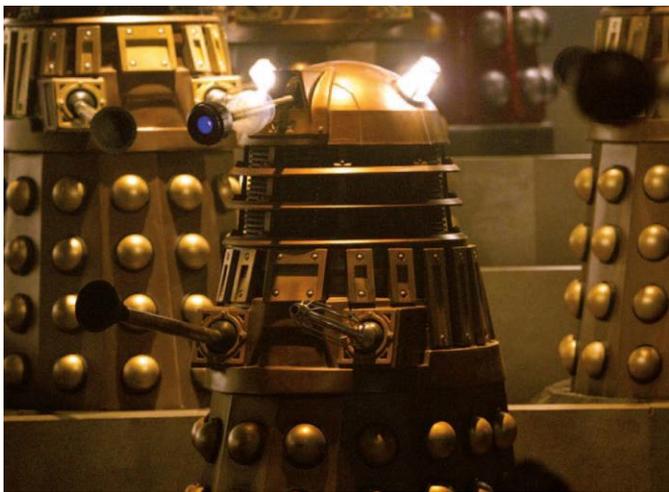


DALEK [NOTABLE NPC]

No emotion exists in a Dalek except hatred. The Daleks are without mercy, and seek only to exterminate all other races in the galaxy, as they are inferior to Dalek-kind. They make no exceptions in their drive to purge all other races until nothing but pure Daleks survive. They do not do this out of a sense of superiority or inferiority, they simply hate any non-Dalek life form. They seek to exterminate non-Daleks in much the same way as other races exterminate vermin. Dalek culture is egalitarian, meaning that every Dalek holds equal importance and capability. There is, however a rigid military hierarchy, dedicated to a single purpose. The coordinated effort of purging the galaxy of inferior races requires leadership and subordinates. These ranks are of course in function only and do not denote superiority of one Dalek over another as far as capability.



TRAITS: Dalek, Alien Appearance

VALUE: A new supreme race will rise, the Dalek

ATTRIBUTES*

CONTROL	08	FITNESS	13	PRESENSE	11
DARING	10	INSIGHT	09	REASON	10

*The Dalek mutant inside has different attributes when removed from their cybernetic casing

DISCIPLINES

COMMAND	03	SECURITY	04	SCIENCE	05
CONN	01	ENGINEERING	04	MEDICINE	03

FOCUSES: Disruptor, Survival, Intimidation

STRESS: 17 **RESISTANCE:** 04 (Armor)

ATTACKS

Electrical Disruptor: Range: Long, 8cd, deadly

SPECIAL RULES

Fast Recovery: Dalek's are capable of recovering Stress and injury quickly. At the start of its turn, a Dalek regains 1 Stress, up to its maximum. If a Dalek is injured at the start of its turn, it may spend two Threat to remove that injury.

Scanning: A Dalek can interface with computers and living beings to absorb data in vast quantities.

Flight: Daleks are capable of flight. While hovering their speed is equal to that of a slow humanoid, when in the open sky or in space their speed is subsonic.

Machine 4: Dalek's are cybernetic organisms encased in an armored shell highly resistant to environmental conditions, reducing the Difficulty of Tasks to resist extremes of heat and cold by two, while encased they are immune to the effects of suffocation, starvation, and thirst. Further, a Dalek's construction grants it a Resistance of 4

Threatening: Daleks are powerful and dangerous, driven by hatred to exterminate all life in the galaxy. Dalek's begin each scene with 2 Threat that may only be used to its own benefit, and which are not drawn from the general Threat pool.

Menacing: Daleks are dangerous, presenting a significant threat to those encountering them. When a Dalek enters a scene, immediately add a point to the Threat pool.