

XINDI-REPTILIAN SOLDIER [MINOR NPC]

Xindi-Reptilian soldiers are deployed in raiding parties and guard duty. Some will commit suicide with a surgically-inserted suicide gland rather than be captured.

TRAITS: Xindi-Reptilian. The Xindi-Reptilians are cold blooded carnivores, and sometimes eat living food. They are scaly and textured, with many ridges and wrinkles. Xindi-Reptilians are stronger, and able to resist hits from some energy weapons.

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 08
DARING 10	INSIGHT 07	REASON 07

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE 00
CONN 01	ENGINEERING 02	MEDICINE 00

STRESS: 12 **RESISTANCE:** 0 (also see special rules)

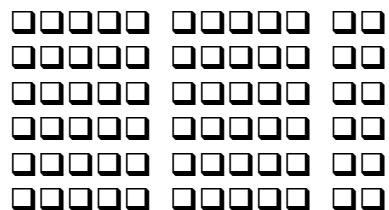
ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Biorifle (Ranged, 6▲ Knockdown, Size 2H)
- **Escalation** Organic Quill Grenade (Ranged, 6▲ Area, Grenade, Intense, Non-lethal)

SPECIAL RULES:

- **Suicide Gland:** It is a Minor Action to activate the neurotoxins within their suicide gland, which kills the soldier immediately.
- **Reptilian Stamina:** The Xindi-Reptilian has +2▲ Resistance against energy attacks, and against edged or piercing melee attacks.
- **Biorifle Self-Destruct:** If another species tries to use the biorifle, it will not work and instead trigger a countdown. At the end of the third round after the attempt, the biorifle will explode as though it were a pulse grenade (p. 193).

XINDI-REPTILIAN ATTRIBUTES: +1 Control, +1 Daring, +1 Fitness



XINDI-INSECTOID SOLDIER [MINOR NPC]

Xindi-Insectoid soldiers are employed in raiding parties and guard duty. They use a strange rifle that fires a distortion wave.

TRAITS: Xindi-Insectoid. The Xindi-Insectoids have compound eyes, antennae, mandibles, and thin limbs. Their bodies are protected by a semi-rigid carapace. They have an average life expectancy of twelve years. They are genderless and reproduce asexually by laying eggs. They are protective of their young. Their language consists of clicks, and there are sixty-seven dialects.

ATTRIBUTES

CONTROL 08	FITNESS 09	PRESENCE 07
DARING 10	INSIGHT 10	REASON 07

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE 00
CONN 02	ENGINEERING 00	MEDICINE 01

STRESS: 11 **RESISTANCE:** 0 (also see special rules)

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Xindi-Insectoid Rifle (Ranged, 5▲ Knockdown, Size 2H, Accurate)

SPECIAL RULES:

- **Accelerated Learning:** Due to their short lifespans, Xindi-Insectoids learn quickly and instinctively. They may use Insight instead of Reason whenever they attempt a Task.
- **Carapace:** Against non-energy weapons, the Xindi-Insectoid has Resistance 1.

XINDI-INSECTOID ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

