

Queen

-The alien queen is something to behold. Terrifying and spectacular at the same time, she is definitely not something to take for granted. The queen's sole purpose is egg laying. No other alien is needed for this procedure, which leads many to believe that the aliens are unisexual. In one day as many as 100 + eggs can be laid. The eggs will lay dormant until a host is brought within 5 feet of them.

-Once a queen assumes reign over a hive, several eggs containing queen embryos are laid and quickly carried off to a safe chamber by the drones. These eggs will later be used for expansion into another hive or if the existing queen were to die. The birth of a new queen is somewhat gruesome. Host bodies are brought into the chamber containing the several queen embryos. The queen "chestbursters" when born will battle until only one queen is left. Then the immature queen will take several drones and move off to start a hive of her own. The alien queen is much like that of a queen ant or queen bee.

-The relationship between the queen and the rest of the hive is simple. She is the mother and they are her children. She can communicate telepathically with all of her children and they will obey her.

The Alien Queen

Alignment: Considered miscreant or evil.

Horror Factor: 15

Size: 15 feet Weight: 950 lbs

Attributes: The number of six-sided dice are indicated as follows:

I.Q. 2D6+3 and is considered to be in the same category as a supernatural predator, functioning on instinct as well as intellect, M.E. 6, M.A. 1, P.S. 7+5, P.P. 5+2, P.E. 5, P.B. 1, Spd 4 (+10 when in small areas, allowing the use of all appendages for movement).

Hit Points/S.D.C.: 2D6x100 S.D.C and 2D4x10 H.P. The egg sack with is 2 times the size of the queen herself has an A.R. of 6 and 2D4x10 S.D.C. The queen can separate from the egg sack allowing her to move freely. This process takes 1 whole melee to perform.

Natural Armor Rating of 18. All S.D.C attacks that fail to pass the armor do no damage. Mega Damage attacks do full damage.

The queen can regenerate S.D.C at a rate of 1D4x10 per melee. H.P. does not regenerate.

Combat: 7 attacks per melee, +2 to parry and dodge and on initiative.

Normal claw attack does 4D6 S.D.C damage (plus P.S. bonus)

Spiked Tail attack does 1D4x100 S.D.C This will usually rip a human in half if hit and is capable of damaging an M.D.C object. Takes 2 attacks due to the size of the tail.

Bite attack does 1 point of Mega Damage.

Body block/ram does 2D6 S.D.C. and will ALWAYS knock an apponent down.

Due to the natural armor and sheer strenght of the alien, thinner M.D.C. structures such as car doors and thin wall can be broken through given enough time (generally about 3-5 minutes). Individual structures with over 200 M.D.C or thicker than 1 foot are safe from damage. GM's discretion.

Acid Blood. Any time the natural armor is pierced by any ranged weapon (guns, bows, etc..) roll 1D10 to determine how many feet the acid blood will splatter. If any character falls within the range roll 1D10 again. A roll of 1-7 is a miss. On a roll of 8, 9, or 10 the character is splashed by the acid blood. Damage: 4D6 per melee for 1D4 melees. The acid will also damgae M.D.C. structures doing 1D4 M.D.C. per melee for 1D4 melees. If no character is within 10 feet during combat, there is no need to roll for the acid blood. A character who attacks the alien with a hand held weapon, ie: knife, sword, mace, etc, must roll 1D10 automatically everytime the armor is pierced. 1-7 miss, 8-10 hit. The acid can be removed with water. As to where the acid lands on the character is up to the GM. A hit location table can be used, but it is usually safe to assume that the main body or arms are struck.

Natural Abilities: Nightvision 400 feet, regeneration, immune to all psionic mind attacks and magicall mind attacks - spells of illusion have no effect on the queen, sense heat 100 feet, telephathy with other aliens 300 feet, sense fear 100 feet, acid for blood, doesn't need to breath and can survive in a vaccuum.

P.P.E.: 1D6x10+20.

Drone

-The alien drone is the worker/warrior of the hive. A typical hive will have anywhere from 150 to 500 drones depending on the size of the hive and how long it has been there. The drones build the hive, ever expanding it for growth and domination for the hive.

- The drones are also responsible for finding host organisms for egg hatching. They will travel up to 1 mile away from the hive in search for hosts and usually travel in packs.(4D6 drones in a pack) While within the hive the drones can blend in almost totally with the walls/ceiling of the hive. (10% chance of noticing them when hiding, 40% when crawling slowly on the walls to attack.) Victims usually don't realize that the drones are there until the time of the attack when the walls seem to come alive.

