

GMOs	Comp/GP	COG/√	INT/√	REF/√	SAV/√	SOM/√	WIL/√	INIT	TP	AV	DUR/WT/DR	LUC/TT/IR	Movement
Dino Pet	Min/1	5/15	10/20	15/45	10/30	15/45	10/30	5	0	4/5	15/3/23	20/4/40	4/12 Walker OR 8/32 Winged
Ware: Dermal Armor, Enhanced Smell, Enhanced Vision, some have Poison Glands • Skills: Athletics 40, Fray 30, Infiltrate 30, Melee 40, Perceive 30, Provoke 30 (Intimidate 40) • Notes: Bite/Horn/Tail DV 1d6, Small size													
Fur Coat	Min/1	1/3	1/3	5/15	1/3	1/3	1/3	1	0	—	15/3/23	—	—
Gardener Swarm	Min/1	1/3	15/45	20/60	—	5/15	15/45	7	1	—	50/—/75	30/6/60	8/32 Winged\
Ware: Enhanced Smell, Enhanced Vision, some have Poison Glands • Skills: Athletics 60, Fray 50, Infiltrate 50, Melee 40, Perceive 30 • Notes: Swarm sting DV 1d10 (ignores non-sealed armor)													
Space Roach	Min/1	1/3	10/30	15/45	5/15	5/15	5/15	5	0	—	5/1/8	10/2/20	4/12 Walker
Ware: Grip Pads • Skills: Athletics 30, Fray 30, Free Fall 30, Infiltrate 50, Perceive 20 • Notes: Small size													
Squidling	Min/1	1/3	10/30	15/45	1/3	5/15	10/30	5	0	—	5/1/8	20/4/40	4/20 Thrust Vector
Ware: Enhanced Smell • Skills: Athletics 30, Fray 40, Free Fall 30, Infiltrate 30, Melee 30, Perceive 20 • Notes: Bite DV 1d6, Small size													