



CREW	Proficient (9+2)	
COMMUNICATIONS	10	
COMPUTERS	11	
COMMAND	3	?
CONN	2	
VALUES		
Find Out What It Is		
Knowledge Before Safety		
SPECIAL RULES		
INQUISITIVE: A Curious Entity gains the Talent BOLD (ALL DISCIPLINES) for all information-gathering Tasks. It may also Detect Weakness up to Long range.		
AWARENESS	2	Curious

TRAITS	as Species	
ENGINES	11	POWER 11
SENSORS	8	
SECURITY	5	SCALE 7
ENGINEERING	3	RESISTANCE 7
	SHIELDS	
	= 5 + STRUCTURE <input type="checkbox"/>	
ATTACKS		
Antiproton Beam 12 ▲		
Energy, Close Range, Vicious 1, Devastating		
Jacketed Antiproton Stream 9 ▲		
Torpedo, Range Close, Versatile 2		
ENERGY	2	Antiproton

CATEGORY	Major NPC	
STRUCTURE	10	IMMUNITIES
WEAPONS	9	
		Cold, Disease, Poison, Vacuum
SCIENCE	4	
MEDICINE	0	
FOCUSES		
Envelop		
Sublight Travel		
SPECIAL RULES		
ENTRAP: On a successful attack at Medium range or less, Movement Tasks for the target increase in Difficulty as per Hindering Terrain Scale 2 (p.220, Core Rulebook) for a number of turns equal to the Gaseous Entity's Scale.		
MORPHOLOGY	2	Gaseous