit. penalty) or become paralyzed for 1d4+1 minutes, giving the Alien enough time to take them to the hive for implantation.

Defenses

- *Acid Backspray*: Whenever the Aliens' exoskeleton is piercing, the acidic blood of the creature sprays out to 1 meter in the direction of where the attack came from. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage and the check is a Dexterity feat check, not Constitution. Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of it's ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance*: Aliens possess remarkeable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton*: The Aliens' exoskeleton is very hard, providing 1d4+1/1d4/1d4-2 armor with Ordinary toughness.
- +2 Resistance modifier to melee attacks.
- +1 Resistance modifier to ranged attacks.
- *Presence*: The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +2 penalty. Any success and they keep their fear in check, but on a Failure they are shaken (+1 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Players Characters have a -2 bonus because they represent heroic characters.

Skills

Athletics [13]-climb [15], jump [15]; Unarmed Attack [13]-brawl [15]; Stealth [13]-hide [15], shadow [14], sneak [15]; Movement [11]-race [13], swim [13]; Stamina [11]-endurance [14], resist pain [15]; Awareness [11]-intuition [13]

QUEEN, YOUNG

STR 16 [+4]
DEX 8 [+0]
CON 13
INT 14 [+2]
WIL 12 [+1]
PER 12

Durability: -/19/8/-

Action Check: 12+/11/5/2

Movement: Sprint-24, Run-16, Walk-6, Easy Swim-3, Swim-6

#Actions: 3

Reaction Score: Ordinary/4

Attacks

- *Bite and Inner Jaw*: Any time an Alien can make a successful grapple, it can either bite (d6+2w/d6+1w/2d4w; O) or, more commonly, use it's inner jaw for an instant kill attack. The inner jaw deals d6+1m/d6+1m/2d4m of Amazing-grade damage.
- *Claws*: A Queen's claws are more deadly then a nomral Alien drones. Each claw does d4+1w/d4m/d4+1m Good-grade damage. Strength bonus adds +3.
- *Vestigial Claws*: The Queen possess two smaller vestigial arms on her chest that allows her to grapple with one opponent and still be able to attack with her other claws. They are treated as having a Strength score of 12, only adding a +1 to damage. Claw attacks with these claws deal d4w/d4+1w/d6w Ordinary-grade damage.
- *Swarm*: If a Queen is ever in danger, she is swarmed by no less then the entire hive. The modifiers for this swarm are treated as with an additional bonus of +/- 2. So a swarm of 20 (+/- 4) is treated as +/- 6.
- *Tail Attacks*: Queens lack a stinger, but can cause massive damage with their tail attacks. The tail attack deals d4w/d4+1w/d6w as Good-grade damage.

Defenses

- *Acid Backspray*: Whenever the Aliens' exoskeleton in piercing, the acidic blood of the creature sprays out to 2 meters in the direction of where the attack came from. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage and the check is a Dexterity feat check, not Constitution.
Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of it's ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance*: Aliens possess remarkeable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton*: The Aliens' exoskeleton is very hard, providing 1d6+1/1d6/1d4-1 armor with Ordinary toughness.
- +2 Resistance modifier to melee attacks.
- +1 Resistance modifier to ranged attacks.
- *Presence*: The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +4 penalty. Any success and they keep their fear in check, but on a Failure they are severely shaken (+2 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Players Characters have a -2 bonus because they represent heroic characters.
- *Superior Durability*: Queens are more durable then other creatures of their size, so when figuring their Durability, multiply their Constitution by 1.5.

Skills

Athletics [16]; Unarmed Attack [16]; Stamina [13]-endurance [17], resist pain [18]; Awareness [12]-intuition [13]; Investigate [12]; Resolve [12]-physical [15]; Interaction [12]-intimidate [15]; Leadership* [12]-command* [15]

* Only applies to all Aliens within her hive.

QUEEN, MATURE

STR 18 [+4]
DEX 7 [+0]
CON 15
INT 16 [+2]
WIL 13 [+1]
PER 12

Durability: -/22/11/-

Action Check: 11+/10/5/2

Movement: Sprint-24, Run-16, Walk-6, Easy Swim-3, Swim-6

#Actions: 3

Reaction Score: Ordinary/4

Attacks

- *Bite and Inner Jaw*: Any time an Alien can make a successful grapple, it can either bite (d6+2w/d6+1w/2d4w; O) or, more commonly, use it's inner jaw for an instant kill attack. The inner jaw deals d6+1m/2d4m/2d4+1m of Amazing-grade damage.
- *Claws*: A Queen's claws are more deadly than a normal Alien drones. Each claw does d4+2w/d4m/d4+1m Good-grade damage. Strength bonus adds +4.
- *Vestigial Claws*: The Queen possess two smaller vestigial arms on her chest that allows her to grapple with one opponent and still be able to attack with her other claws. They are treated as having a Strength score of 14, only adding a +2 to damage. Claw attacks with these claws deal d4w/d4+1w/d4+2w Ordinary-grade damage.
- *Swarm*: If a Queen is ever in danger, she is swarmed by no less than the entire hive. The modifiers for this swarm are treated as with an additional bonus of +/- 2. So a swarm of 20 (+/- 4) is treated as +/- 6.
- *Tail Attacks*: Queens lack a stinger, but can cause massive damage with their tail attacks. The tail attack deals d6+1w/d6+2w/d4+1m as Good-grade damage.