-If attacked within the hive the alien drones will not attempt to kill unless outnumbered. Instead, they will try to capture as many hosts as possible and then flee deep within the hive. If a drone is separated from the rest of the hive for more than 48 hours it will go into a bloodlust killing spree, killing anything. A drone cannot survive well in captivity and will kill itself by throwing itself against the walls and starving itself. The deadly jaw bite will only be used if the drone is outnumbered, even one to one. As long as there are more drones than "hosts" the drones will attempt to capture, not kill. If grappled by a drone, the character must make a strength check against the aliens to break free. If more than one drone is attempting to grapple, the total strength of the aliens is used in the check.

-Once captured, the host will be carried down into the middepths of the hive where they will be pasted to all wall in a sticky secretion similar to the walls themselves. A P.S. can be rolled once to attempt to break free at a minus 10. Upon regaining consciousness, the host will have approximately 2 minutes before the egg on the floor in front of them will open. After this point the host is pretty much toast. The face hugger will crawl out of the egg and leap to the face of the victim. Then it is all over.

-A drone's sole purpose is growth/protection of the hive, and the protection of the queen.

The Drone

Alignment: Considered miscreant or evil.

Horror Factor: 13

Size: 7 feet Weight: 300 lbs

Attributes: The number of six-sided dice are indicated as follows:

I.Q. 2D6 and is considered to be in the same category as a supernatural predator, functioning on instinct as well as intellect, M.E. 4, M.A. 1, P.S. 5+5, P.P. 4+2, P.E. 3, P.B. 1, Spd 5 (+10 when in small areas, allowing the use of all appendages for movement).

Hit Points/S.D.C.: 2D6x10 S.D.C and 2D6 H.P.

Natural Armor Rating of 14. All S.D.C attacks that fail to pass the armor do no damage. Mega Damage attacks do full damage.

Combat: 4 attacks per melee, +2 to parry and dodge and on initiative.

Normal claw attack does 3D6 S.D.C damage (plus P.S. bonus)

Spiked Tail attack does 1D4x10 S.D.C.

Bite attack does 1 point of Mega Damage.

Body block/ram does 2D6 S.D.C. and opponent must roll a PP check vs the aliens P.S to avoid falling down.

Due to the natural armor and sheer strenght of the alien, thinner M.D.C. structures such as car doors and thin wall can be broken through given enough time (generally about 3-5 minutes). Individual structures with over 200 M.D.C or thicker than 1 foot are safe from damage. GM's discretion.

Acid Blood. Any time the natural armor is pierced by any ranged weapon (guns, bows, etc..) roll 1D10 to determine how many feet the acid blood will splatter. If any character falls within the range roll 1D10 again. A roll of 1-7 is a miss. On a roll of 8, 9, or 10 the character is splashed by the acid blood. Damage: 4D6 per melee for 1D4 melees. The acid will also damgae M.D.C. structures doing 1D4 M.D.C. per melee for 1D4 melees. If no character is within 10 feet during combat, there is no need to roll for the acid blood. A character who attacks the alien with a hand held weapon, ie: knife, sword, mace, etc, must roll 1D10 automatically everytime the armor is pierced. 1-7 miss, 8-10 hit. The acid can be removed with water. As to where the acid lands on the character is up to the GM. A hit location table can be used, but it is usually safe to assume that the main body or arms are struck.

Natural Abilities: Nightvision 400 feet, plus 5 to save vs. all psionic mind attacks and illusion magic, sense heat 100 feet, telephathy with other aliens 300 feet, sense fear 100 feet, acid for blood, doesn't need to breath and can survive in a vaccuum.

P.P.E.: 1D4x10.

Hunter

-The alien hunter is the forward offense of the alien hive. When new territory or new populated areas for hosts is sought, these are the aliens that are deployed by the queen. They are ruthless, and kill anything that gets in their way. Their sole purpose is to locate that which the queen desires and either kill it or report its location. They care not for hosts or capturing them. They have even been know

to slaughter drones who get in their way. If something angers the hive, these are what will be sent out to deal with it. Hunters are the only alien willing to engage in combat in an open area. They are fearless and love bloodlust. A typical hunter pack will consist of 3D6+2 alien hunters.

The Hunter

Alignment: Considered diabolic or evil.

Horror Factor: 15

Size: 9 feet Weight: 400 lbs

Attributes: The number of six-sided dice are indicated as follows:

I.Q. 2D6 and is considered to be in the same category as a supernatural predator, functioning on instinct as well as intellect, M.E. 4, M.A. 1, P.S. 6+5, P.P. 4+4, P.E. 4, P.B. 1, Spd 6 (+10 when in small areas, allowing the use of all appendages for movement).

Hit Points/S.D.C.: 1D4x100+50 S.D.C and 5D6 H.P.

Natural Armor Rating of 15. All S.D.C attacks that fail to pass the armor do no damage. Mega Damage attacks do full damage.

Combat: 5 attacks per melee, +1 to strike, +2 to parry and dodge and on initiative.

