



<b>CREW</b>	Exceptional (11+4)	
<b>COMMUNICATIONS</b>	11	
<b>COMPUTERS</b>	11	
<b>COMMAND</b>	3	
<b>CONN</b>	1	
<b>VALUES</b>	<p>Do What We Must To Stay Secret</p> <p>Stick To The Plan</p>	
<b>SPECIAL RULES</b>		
<p><b>EVOLVED TO HIDE:</b> The Conspiratorial Entity has evolved to be difficult to detect. Increase Difficulty by 2 for attempts to locate the Entity with sensors or sight.</p>		
<b>AWARENESS</b>	5	Conspiratorial

<b>TRAITS</b>	as Species	
<b>ENGINES</b>	8	<b>POWER</b> 8
<b>SENSORS</b>	9	
<b>SECURITY</b>	3	<b>SCALE</b> 2
<b>ENGINEERING</b>	3	<b>RESISTANCE</b> 2
	<b>SHIELDS</b>	
	= 3 + <b>STRUCTURE</b> <input type="checkbox"/>	
<b>ATTACKS</b>		
<b>Baryon Absorption</b>		7 ▲
Energy, Range Close, Dampening, Piercing 1		
<b>Baryon Bombardment</b>		6 ▲
Energy, Range Medium, Area		
<b>ENERGY</b>	5	Baryon Particle

<b>CATEGORY</b>	Notable NPC	
<b>STRUCTURE</b>	11	<b>IMMUNITIES</b> Cold, Disease, Poison, Vacuum 
<b>WEAPONS</b>	8	
<b>SCIENCE</b>	2	
<b>MEDICINE</b>	0	
<b>FOCUSES</b>		
Metallurgy		
Structural Weaknesses		
<b>SPECIAL RULES</b>		
<p><b>MAGNETIC FIELD:</b> The Metallic Entity may generate a magnetic field to attract or repel other metals and energies. They have a Tractor Beam (Strength equal to Scale+2). The Entity also always rolls a number of Cover Dice equal to their Scale when attacked.</p>		
<b>MORPHOLOGY</b>	5	Metallic