

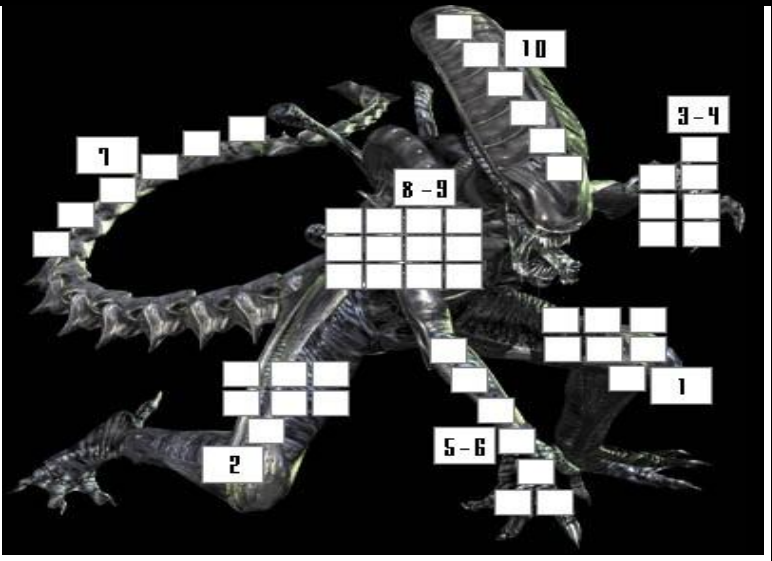
**Name** Xenomorph

**Archetype**

**Sources**  
Extraterrestrial

**Permissions**  
15 Super

**Intrinsics**  
8 Custom Hit Locations  
10 No Charm or Command Stat  
-8 Inhuman  
10 Resilient  
-10 No Base Will  
2 Body stat is A+2  
2 Pen2 Attached to Body



Attributes	
<b>BODY</b>	5d
<b>COMMAND</b>	Nil
<b>CHARM</b>	Nil
<b>COORDINATION</b>	6d
<b>MIND</b>	4d
<b>SENSE</b>	4d
<b>WILLPOWER</b>	0
□□□□□□□□□□□□□□□□	

Skills	
<b>Awareness</b>	3d+1wd
<b>Dodge</b>	3d+1wd
<b>Melee</b>	5d+1wd
<b>Stealth</b>	3d+1wd

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

Inner Jaw Bite		4/die		6d+1wd (48 pts)	
A+3 (Harm)	3				
If/Then (Motionless Target)	-2				
Killing Damage Only	-1				
Touch	-2				
Penetration 4	4				

Acidic Blood		20/die		2hd (80 pts)	
A+1 (Harm)	3	U+1 (Harm)	3		
Splash 5	5	Penetration 2	2		
Penetration 2	2	Burn	2		
Burn	2	Touch	-2		
Radius (5m)	1	Go Last	-1		
Go Last	-1	Permanent	4		
Permanent	4	If/Then (must take 1 K)	-2		
If/Then (must take 1 K)	-2				

Royal Jelly		1/die		2d+2hd (10 pts)	
U (Bind)	2				
Touch	-2				

Crawl		2/die		6d+1wd (20 pts)	
U (Unconventional Move)	2				

Hardiness		5/die		2hd (10 pts)	
U (Extra Tough)	2				
Permanent	4				
Self Only	-3				
Engulf	2				

Lightning Strike		3/die		3hd (18 pts)	
U (Multiple Combat Actions)	2				
Permanent	4				
Self Only	-3				

Adaptation		5/die		5hd (50 pts)	
U (Immunity)	2				
Permanent	4				
Self Only	-3				
Variable Effect	4				
Delayed Effect	-2				

