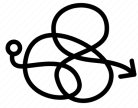

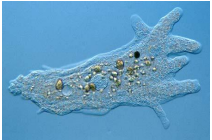


CREW	Talented (10+3)	
COMMUNICATIONS	7	
COMPUTERS	8	
COMMAND	1	
CONN	4	
VALUES	<p>Quick To Anger</p> <p>Be Unpredictable</p>	
SPECIAL RULES		
<p>CONSTANT EVASION: The Unpredictable Entity has a permanent Constant Evasion Advantage that makes attacks against it harder (+1 Difficulty). 0 Power requirement.</p>		
AWARENESS	7	Unstable

TRAITS	as Species	
ENGINES	10	POWER 10
SENSORS	8	
SECURITY	4	SCALE 6
ENGINEERING	2	RESISTANCE 6
	SHIELDS = 4 + STRUCTURE <input type="text"/>	
ATTACKS		
<p>Radiogenic Waste 7 ▲</p> <p>Torpedo, Range Long, Persistent 5, Area</p>		
<p>Radiogenic Field 10 ▲</p> <p>Energy, Range Close, Area/Spread</p>		
ENERGY	7	Radiogenic Particle

CATEGORY	Notable NPC	
STRUCTURE	10	IMMUNITIES Cold, Vacuum 
WEAPONS	10	
SCIENCE	1	
MEDICINE	3	
FOCUSES		
<p>Regeneration</p> <p>Shapeshifting</p>		
SPECIAL RULES		
<p>ADAPTIVE SHAPE: The Protoplasmic Entity can change shape like an amoeba. It ignores the following effects: Spread, High-Yield, and Devastating, and has FAST RECOVERY 1.</p>		
MORPHOLOGY	7	Protoplasmic