

CREW	Talented (10+3)	
COMMUNICATIONS	9	
COMPUTERS	10	
COMMAND	3	
CONN	1	
VALUES	<p>Live Off The Energy Of Others</p> <p>Stay Attached</p>	
SPECIAL RULES		
<p>PARASITISM: When attached to a source of energy (lifeform or other) that it can consume, it automatically Avoids Injury and regains the ability to Avoid an Injury. It also has Cover Dice equal to its Scale when so attached.</p>		
AWARENESS	8	Parasitic

TRAITS	as Species	
ENGINES	10	POWER 10
SENSORS	10	
SECURITY	3	SCALE 4
ENGINEERING	3	RESISTANCE 4
	SHIELDS	
	= 3 + STRUCTURE <input type="checkbox"/>	
ATTACKS		
Negative Energy Field 7 ▲		
Energy, Range Close, Area, Dampening, Persistent 1		
Negative Mass Shot 6 ▲		
Torpedo, Range Long, Piercing 4		
ENERGY	8	Negative Energy

CATEGORY	Notable NPC	
STRUCTURE	9	IMMUNITIES Cold, Disease, Fear, Heat, Pain, Poison, Vacuum
WEAPONS	11	
SCIENCE	3	
MEDICINE	1	
FOCUSES	<p>Spaceflight</p> <p>Photonic Manipulation</p>	
SPECIAL RULES		
<p>BEAM RESISTANCE: The Photonic Entity cannot be affected by beam weaponry such as phasers and disruptors, as it refracts the beams. Torpedo-type and ambient field weaponry still work.</p>		
MORPHOLOGY	8	Photonic