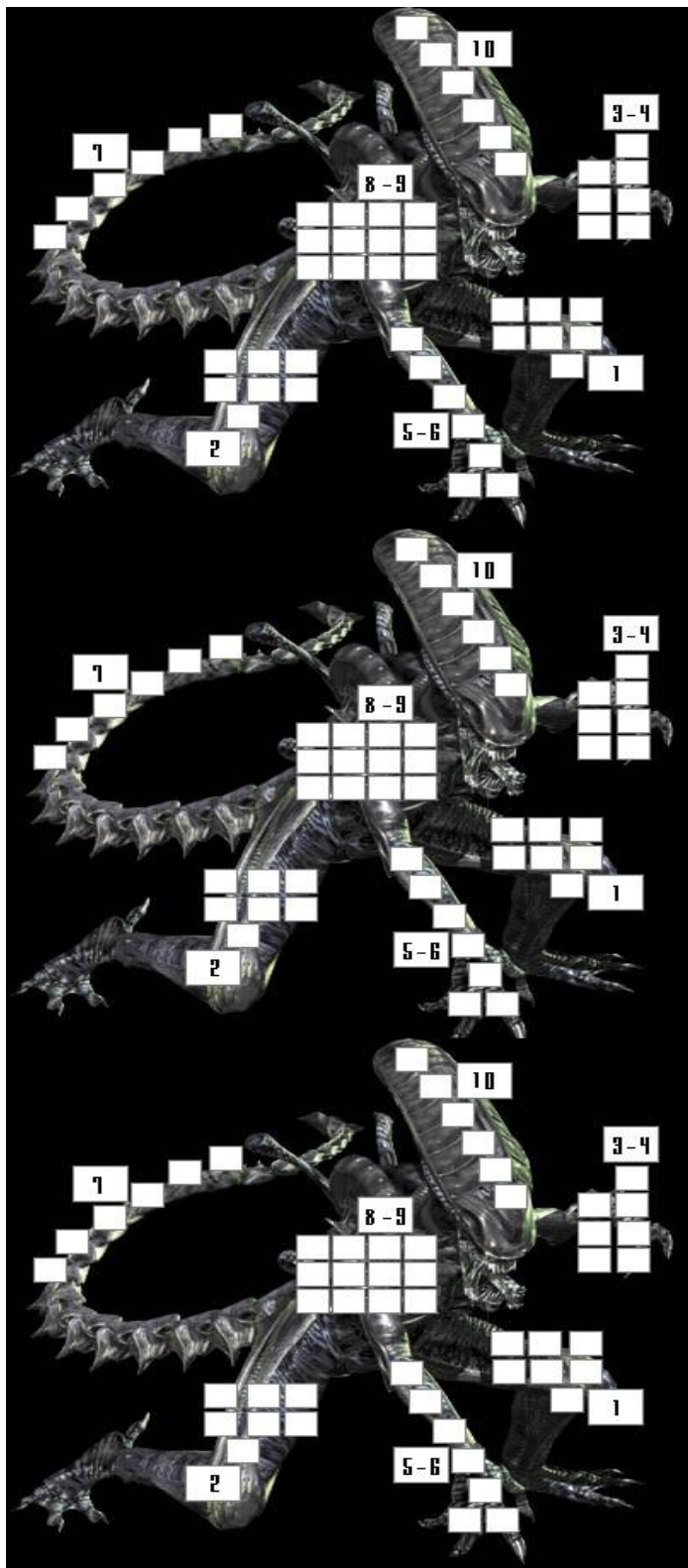
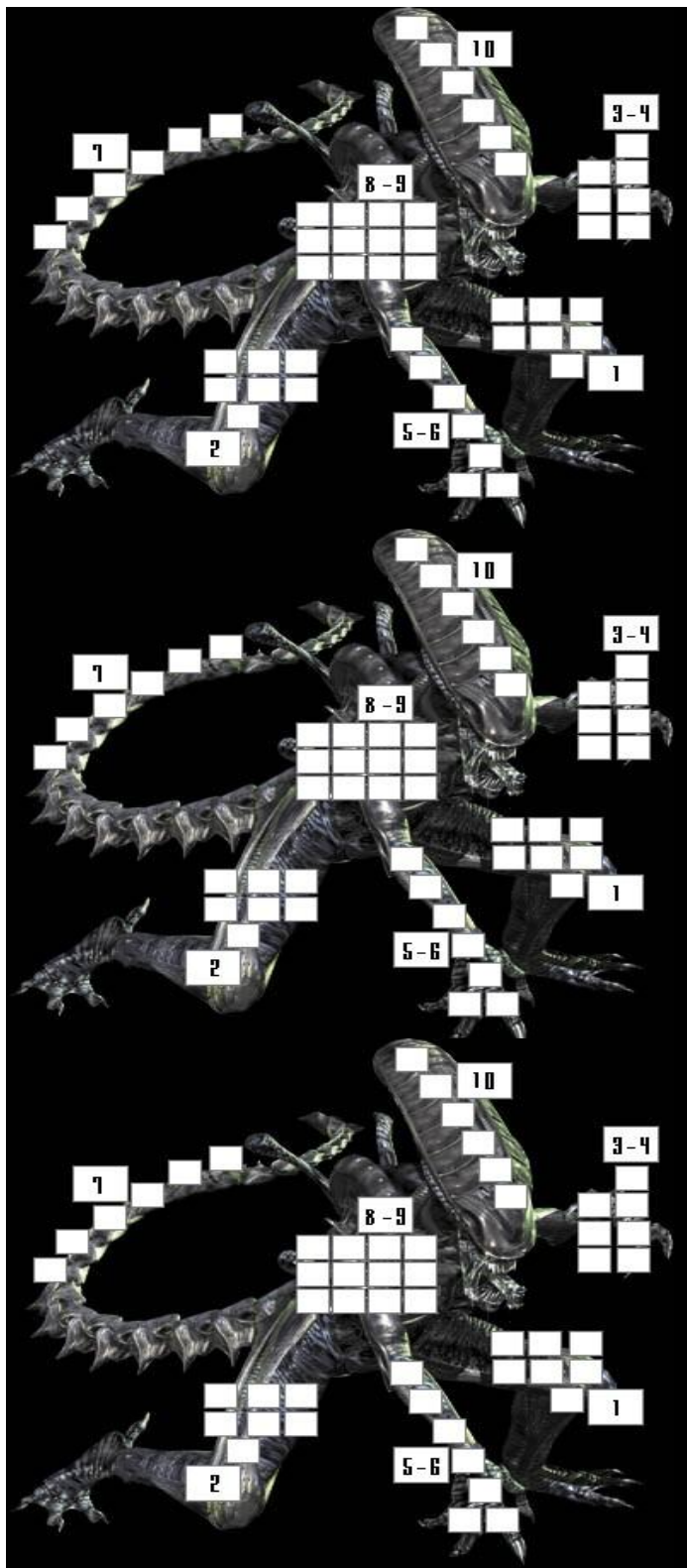
Carapice		16/die		2hd (64 pts)	
D+1 (Heavy Armor)	3	D+1 (Light Armor)	3		
Armored Defense	-2	Armored Defense	-2		
Permanent	4	Permanent	4		
Interference	3	Interference	3		

