

Alien Templates

Reptids

Base Stats

PRIMARY (BOFFIN)
DEFENSIVE 2 (MARTIAN)
OFFENSIVE 1 (MARTIAN)

SECONDARY

XENOLOGY 2
Or
PHARMACY 2
Or
ROGUE 2

GENERAL

HARDY 1
VIM AND VIGOR 1
WEREWITHAL 2

PHARMER or SCROUNGER

Reptids have a minimum phys rep consisting of:

A half mask and scaly skin on all uncovered flesh

OR

Full make-up of a sufficient quality, as agreed with the ref team.

All further skills must be purchased with War bonds and all are considered to be purchased using the NON CLASS column in the advancement appendix, regardless of current skills.

Hyrcanians

Base Stats

PRIMARY (INVESTIGATOR)
ROGUE 2
INVESTIGATE 1

SECONDARY

ARMOUR 2
Or
COMBAT 2 (MELEE)
Or
DOCTOR 2

GENERAL

HARDY 1
WEREWITHAL 3

DUAL WIELD or GAMEKEEPER

Hyrcanians have a minimum phys rep consisting of:

A half mask and fur on all uncovered flesh

OR

Full make-up of a sufficient quality, as agreed with the ref team.

All further skills must be purchased with War bonds and all are considered to be purchased using the NON CLASS column in the advancement appendix, regardless of current skills.

Skill Combinations

These are the usual stats available for the Hyrcanian and Reptid races. However, if the skills do not suit the character type you want to play, there is a little wriggle room. Contact a referee to discuss your character and possible options.