**Aliens for GURPS 4th Edition**

**Aliens**

An Phar [2]  
Attributes: ST -1 [-10];  
Secondary Characteristics: HP +2 [4];  
Advantages: Acute Hearing +2 [4], Common Sense [10];  
Disadvantages: Phobia: Fear of Dirt (Rupophobia) (15) [-5];  
Preoccupied with Philosophy [-1]  

Banduch [72] 10'-12' long, 1,000-1,100 lbs  
Attributes: ST +10 (No Fine Manipulators, -40%);  
Size, -20% [40]; DX -2 [-40]; HT +1 [10];  
Secondary Characteristics: SM +2;  
Advantages: Amphibious [10]; Animal Empathy [5];  
Empathy [15]; Extra Legs: 4 [5]; Luck [15]; Mind Reading (Telepathic, -10%) [27];  
Nictitating Membrane 3 [3];  
Striker: Crushing (Tail) (Clumsy -2, -40% ) [3];  
Telecommunication: Telesend (Telepathic, -10%) [27];  
Telekinesis 8 (TK, -10%) [36];  
Disadvantages: Horizontal [-10]; Increased Consumption 1 [-10]; Laziness [-10]; Pacifism: Total nonviolence [-30]; Phobia: Heights (Acrophobia) (12) [-10];  
Shyness: Mild [-5]; Sleepy (1/2 the time) [-8];  
Truthfulness (12) [-5]  
Skills: Detect Lies @ Per+3* (H) [4]  
*Receives +3 bonus from Empathy.

Cidi [-11] 5"-7" tall, 1-2 lbs  
Attributes: ST -7 [-70]; DX +2 [40]; HT -1 [-10];  
Secondary Characteristics: SM -6;  
Advantages: Extra Arm (Prehensile Tail) [10]; Fur [1];  
High Manual Dexterity +2 [10]; Night Vision 9 [9];  
Disadvantages: Hate to be Patronized [-1]; Curious about new people [-1]  

Crystal Computer [60] 1,000-2,000 lbs  
Attributes: ST -10 [-100]; IQ +2 [40]; HT +1 [10];  
Secondary Characteristics: SM +2; HP +40 (Size -20%) [64];  
Advantages: Affliction (Nightmares) (Maleficition 3, +200%); Duration: Permanent (Dispelled by resisting 2 consecutive nights), +150%; Disadvantage: Nightmares (6), +10%;  
Secondary Hallucinations, +10%; Accessibility: Telepaths (-50%); Telepathic, -10% [41]; AI (non-reprogrammable) [42]; Body of Stone [140]; Talent: Mathematical Ability +1 [10]; Telecommunication: Telesend (Racial, -20%; Telepathic, -10%) [21];  
Disadvantages: Blindness [-50]; Deafness [-20]; Cannot Speak: Mute [-25]; Obsession (All organic intelligence must be destroyed) (12) [-10]; No Manipulators [-50]; No Sense of Smell or Taste [-5]; Paranoa [-10]; No Legs (Sessile) [-50];  
Social Stigma (Valuable Property) [-10]  
Skills: Astronomy @ IQ* (H) [2];  
Computer Programming @ IQ (H) [4];  
Mathematics (Applied) @ IQ+1* (H) [4];  
Navigation (Hyperspace) @ IQ (A) [2];  
Physics @ IQ+1* (VH) [8]; Research @ IQ (A) [2]  
*Includes +1 from Mathematical Ability

Languages

Most of the races listed here have their own language, or possibly multiple languages. The player must decide if the character has the worlds Common language (Galanglic, English, or whatever it is called) or the races language as his Native Language, as befits the characters background story. Taking multiple languages costs the normal amount.

