


CREW	Talented (10+3)	
COMMUNICATIONS	9	
COMPUTERS	8	
COMMAND	1	
CONN	4	
VALUES	<p>Satisfy My Hunger</p> <p>Chase the Tastier Prey</p>	
SPECIAL RULES		
<p>HUNGER-MAD: Each Hunger-Driven Entity may add the Weapon Damage Effect of DAMPENING to any attack. It regains Power equal to the Power drained from its target.</p>		
AWARENESS	1	Hunger-Driven

TRAITS	as Species	
ENGINES	9	POWER 9
SENSORS	11	
SECURITY	3	SCALE 4
ENGINEERING	2	RESISTANCE 4
	SHIELDS	
	= 3 + STRUCTURE <input type="checkbox"/>	
ATTACKS		
Phased Polaron Wave 7 ▲		
Energy, Range Medium, Piercing 2, Area/Spread		
Polaron Burst 7 ▲		
Torpedo, Range Long, Versatile 2 (often used to create a 'Polaron Paint' Advantage to make ships easier to target)		
ENERGY	1	Polaron

CATEGORY	Major NPC	
STRUCTURE	9	IMMUNITIES Cold, Disease, Heat, Poison, Vacuum
WEAPONS	8	
SCIENCE	3	
MEDICINE	1	
FOCUSES	<p>Dimensional Theory</p> <p>Avoidance</p>	
SPECIAL RULES		
<p>INVULNERABLE: Specific Weakness - psychic energy and multidimensional attacks can overcome its invulnerability.</p>		
MORPHOLOGY	1	Two-Dimensional