

NELBINAR ENGINEER

Notable NPC

Avoid an Injury once per Scene only (2 Momentum/Threat) [Core, p.311]



STRESS 9 **RESISTANCE 1**

FOCUSES Material Sciences, Cybernetics, Surveillance	CONTROL 10	COMMAND 2
	DARING 9	CONN 1
	FITNESS 9	SECURITY 0
	INSIGHT 7	ENGINEERING 3
	PRESENCE 8	SCIENCE 2
	REASON 11	MEDICINE 1

VALUES	SPECIES STAT MOD Control +1, Daring +1, Reason +1
---------------	---

TRAITS Nelbinar, Cybernetic Enhancements, Indifferent to Nature

Resistance 1 from Cybernetic Implants/Body Armor

ATTACKS (♦ = Escalation)

Unarmed Strike (Melee, 1 ▲, Knockdown, 1H, Non-lethal)

Coherent Beam Gun (Ranged, 3 ▲, Knockdown, Intense, Calibration, 2H)

SPECIAL RULES

- ♦ **GRID ACCESS:** The Nelbinar Engineer may access the Grid that all their society's cybernetics are attached to, keeping tabs on everyone in their civilization. They gain 1 Bonus Momentum to use on Obtain Information Momentum Spends when information from the surveillance grid would help. ▶
- ♦ **MASTER OF MATERIALS:** A Nelbinar Engineer may reduce the Difficulty of any Task involving the fabrication of objects or structures by 1. ▶

CTENOPHORAN CITIZEN

Minor NPC

Cannot Avoid an Injury [Core, p.311]



STRESS 10 **RESISTANCE 1**

FOCUSES Swimming, Endurance, Survival	CONTROL 7	COMMAND 2
	DARING 8	CONN 0
	FITNESS 10	SECURITY 0
	INSIGHT 8	ENGINEERING 1
	PRESENCE 8	SCIENCE 1
	REASON 10	MEDICINE 2

VALUES	SPECIES STAT MOD Daring +1, Fitness +1, Reason +1
---------------	---

TRAITS Ctenophoran

Resistance 1 from gelatinous body. Ctenophorans are a slow-moving, gelatinous species. They do not require air and can survive in extremely harsh environments. However, extreme cold can stiffen their bodies, eventually to the extent that they must be thawed out before they can move.

ATTACKS (♦ = Escalation)

Unarmed Strike (Melee, 1 ▲, Knockdown, 1H, Non-lethal)

Freeze Grenade (Ranged, 4 ▲ Area, Grenade, Intense, 1H)

SPECIAL RULES

- ♦ **GELATINOUS ANATOMY:** Ctenophorans are immune to non-lethal attacks. However, they have only a pair of tentacles to achieve locomotion, as a result, whenever they use the Sprint Task, the difficulty increases by two. Further, using the Movement Minor Action also has an additional cost of one Momentum (Immediate). ▶
- ♦ **IMMUNE TO RADIATION** ▶