

OVOMORPH
XX121 - STAGE I



STATS

SPEED 0
HEALTH 2
SKILLS
NONE
ARMOR 2 (0)
ACID SPLASH 4

the GM rolls a Stress Die if a potential host comes within SHORT range of the egg, and again every Round. If a 1 comes up, the Facehugger leaps out at the victim.
If someone is within ENGAGED range of an egg, they must make a successful MOBILITY skill roll to avoid waking up the Facehugger inside.

ATTACKS

None

FACEHUGGER
XX121 - STAGE II



STATS

SPEED 2
HEALTH 2
SKILLS
MOBILITY 8
OBSERVATION 8
ARMOR 2 (0)
ACID SPLASH 4

The facehugger will automatically attach to any immobilized potential host within ENGAGED range. If facehugged, a victim will be unconscious for 1 Shift, after which point the facehugger will fall off, dead. The host will be very hungry. After another Shift, the chestbuster will be born.

ATTACKS

- 1-2 - SKITTERING MENACE:** The Facehugger chooses its victim and scuttles towards them, causing them to suffer +1 STRESS and make an immediate Panic Roll.
- 3 - TAIL LASH:** The Facehugger lashes out with its wicked tail. It attacks with 5 Base Dice, Damage 1. Aside from any damage, the victim suffers +1 STRESS.
- 4 - TAIL GRAPPLE:** The Facehugger leaps and catches its victim from behind. Roll a D6...
- 1-2 - Target's legs are caught. They fall prone and make a Panic Roll.**
- 3-4 - Target's arms are tangled. They cannot use any held items and make a Panic Roll.**
- 5-6 - Target's neck is wrapped by the tail and is choked. They suffer the effects of DROWNING and make a Panic Roll.**
- 5 - FACE GRAPPLE:** The Facehugger leaps at its victim. Make an opposed roll with 6 Base Dice against the target's CLOSE COMBAT skill. If the Facehugger wins, the victim suffers THE FINAL EMBRACE. If not, the Facehugger is thrown to the floor and attacks the same target next initiative.
- 6 - THE FINAL EMBRACE:** The Facehugger gets to its victim, acid burning through any respiration in the way. Roll an attack with 6 Base Dice. If it gets one or more Success, the victim is facehugged and immediately Broken.

CHESTBURSTER
XX121 - STAGE III



STATS

SPEED 2
HEALTH 2
SKILLS
MOBILITY 8
OBSERVATION 6
ARMOR 2 (0)
ACID SPLASH 4

The chestbuster takes about one Shift to grow into a full-sized Stage IV Xenomorph. To do so, it requires a diet of raw metals and a safe place to cocoon itself for the majority of the Shift.

STALKER
XX121 - STAGE IV



STATS

SPEED 2
HEALTH 6
SKILLS
MOBILITY 8
OBSERVATION 6
ARMOR 10 (5)
ACID SPLASH 8

The Stalker has an insatiable need to kill. If it makes an attack that causes damage, it will immediately make a second attack with 8 Base Dice, damage 1, as a free action.

ATTACKS

1-3 - ESCAPE: The Chestbuster flees, moving two Zones in one action - into the nearest duct, sewer, or vent if possible. Stealth Mode ensues as it attempts to hide and grow. St

4 - TERRORIZING HISS: The Chestbuster jumps toward a target and flashes its teeth menacingly. The target must make an immediate Panic Roll.

5 - LEG SLASH: The Chestbuster leaps in and bites a target with its metallic teeth. It attacks with 6 Base Dice, Damage 2. If the attack causes any damage, it immediately inflicts Critical Injury #53 and forces the victim to make a Panic Roll.

6 - THROAT BITE: The Chestbuster squals a high-pitched shriek and goes for the throat. It attacks with 8 Base Dice, damage 1. If it does any damage, it immediately inflicts Critical Injury #61 and forces the victim to make a Panic Roll.

ATTACKS

1-HYPNOTIC GAZE: The Xeno, though eyeless, stares deeply into the soul of its victim. The victim is terrified - they suffer +1 STRESS and an immediate Panic Roll.

2 - PLAYING WITH ITS PREY: The Xeno attacks, but not to kill. The target is knocked to the ground and drops all its items, then suffers +1 STRESS and an immediate Panic Roll.

3 - DEADLY GRAB: The beast launches through the air and grabs its victim. It attacks with 10 Base Dice, Damage 1. If it hits, it immediately drags the target to an adjacent Zone. They drop all their held items, are prone, and must make an immediate Panic Roll.

4 - READY TO KILL: The Xeno grabs its victim, poised to strike. It attacks with 10 Base Dice. If it hits, the victim counts as Grabbed and must roll vs. 10 Base Dice to break loose. The victim and all friendly characters in the same Zone must make Panic Rolls. Unless the victim can break free, next initiative the Xeno will use its HEADBITE attack against them.

5 - CAPTURE FOR THE HIVE: The Xeno attacks with its venom-spiked tail with 10 Base Dice, Damage 1. It may only do 1 damage max. If it hits, the victim takes effect. The victim must make a STAMINA roll, and the amount of Successes is the number of Rounds they can stay up. After which, they fall unconscious for a Shift. The paralysis can be removed with a Medkit.

6 - HEADBITE: The Xeno opens its outer jaw wide, and the inner jaws lean out. It attacks with 9 Base Dice, Damage 2. If it causes any damage, the victim is killed via Critical Injury #64.

SCOUT
XX121 - STAGE IV



STATS

SPEED 3
HEALTH 5
SKILLS
MOBILITY 8
OBSERVATION 10
ARMOR 8 (4)
ACID SPLASH 8

The Scout is faster and more observant than its other Stage IV counterparts. However, it is slightly easier to kill due to its slimmer build and weaker armor.

DRONE
XX121 - STAGE IV



STATS

SPEED 2
HEALTH 7
SKILLS
MOBILITY 10
OBSERVATION 8
ARMOR 8 (4)
ACID SPLASH 8

When making a Stealth Mode roll or sneak attack from within the same Zone as its target, the Drone is so silent that the target gets a -2 modification to its OBSERVATION roll.

ATTACKS

- 1- HYPNOTIC GAZE:** The Xeno, though eyeless, stares deeply into the soul of its victim. The victim is terrified - they suffer +1 STRESS and an immediate Panic Roll.
- 2 - PLAYING WITH ITS PREY:** The Xeno attacks, but not to kill. The target is knocked to the ground and drops all its items, then suffers +1 STRESS and an immediate Panic Roll.
- 3 - DEADLY GRAB:** The beast launches through the air and grabs its victim. It attacks with 10 Base Dice, Damage 1. If it hits, it immediately drags the target to an adjacent Zone. They drop all their held items, are prone, and must make an immediate Panic Roll.
- 4 - READY TO KILL:** The Xeno grabs its victim, poised to strike. It attacks with 10 Base Dice. If it hits, the victim counts as Grabbed and must roll vs. 10 Base Dice to break loose. The victim and all friendly characters in the same Zone must make Panic Rolls. Unless the victim can break free, next initiative the Xeno will use its HEADBITE attack against them.
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- 6 - HEADBITE:** The Xeno opens its outer jaw wide, and the inner jaws lean out. It attacks with 9 Base Dice, Damage 2. If it causes any damage, the victim is killed via Critical Injury #64.

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