Engai [257]  
Attributes: ST -1 [-10]; DX +2 [40]; IQ +3 [60]; HT +4 [40];  
Advantages: Appearance: Very Beautiful [16];  
Charisma +2 [10]; Empathy [15]; Metabolism Control +3 [15];  
Night Vision +9 [9]; Perfect Balance [15]; Protected Sense: Vision [5]; Skill Bonus: +1 Public Speaking [2];  
Status +2 [10]; Unaging [15]; Voice [10]; Walk on Liquid [15];  
Disadvantages: Intolerance ("Mortal Races") [-10];  
Laziness [-10]; Overconfidence (6) [-10];  
Skills: Biology (Earthlike) @ IQ (VH) [8];  
Breath Control @ HT (H) [4]; Chemistry @ IQ (H) [4];  
Karate @ DX (H) [4];

Fasanni [24]  
Attributes: ST -1 [-10]; DX +1 [20];  
Advantages: Cultural Adaptability: Xeno-Adaptability [20];  
Fur [1]; Intuition [15]; Talent: Storytelling +1 [5];  
Disadvantages: Color Blindness [-10];  
Overconfidence (12) [-5]; Pacifism: Self-Defense Only [-15];  
Prefers to dress like whatever race they're among [-1]  
Skills: Fast-Talk @ IQ+1 (A) [4];  
Talents: Storytelling: Acting, Savior-Faire, Poetry, Performance, Public Speaking, Writing. Reaction Bonus: Anyone who sees you perform or reads your material. 5 points/level.

Garuda [-4]  
Attributes: ST -3 [-30]; HT -1 [-10];  
Advantages: Absolute Direction: 3D Spatial Sense [10];  
Acute Hearing +1 [2]; Acute Vision +3 [6]; Ambidexterity [5];  
Empathy [15]; Flight (Winged, -25%); Requires Low Gravity, 0.5G or less, -25% [20]; Peripheral Vision [15]; Talent:  
Musical Ability +1 [5];  
Disadvantages: Combat Paralysis [-15];  
G-Intolerance: 0.05G [-20]; No Sense of Smell/Taste [-5];  
Acceleration Weakness [-1]; Inscrutable to other races [-1]  

Gerodian [14]  
Attributes: ST -1 [-10]; IQ +3 [60]; HT -1 [-10];  
Advantages: Eidetic Memory [5];  
Disadvantages: Code of Honor (Respect life and free will) [-10]; Sense of Duty (Help others without interfering or controlling) [-10]; G-Intolerance: 0.1G [-10]; Acceleration Weakness [-1]  

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Gloworm [61] p. A124

Attributes: ST -3 [-30]; DX +2 [40]; IQ -1 [-20]; HT +2 [20]

Advantages: Affliction (Dazzle) (Daze, +50%); Malediction 1, +100%; Sense-Based: Vision, -20% [23]; Chameleon 4 [20]; Flight (Psychokinetic, -10%) [36]; Improved G-Tolerance: 0.5G [10]; Metabolism Control 3 [15]; Silence 2 [10]; Stretching 5 [30]; Temperature Tolerance 10 [10]

Disadvantages: Gluttony (12) [-5]; Cannot Speak: Mute [-25]; Reputation -4 [-20]; Short Lifespan 2 (x1/4) [-20]; Veriform [-35]; Illiterate [-3]

Skills: Brawling @ DX (E) [1]; Camouflage @ IQ +1 (E) [2]; Stealth @ DX (A) [2]


Attributes: ST +4 [40]; HT +3 [30]

Advantages: Damage Resistance +1 (Tough Skin, -40%) [3]; Fur [1]

Disadvantages: Bad Temper (12) [-10]; Bully (12) [-10]; Greed (12) [-15]; Overconfidence (12) [-5]; Paranoia [-10]; Reputation -2 [-10]

Skills: Brawling @ DX+2 (E) [4]; Axe/Mace @ DX (E) [1]


Attributes: IQ +2 [40]

Advantages: Extended Lifespan [2]; Fight (Winged, -25%) [30]

Disadvantages: Compulsive Behavior (Research) (12) [-10]; Impulsiveness (12) [-10]; Stubbornness [-5]; Vulnerability (Common: Crushing, x2 Damage) [-30]

Jaril [70] 10'-12' tall, 900-1,000 lbs p. A36

Attributes: ST +10 (Size, -20%) [80]

Secondary Characteristics: SM +2

Advantages: Talent: Artificer +2 [20]

Disadvantages: Gullibility (12) [-10]; Sense of Duty (Repopulate race) [-15]; Truthfulness (12) [-5]

Kaa [23] p. A64

Attributes: ST +1 [10]

Secondary Characteristics: HP +1 [2]; FP +1 [3]

