



<b>CREW</b>	Exceptional (11+4)	
<b>COMMUNICATIONS</b>	8	
<b>COMPUTERS</b>	11	
<b>COMMAND</b>	2	
<b>CONN</b>	3	
<b>VALUES</b>	<p>Live Temporally Non-Linear</p> <p>History Is Mutable</p>	
<b>SPECIAL RULES</b>		
<p>EXTRATEMPORAL COMBAT: The Extratemporal Entity travels in time (as defined by the GM). It has a number of points of Determination equal to its Security, usable as PERFECT OPPORTUNITY, MOMENT OF INSPIRATION, or MAKE IT SO (page 87, Core Rulebook). This resets each Scene.</p>		
<b>AWARENESS</b>	3	Extratemporal

<b>TRAITS</b>	as Species	
<b>ENGINES</b>	8	<b>POWER</b> 8
<b>SENSORS</b>	11	
<b>SECURITY</b>	2	<b>SCALE</b> 5
<b>ENGINEERING</b>	3	<b>RESISTANCE</b> 5
	<b>SHIELDS</b>	
	= 2 + <b>STRUCTURE</b> <input type="checkbox"/>	
<b>ATTACKS</b>		
<b>Dekyon Beam</b>	8	▲
Energy, Range Medium, Calibration, High-Yield		
<b>Dekyon Echo</b>	9	▲
Energy, Range Close, Versatile 2, Area/Spread		
<b>ENERGY</b>	3	Dekyon

<b>CATEGORY</b>	Major NPC	
<b>STRUCTURE</b>	11	<b>IMMUNITIES</b>
<b>WEAPONS</b>	10	
		Cold, Disease, Pain, Poison, Vacuum
<b>SCIENCE</b>	2	
<b>MEDICINE</b>	1	
<b>FOCUSES</b>		
Endurance		
Force		
<b>SPECIAL RULES</b>		
EXTRAORDINARY ATTRIBUTE 2 (FITNESS)		
<b>MORPHOLOGY</b>	3	Silicon-Based