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| **Name** | **Type** | **Size** | **XP Rating** |
| Zetan Cryo-Specialist | ??? | Small | 4 (65 XP) |

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| **Strength** | 2 (-3) |  | **Armor Class** | 8 (Natural) | | **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** | | Fire | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Cold | | |
| **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 Cryolator.  **Cryo Grenade (1/Day).** The zetan throws a Cryo grenade. |

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| **Description** |
| As the name suggests, cryo-specialists focus on the use of advanced cryogenics and cryo-based weapons. It seems their purpose is to freeze, incapacitate, preserve specimens for transport and study. However, when the need arises, they can be quickly repurposed for combat; their bulky cryogenic harnesses doubling as an improvised armor. |