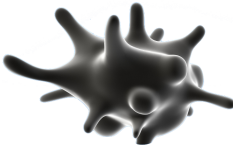




| | | |
|--|----|---|
| CONTROL | 10 |  |
| DARING | 10 | |
| COMMAND | 0 | |
| CONN | 0 | |
| FOCUSES | | |
| Engulfing | | |
| Oozing | | |
| SPECIAL RULES | | |
| <p>AMORPHOUS: The Amoeboid may take different shapes and ooze through the smallest openings. The Amoeboid ignores penalties for difficult terrain. It may also add Area to any of its attacks.</p> | | |
| EVOLUTION | 5 | Amoeboid |

| | | |
|---------------------------------|------------|---|
| TRAITS | as Species | |
| FITNESS | 10 |  |
| INSIGHT | 11 | |
| SECURITY | 5 | |
| ENGINEERING | 0 | |
| STRESS | 15 | RESISTANCE 1 |
| ATTACKS | | |
| Tongue 6 ▲ | | |
| Melee, 1H, Non-lethal, Accurate | | |
| Spittle 6 ▲ | | |
| Ranged, 1H, Grenade, Area | | |
| PREDATION | 5 | Ballistic Predator |

| | | |
|--|-----------|---|
| CATEGORY | Minor NPC | |
| PRESENCE | 10 |  |
| REASON | 10 | |
| SCIENCE | 0 | |
| MEDICINE | 0 | |
| VALUES | | |
| Leave Me Alone | | |
| Stay Calm | | |
| SPECIAL RULES | | |
| <p>LOOK DANGEROUS: Defensive Mimics look like dangerous creatures. It's GM's discretion what other creature(s) they look like. It is a Insight+Science or Medicine Task at a Difficulty 3 to identify it as the right species. A Defensive Mimic is treated like it's Menacing (Core Rulebook, p.313), adding to Threat, but remove the added Threat points when it's discovered to be only a mimic.</p> | | |
| ETHOLOGY | 5 | Defensive Mimic |