Advantages: Ambidexterity [5]; Claws: Blunt [3]; Constriction Attack [15]; Damage Resistance +2 (Tough Skin, -40%) [6]; Extra-Flexible Arms [10]; Flexibility: Double-Jointed [15]; Innate Attack: Toxic 2 (Venom) (Cyclic, 1 hour interval, 5 cycles, resistible, +40%; Follow-Up: Sharp Teeth, +0%; Resistible, HT-3, -15%) [10]; Talent: Strategist +1 [5]; Teeth: Sharp [1]; Voice [10]

Disadvantages: Bad Sight: Near-Sighted (Mitigator: Glasses, -60%) [-10]; Bully (12) [-10]; Code of Honor (Avenge all insults, slay all enemies) [-15]; Cowardice (12) [-10]; Delusion (Gaudy displays impress everyone) [-10]; No Legs (Slithers) [0]; Odious Racial Habit (Eats Sentients) [-15]; Reputation -2 [-10]

Skills: Hypnotism @ IQ+1 (H) [8]


Kinski, Female [26] p. SAT4:77

Attributes: HT +3 [30]

Secondary Characteristics: Per +1 [5]

Advantages: Acute Vision +1 [2]; Acute Hearing +1 [2]; Fur [1]; Improved G-Tolerance: 0.5G [10]; Night Vision +9 [9]

Disadvantages: Chummy: Gregarious [-10]; Gullibility (12) [-10]; Sense of Duty (Pride) [-5]; Sleepy (1/2 the time) [-8]; Always carry a Shang (Axe) [-1]

Skills: Thrown Weapon (Axe/Mace) @ DX (E) [1]

Kinski, Male [26] p. SAT4:77

Attributes: DX +1 [20]; HT +1 [10]

Secondary Characteristics: Per +1 [5]

Advantages: Acute Vision +2 [4]; Fur [1]; Improved G-Tolerance: 0.5G [10]; Night Vision +9 [9]

Disadvantages: Chummy: Gregarious [-10]; Gullibility (12) [-10]; Sense of Duty (Pride) [-5]; Sleepy (1/2 the time) [-8]; Always carry a Shang (Axe) [-1]

Skills: Thrown Weapon (Axe/Mace) @ DX (E) [1]
Malediction 2, +150%; Sleep, +150%; Telepathic, -10%)
Temperature Tolerance 20
Telecommunication: Telesend (Telepathic, -10%)
ESP, -10%); Psychometry (ESP, -10%)
Mind Shield +3 (Telepathic, -10%)
Precognition Telepathic, -10%)
Mind Reading (Telepathic, -10%)
Lifespan 2 (x4)
Mind Control (Conditioning, +50%; Photographic
Empathy (Telepathic, -10%)
Extended ESP, -10%)
Detect (Occasional: Psionics, +10; ESP, -10%)
Doesn't Eat
Eidetic Memory:
Memory: Active [40]; Telesend: Telecommunication
Highly Accessible, +50%)
Temperature Tolerance 20 [20]
Disadvantages: Decreased Time Rate 2 (x1/3) [-200]
No Fine Manipulators: No Manipulators [-50]; No Legs (Sessile) [-50]; No Sense of Smell/Taste [-5]
Skills: Detect Lies @ IQ+3* (H) [4]
*Includes +3 from Empathy

Malikithi [24]
Attributes: ST -2 [-20]; DX +1 [20]; IQ +1 [20]
Disadvantages: Bad Sight (Bright Light) (Mitigator: Glasses, -60%) [-10]; Colorblindness [-10]; Odious Racial Habit (Nosy) [-5]; Odious Racial Habit (Voice) [-5]; Phobia: Autophobia (Fear of being alone) (12) [-15]

