

ALIEN

ALIEN TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Inhuman Nature (Level 1): Gain a +2 bonus to Will.

Not of this World (Level 1): When you draw an Alpha Mutation card, draw two cards: The Game Master decides which one you keep. Shuffle the other back into the deck you drew it from.

Alien Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use alien engineering as a minor action once before the end of your next turn.

ALIEN POWERS

ALIEN ENGINEERING

ALIEN NOVICE

At-Will ☹️ **Dark, Radioactive**

Standard Action **Melee 1**

Target: You or one ally

Effect: The target's next weapon attack before the end of the encounter gains a +2 bonus to the attack roll and deals 5 + your Intelligence modifier + your level extra radioactive damage.

BEAM ME UP

ALIEN UTILITY

Encounter ☹️ **Dark, Teleportation**

Move Action **Melee 1**

Target: You or one ally

Effect: You teleport the target 10 squares. Then roll a d6. On a result of 1 or 6, you can use beam me up an additional time during this encounter.

NUKE IT FROM ORBIT

ALIEN EXPERT

Daily ☹️ **Dark, Fire, Radiation**

Standard Action **Area burst 5 within 20 squares**

Target: Each creature in burst

Attack: Intelligence + your level vs. Dexterity

Hit: 1d12 + Intelligence modifier + your level fire and radiation damage.