Defenses

- *Acid Backspray*: Whenever the Aliens' exoskeleton is pierced, the acidic blood of the creature sprays out to 2 meters in the direction of where the attack came from. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage, does d6w instead of d4w, and the check is a Dexterity feat check, not Constitution. Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of it's ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance*: Aliens possess remarkable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton*: The Aliens' exoskeleton is very hard, providing 1d6+2/1d6+1/1d6-2 armor with Ordinary toughness.
- +2 Resistance modifier to melee attacks.
- +1 Resistance modifier to ranged attacks.
- *Presence*: The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +6 penalty. Any success and they keep their fear in check, but on a Failure they are severely shaken (+2 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Player Characters have a -2 bonus because they represent heroic characters.
- *Superior Durability*: Queens are more durable than other creatures of their size, so when figuring their Durability, multiply their Constitution by 1.5.

Skills

Athletics [18]; Unarmed Attack [18]; Stamina [15]-endurance [18], resist pain [19]; Awareness [12]-intuition [14]; Investigate [13]; Resolve [13]-physical [16]; Interaction [12]-intimidate [16]; Leadership* [12]-command* [16]

* Only applies to all Aliens within her hive.

QUEEN, ANCIENT

STR 21 [+4]
DEX 6 [-1]
CON 17
INT 17 [+4]
WIL 16 [+3]
PER 14

Durability: -/25/12/-

Action Check: 10+/9/4/2

Movement: Sprint-26, Run-16, Walk-6, Easy Swim-3, Swim-6

#Actions: 3

Reaction Score: Marginal

Attacks

- *Bite and Inner Jaw*: Any time an Alien can make a successful grapple, it can either bite (d6+2w/d6+1w/2d4w; G) or, more commonly, use it's inner jaw for an instant kill attack. The inner jaw deals d6+1m/2d4m/2d4+1m of Amazing-grade damage.
- *Claws*: A Queen's claws are more deadly then a nomral Alien drones. Each claw does d4+2w/d4m/d4+1m Amazing-grade damage. Strength bonus adds +4.
- *Vestigial Claws*: The Queen possess two smaller vestigial arms on her chest that allows her to grapple with one opponent and still be able to attack with her other claws. They are treated as having a Strength score of 17, only adding a +2 to damage. Claw attacks with these claws deal d4w/d4+1w/d4+2w Good-grade damage.
- *Swarm*: If a Queen is ever in danger, she is swarmed by no less then the entire hive. The modifiers for this swarm are treated as with an additional bonus of +/- 4. So a swarm of 20 (+/- 4) is treated as +/- 8.
- *Tail Attacks*: Queens lack a stinger, but can cause massive damage with their tail attacks. The tail attack deals 2d4+1w/d6+1m/d6+2m as Good-grade damage.

Defenses

- *Acid Backspray*: Whenever the Aliens' exoskeleton in piercing, the acidic blood of the creature sprays out to 3 meters in the direction of where the attack came from. Anyone within that radius must make a Dexterity check or get splashed with acid, as per the acid rules on page 57 of the GMG. Damage is Splash damage, does d8w instead of d4w, and the check is a Dexterity feat check, not Constitution. Armor hit by acid is quickly degraded in short order. The armor's protection degrades at a similar rate to all of it's ratings. Once the armor provides no more protection to any of the ratings, it becomes useless.
- *Endurance*: Aliens possess remarkeable endurance. This means that the Aliens are immune to all Stun and Fatigue damage.
- *Exoskeleton*: The Aliens' exoskeleton is very hard, providing 1d6+2/1d6+1/1d6-2 armor with Good toughness.
- +3 Resistance modifier to melee attacks.
- +2 Resistance modifier to ranged attacks.
- *Presence*: The Aliens are well known for their viciousness and the way they use captured victims. Anyone seeing an Alien in the wild for the first time must make a Will feat check (or Resolve-mental check) with a +8 penalty. Any success and they keep their fear in check, but on a Failure they are severely shaken (+3 Sit. die penalty to all actions) and on a Critical Failure they are frightened and try to flee. The effects last so long as they can see the Alien. Players Characters do not receive a bonus like usual.
- *Superior Durability*: Queens are more durable then other creatures of their size, so when figuring their Durability, multiply their Constitution by 1.5.

Skills

Athletics [21]; Unarmed Attack [21]; Stamina [17]-endurance [20], resist pain [21]; Awareness [16]-intuition [19]; Investigate [17]; Resolve [16]-physical [20]; Interaction [14]-intimidate [18]; Leadership* [14]-command* [19]

* Only applies to all Aliens within her hive.