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| **Name** | **Type** | **Size** | **XP Rating** |
| Zetan Scout | ??? | Small | 4 (65 XP) |

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| **Strength** | 2 (-3) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 4 | | **Hit Dice** | 4d6 - 8 |
| **Endurance** | 3 (-2) |  |  | |  | | |
| **Charisma** | 7 (+2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 9 (+4) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Ill-Adapted.** If the zetan suffers a critical hit after its shield has reach 0, it takes 1d6 poison damage at the start of each of its turns until it can repair the damage to its suit. Subsequent critical hits increase the repeating damage by one die for each hit.  **Shield Generator.** The zetan has a personal shield generator granting it 15 temporary hit points. If damaged, the shield regains 1d6 points at the start of the zetan’s next turn. If reduced to 0, it no longer regains points until recalibrated during a short rest and excess damage carries over to the zetan’s hit points. Fire and lightning damage directly bypass the shield.  **Superior Firepower.** The zetan has a bonus +3 to attack rolls with alien weaponry.  **Weak.** The zetan has disadvantage on Strength-based rolls of any kind. | **Attack.** The zetan attacks with an Alien Blaster or Blaster Rifle.  **Pulse Grenade (1/Day).** The zetan throws a pulse grenade. |

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| **Description** |
| The zetans seem to have a strict society focused on work and progress, with no apparent concern for hobbies and personal pursuits. Their architecture is spartan and purely functional; for instance, their beds (called stasis chambers) are sterile metal capsules with no mattress, blankets, sheets, or other pieces of bedclothes typically found in a normal human bed, and no discernible means of entertainment can be seen aboard their ships.  They view other species as laboratory animals, worthy of preservation and storage at best and vivisection and experimentation at worst. They speak in their own language of high-pitched screeches and wails. As such, verbal communication between humans and zetans is impossible. This is not helped by the fact that the aliens are not interested in discussion.  They are incredibly advanced in their various technological fields, capable of spaceflight and scientific feats far beyond that of even the most advanced human pre-War technology. They possess technologies such as long-term cryostasis, energy forcefields, powerful rayguns, genetic engineering, teleportation, and holograms. However, they are totally dependent on technology and are physically limited by their extreme use of it. Because of this, they are physically fragile and ineffective in melee-based combat. |