Markann [-1]
Attributes: DX +1 [20]; HT -2 [-20]
Advantages: Acute Taste and Smell +2 [4]; Extra Arms x2 [20]; Extra Arms x2 (No Physical Attack, -50%) [10]; Flexibility [5]; Fur [1]; High Manual Dexterity +1 [5]; High TL +2 [10]; Peripheral Vision [15]; Temperature Tolerance 10 [10]
Disadvantages: Colorblindness [-10]; Delusion: Major (The Markann are the Universe's most evolved race) [-15]; Fanaticism (The Markann quest) [-15]; Intolerance (Lower TL races) [-5]; Odious Racial Habit (Cannibalism, vivisection, sadistic experimentation, etc.) [-15]; Overconfidence (12 [-5]; Reputation -1 [-5]; Sadism (12) [-15]
Skills: Piloting (Contragravity) @ DX (A) [2]; Stealth @ DX (A) [2]

Memer and Saret [-45]
Attributes: ST -2 [-20]; DX -1 [-20]; IQ -1 [-20]
Advantages: Damage Resistance +2 (Tough Skin, -40%) [6]; Doesn't Breathe [20]; Extra Legs (8 Legs) [15]; Infravision [0]; Intuition [15]; Reduced Consumption 3 [6]; Temperature Tolerance 20 [20]; Universal Digestion [5]; Vacuum Support [5]
Disadvantages: Deafness [-20]; Disturbing Voice [-10]; Duty (Memer Society) [-10]; Miserliness (12) [-10]; Phobia: Tetraphobia (Fear of most other sentient races) (15) [-7]; Reputation -2 (Crawling oddballs) [-10]; Short Lifespan (x1/2) [-10]

Mmm [127]
Advantages: Mindlink (Up to 99,999 drones) [50]; Racial Memory: Active [40]; Telesend: Telecommunication (Racial, -20%) [24]; Patron (Extremely Powerful: Mmm society, +25; Appears on 9 or less, x1; Equipment, +100%; Highly Accessible, +50%) [63]
Disadvantages: Gullibility (12) [-10]; Honesty (12) [-10]; Impulsiveness (12) [-10]; Pacifism: Cannot Kill [-15]; Truthfulness (12) [-5]

Nexa [32]
Advantages: Damage Resistance +1 (Tough Skin, -40%) [3]; G-Experience [10]; High Pain Threshold [10]; Improved G-Tolerance: 0.3Gs [5]; Peripheral Vision [15]
Disadvantages: Social Stigma (Second-Class Citizen) [-5]; Stubbornness [-5]; Incompetence: Swimming -4 [-1]
Pachekki [16]
Attributes: ST -3 [-30]; DX +2 [40]; IQ -1 [-20]; HT +2 [20]
Secondary Characteristics: Move -1 [-5]
Advantages: Flexibility [5]; Peripheral Vision [15]; Rapid Healing [5]; Regrowth (Minor, -50%) [20]; Skill Bonus: Swimming +3 [6]
Disadvantages: Appearance: Ugly [-8]; Dependency (Water, special case) [-5]; Hard of Hearing [-10]; Impulsive or Laziness [-10]; Split Personality (15) [-7]
Aliens for GURPS 4th Edition

Purulu [40]  p. A96

Attributes: ST -5 [-50]; DX -1 [-20]; HT -2 [-20]
Advantages: 360° Vision [25]; Extra Arms x8 (Extra-
Flexible, +50%; No Physical Attack, -50%; Short, -50%) [40];
Flexibility: Double-Jointed [15]; Status +3 [0*]; Talent:
Business Acumen +2 [20]; Wealth: Multimillionaire 3 [125]
Disadvantages: Bad Temper (12) [-10]; Bully (12) [-10];
Cowardice (12) [-10]; Greedy (12) [-15]; Increased Life
Support (Massive, -10; Radioactive, -10) [-20];
Intolerance [-10]; Miserliness (12) [-10]; Reputation -1 [-5];
Stubbornness [-5]
*Free from Multimillionaire

Riders [290]  p. A119

Attributes: IQ +2 [40]
Advantages: Injury Tolerance (Diffuse) [100]; Permeation
(Rare: Flesh, 5) [5]; Possession (Assimilation, +10%);
Duplication*, +100%; No Memory Access. -10%;
Parasitic, -60%) [140]; Racial Memory (Active) [40]
Disadvantages: Greed (12) [-15]; Intolerance [-10];
Overconfidence (6) [-10]
*The Duplication enhancement on Possession allows the
Riders to take over another host with a duplicate. Normally this
duplicate will be under the GMs control as an NPC, though at
the players discretion he may choose to play the new host and
allow the GM to take over his current host as an NPC.