Attacks			
□ Claws (2) or Tail			
<b>DMG:</b>	W+2 K	<b>Spray:</b>	-- Pen: 2
<b>Area:</b>	--	<b>Splash</b>	-- Close: Melee
<b>Notes</b>			<b>Max:</b> --
□ Inner Jaw Bite			
<b>DMG:</b>	W+3 K	<b>Spray:</b>	-- Pen: 4
<b>Area:</b>	--	<b>Splash</b>	-- Close: Melee
<b>Notes</b>	Target must be held/motionless		<b>Max:</b> --
□ Acid Blood			
<b>DMG:</b>	3 SK	<b>Spray:</b>	-- Pen: 2
<b>Area:</b>	--	<b>Splash</b>	5d Close: --
<b>Notes</b>	Burn, Go Last		<b>radius:</b> 5m

Life Sense		2/die		2hd (8 pts)	
U (Perceive)	2				
Life forms Only	0				

Notes	
Lift	363 kg
Throw	46 kg
Sprint	20 m/rnd
Jump	6m/1.5m
Crawl	160 m/rnd
Can dodge/block any attack (Coord 6d)	

Points	
<b>Archetype</b>	
Source	0
Permission	15
Intrinsic	14
<b>Attributes</b>	95
<b>Skills</b>	50
<b>Talents</b>	308
<b>Total Points</b>	482



☐ Claws/Tail	☐ Bite	☐ Acid Blood		Roll	HAR	LAR		
<b>DMG:</b> W+2 K	<b>DMG:</b> W+3 K	<b>DMG:</b> 3 SK	Lift	363 kg	<b>Head</b>	10	3	3
<b>Area:</b> --	<b>Area:</b> --	<b>Area:</b> --	Throw	46 kg	<b>Torso</b>	8-9	3	3
<b>Notes</b>	<b>Notes</b>	<b>Notes</b> Burn	Sprint	20 m/rnd	<b>Tail</b>	7	3	3
<b>Spray:</b> --	<b>Spray:</b> --	<b>Spray:</b> --	Jump	6m/1.5m	<b>R. Arm</b>	5-6	3	3
<b>Splash:</b> --	<b>Splash:</b> --	<b>Splash:</b> 5d	Crawl	160 m/rnd	<b>L. Arm</b>	3-4	3	3
<b>Pen:</b> 2	<b>Pen:</b> 4	<b>Pen:</b> 2			<b>R. Leg</b>	2	3	3
<b>Close:</b> Melee	<b>Close:</b> Melee	<b>Close:</b> --			<b>L. Leg</b>	1	3	3
<b>Max:</b> --	<b>Max:</b> --	<b>Radius:</b> 5m						