Normal claw attack does 4D6 S.D.C damage (plus P.S. bonus)

Spiked Tail attack does 1D6x10 S.D.C.

Bite attack does 1 point of Mega Damage.

Body block/ram does 2D6 S.D.C. and opponent must roll a PP check vs the aliens P.S to avoid falling down.

Due to the natural armor and sheer strenght of the alien, thinner M.D.C. structures such as car doors and thin wall can be broken through given enough time (generally about 3-5 minutes). Individual structures with over 200 M.D.C or thicker than 1 foot are safe from damage. GM's discretion.

Acid Blood. Any time the natural armor is pierced by any ranged weapon (guns, bows, etc..) roll 1D10 to determine how many feet the acid blood will splatter. If any character falls within the range roll 1D10 again. A roll of 1-7 is a miss. On a roll of 8, 9, or 10 the character is splashed by the acid blood. Damage: 4D6 per melee for 1D4 melees. The acid will also damgae M.D.C. structures doing 1D4 M.D.C. per melee for 1D4 melees. If no character is within 10 feet during combat, there is no need to roll for the acid blood. A character who attacks the alien with a hand held weapon, ie: knife, sword, mace, etc, must roll 1D10 automatically everytime the armor is pierced. 1-7 miss, 8-10 hit. The acid can be removed with water. As to where the acid lands on the character is up to

the GM. A hit location table can be used, but it is usually safe to assume that the main body or arms are struck.

Natural Abilities: Nightvision 400 feet, plus 5 to save vs. all psionic mind attacks and illusion magic, sense heat 100 feet, telepathy with other aliens 300 feet, sense fear 100 feet, acid for blood, doesn't need to breathe and can survive in a vacuum.

P.P.E.: 1D6x10.

Chest Burster

-The chest burster is a worm/larva like alien that grows within the stomach of a host and then when fully grown, bursts out. Once free of the host, the chest burster will slither away to hide until the next part of its life cycle is complete. The chest burster will avoid all contact with anyone if possible. Its only means of attacking is its bite, doing 1D6 S.D.C damage.

-To most who see the chest burster, they will think of it as a mutant snake or lizard. To actually watch a chest burster break free from its host requires a horror factor check at 13.

Chest Burster

Alignment Evil

Size: 3 feet long and about 25 lbs.

Attributes: All attributes at this stage in the alien's life cycle are 1D6.

Hit Points: 2D6 H.P.

Combat: 1 attack per melee, +3 to dodge.

Bite does 1D6 S.D.C

Natural Abilities: Nightvision 200 feet.

P.P.E: 1D6

Face Hugger

-The face hugger is a crab like organism with a long whip like tail. It uses its tail to strangle a host while clamping onto the face. Once attached it inserts a long tube like organ down the throat of the host and deposits the alien embryo in the stomach.

-The face hugger will remain attached to the face of the victim for 10 hours when it then falls off and dies. If the face hugger is removed from the victim, the victim will die. The face hugger acts as the respiratory system while attached, pumping oxygen into the lungs.

Face Hugger

Attributes: 1D6 for all except P.S.: 3D6 (tail) and Spd: 4D4.

Horror Factor: 8

Hit Points: 6D6 for H.P. No S.D.C. Natural AR of 7.

Natural Abilities: Sense life, 100 feet, acid for blood (use same rules as adult aliens) and superior climbing ability.

-The face hugger does not do damage in combat, it simply strangles its victim to open their mouth and attach itself. PS check to pull off the tail.

P.P.E.: 2D4

Egg

-The alien egg consists of a rough bio-organic casing which contains the face hugger in a gelatin like goo. During the time of hatching, the top splits open in four pieces like a blooming flower and the face hugger crawls out.

Alien Egg

S.D.C.: 20. Note, destroying the egg before hatching kills the face hugger as well.

The Hive

The Hive

-The alien hive is a bio-organic structure made up of any sort of organic fluids, body secretions, body parts and even parts of the drones themselves. When a queen goes off to begin her own hive, several drones will be sacrificed in order to start the production. Being organic, the aliens will blend in almost perfectly with the walls and ceiling. Much like an ant nest, the aliens' hive consists of a dome like structure (almost like a giant alien egg) that contains a set of intricate tunnels and chambers. The queen resides in the center chamber. NOTE: no drones will be found anywhere near the queen, as to not interfere with the egg laying. Thus if a character ever happened to stumble into the nest of the queen, they are safe from attacks from drones, but at the same time they have encountered an even more dangerous threat.

-Not to be confused with a hive is a nest. A nest is a build on the run, type of hive. Usually built inside an existing structure. A nest generally won't be as large as a hive, and will usually be built around a heat source. Like the generator in a big city. An alien nest is sometimes more feared than the hive, simply because it is within the confines of a city itself.