Sparrials [28]  p. A84

Attributes: ST -2 [-20]; DX +1 [20]; HT +1 [10]
Advantages: Acute Taste and Smell +2 [4];
Discriminatory Smell (Emotion Sense, +50%) [23]; Fur [1];
Night Vision +9 [9]; Super Jump [10]
Disadvantages: Gluttony (12) [-5]; Kleptomania (12) [-15];
Short Lifespan (x1/2) [-10]; Stubbornness [-5]
Skills: Climbing @ DX (A) [2]; Detect Lies @ Per (H) [4]

Attributes: ST -3 [-30]; DX -1 [-20]
Secondary Characteristics: SM -2
Advantages: 360° Vision (Easy to Hit, -20%) [20];
Charisma +1 [5]; Flexibility: Double-Jointed [15]; High
Manual Dexterity +5 [25]; Microscopic Vision 2 (100x) [10];
Sensitive Touch [10]; Stretching +5 [30];
Talent: Craftsman +1 [5]
Disadvantages: Code of Honor (Make the world a more
beautiful place) [-15]; Combat Paralysis [-15];
Invertebrate [-20]; Low TL -2 [-10];
Short Lifespan (x1/2) [-10]; Shyness: Mild [-5]
Skills: Artist (Drawing) @ IQ* (H) [2];
Artist (Sculpting) @ IQ* (H) [2]; Singing @ HT (E) [1];
Ventriloquism @ IQ (H) [4]
*Includes bonus from Craftsman
Talents: Craftsman: Artist, Carpentry, Leatherworking,
Masonry, and Sewing. Reaction Bonus: Anyone you do work
for. 5 points/level.

Traders [81]  p. A100
Attributes: ST -2 [-20]; DX -1 [-20]; IQ +2 [40]
Advantages: Dark Vision [25]; Doesn’t Breathe [20];
Insubstantiality (Can Carry Objects: Medium
Encumbrance, +50%; Partial Change, +20%) [136]
Disadvantages: Absent-Mindedness [-15]; Appearance:
Monstrous [-20]; Code of Honor (Business Ethics) [-5];
Compulsive Behavior (Trading) [-5]; Fanatic (Trading) [-15];
Impulsiveness (12) [-10]; No Sense of Smell/Taste [-5];
Oidous Racial Habit (extremely bizarre behavior) [-10];
Truthfulness (12) [-5]; Weakness (1d/5 min, -10;
Common: Iron, x2) [-20]
Skills: Merchant @ IQ+2 (A) [8];
Freight Handling @ IQ (A) [2]

Treefolk [29]  p. A92
Attributes: ST +2 [20]; DX -3 [-60]; IQ +2 [40]; HT +4 [40]
Secondary Characteristics: Move -4 [-20]
Advantages: 360° Vision (Easy to Hit, -20%) [20];
Damage Resistance +2 (Tough Skin, -40%) [6]; Damage Resistance +3
(Limited: Occasional (Non-Explosive Missiles), -60%;
Tough Skin, -40%) [3]; Extended Lifespan (x2) [2]; Extra
Arms x2 [20]; Extra Arms x4 (Short, -50%; Cannot
Strike, -50%) [8]; Improved G-Tolerance: 0.3G [5]; Ultrasonic
Speech [10]
Disadvantages: Colorblindness [-10]; Hard of Hearing [-10];
Honesty (12) [-10]; Vulnerability (Rarity: Common (Burning);
Wounding Multiplier x2) [-30]; Demands courtesy [-1];
Detect Poetry [-1]; Ignores Status [-1]; Love Nature/Hate Cities [-1];
Strongly Libertarian [-1]

Truul [-25] 3.5’-4.5’ tall, 60-80 lbs  p. A104
Attributes: ST -2 [-20]; DX +1 [20]; HT -2 [-20]
Secondary Characteristics: SM -1
Advantages: Cultural Adaptability: Xeno-Adaptability [20];
Language Talent [10]; Recovery [10]
Disadvantages: Status -1 [-5]; Slave Mentality [-40]

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Yalkani

Attributes: ST +3 (No Fine Manipulators, -40%) [18]; DX +2 (No Fine Manipulators, -40%) [24]; HT +2 [20]
Advantages: Affliction (Sonic Blast) (Con: 5 yards, +100%); Link: Innate Attack, +10%; Disadvantage: Deafness, +20%; Sense-Based: Hearing, +150%; Stunning, +10%; Jet, +0% [39]; Claws: Talons [8]; Combat Reflexes [15]; Damage Resistance +2 [10]; Dark Vision [25]; High Pain Threshold [10]; Innate Attack: Crushing (Sonic Blast) (Con: 5 yards, +100%, Link: Affliction, +10%; Jet, +0%) [11]; Extra Legs: 4 Legs [5]; Recovery [10]; Silence 2 [10]
Disadvantages: Bloodlust (12) [-10]; Intolerance [-10]; No Fine Manipulators [-30]; Indecisive (15) [-5]; Odious Racial Habit (Cannibalism, enslavement, etc.) [-15]; Reputation -4 [-20]; Selfless (6) [-10]; Short Lifespan (x1/2) [-10]

Skills: Acting @ IQ+2 (A) [8]
Notes: Xenomorphs have no native form. All of their template traits apply to any form they take. They can assume any template with a base value up to 50 points, though some 'Morphs have the ability to assume templates of greater value.

Xenomorph [117]

Attributes: ST -1 [-10]; HT -1 [-10]
Advantages: Chameleon +1 [5]; Mimicry [10]; Shapeshifting: Morph (Extra Morphing Capacity +50; No Base Form, +0%; Once On Stays On, +50%; Internal Organs Don’t Change, -10%; Mass Conservation, -20%) [170]; Stretching +1 [6]
Disadvantages: Secret (Possible Death) [-30]; Compulsive Behavior: Lying (15) [-7]; Paranoia [-10]; Split Personality (12) [-15]
Skills: Acting @ IQ+2 (A) [8]
Notes: Xenomorphs have no native form. All of their template traits apply to any form they take. They can assume any template with a base value up to 50 points, though some 'Morphs have the ability to assume templates of greater value.

Xrex [45]

Attributes: ST -1 [-10]; DX +1 [20]
Advantages: Enhanced Move: Ground (x2) [20]; Damage Resistance +2 [10]; Extra Legs (4 Legs) [5]; Microscopic Vision 2 (100x) [10]; Telescopic Vision 2 [10]
Disadvantages: Low TL -2 [-10]; Short Lifespan (x1/2) [-10]

Yalkani [13]

Secondary Characteristics: Basic Move -1 [-5]; Water Move +1 [5]
Advantages: Amphibious [10]; Chameleon 2 [10]; Claws: Sharp [5]; Damage Resistance +2 (Tough Skin, -40%) [6]; Damage Resistance +3 (Torso Only, -10%) [14]; Nictitating Membrane 2 [2]; Talent: Healer +1 [10]; Teeth: Sharp [1]
Disadvantages: Bad Sight: Nearsighted (Mitigator: Glasses, -60%) [-10]; Dependency (Very Common: Water, -5; Daily, x3) [-15]; Low TL -2 [-10]; Short Lifespan (x1/2) [-10]

Parahumans

Avatar Floater [-14]

Attributes: ST -4 [-40]; HT -1 [-10]; Social Stigma -2 (Parahuman) [-10]; Acceleration Weakness [-1]
Skills: Free Fall @ DX+1 [4]

Medusan [4]

Attributes: HT -1 [-10]
Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Pressure Support 2 [10]; Nictitating Membrane 2 [2]
Disadvantages: Social Stigma -2 (Parahuman) [-10]; Weakness (1d per minute, -20; Occasional (Dry air, humidity below 90%), x1, Mitigator (Life Support Suit), -60%) [-8]

Winterfolk [36]

Attributes: ST +1 [10]; DX +1 [20]
Advantages: Appearance: Attractive [4]; Claws: Sharp [5]; Fur [1]; Night Vision .AT. 9 [9]; Striker: Crushing (Tail) [5]; Temperature Tolerance 10 [10]
Disadvantages: Low TL -2 [-10]; Social Stigma -2 (Parahuman) [-10]; Sleepy (1/2 the time) [-8]