

# FOAMASI

The Foamasi are a race of stocky, reptilian humanoids, with green scaly skin, swivelling eyes, three-fingered claws and a spiny crest and tail. Their natural language sounds like a mixture of clicks, whistles and smacks, and they often use voice synthesizers, held in the mouth, to translate. Foamasi society is structured by lodges, and lodge affiliation may be displayed by means of a pin or badge worn on the chest area. Some of these Lodges are criminal in nature and are illegal under Foamasi law.

## Name: TYPICAL FOAMASI GOVERNMENT AGENT

### Attributes

STR – Level IV	CHA – Level IV
END – Level V	MNT – Level IV
DEX – Level IV	ITN – Level IV

### Special Abilities

Claws – 1D6 Damage.

Foamasi Physiology – Hollow bones with double joints every few centimetres, a high liquid content, small organs and a retractable tail. These traits allowed the Foamasi to compress themselves into very small spaces, such as their humanoid skin suits. They may fit into spaces half their physical size.

Radiation Resistance – Foamasi are considered to have double MAX OP END and an END of Level VII vs radiation.

### Combat Statistics:

AP:	7
Armed Combat,	
Blaster Pistols	Level IV
Cocoon Grenades	Level V
Unarmed Combat,	
Brawling	Level V
Grappling	Level V

### Significant Skills

Administration	Level IV
Environmental Suit Operation	Level IV
Military Sciences,	
Ordinance Construction/Repair	Level IV
Small Unit Tactics	Level IV
Security Procedures,	
Lockpicking	Level IV
Stealth	Level V
Surveillance	Level V
Social Sciences,	
Law (Foamasi)	Level V
Streetwise	Level V
Trivia,	
Lodge Regulations	Level V
Vehicle Operation,	
Ground Vehicles	Level IV
Spacecraft	Level IV
Verbal Interaction,	
Negotiation/Diplomacy	Level IV



## Name: TYPICAL FOAMASI CRIMINAL LODGE MEMBER

### Attributes

STR – Level IV	CHA – Level V
END – Level V	MNT – Level IV
DEX – Level IV	ITN – Level IV

### Special Abilities

Claws – 1D6 Damage.

Foamasi Physiology – Hollow bones with double joints every few centimetres, a high liquid content, small organs and a retractable tail. These traits allowed the Foamasi to compress themselves into very small spaces, such as their humanoid skin suits. They may fit into spaces half their physical size.

Radiation Resistance – Foamasi are considered to have double MAX OP END and an END of Level VII vs radiation.

### Combat Statistics:

AP:	7
Armed Combat, Blaster Pistol	Level V
Unarmed Combat, Brawling	Level IV

### Significant Skills

Administration	Level IV
Security Procedures, Concealment	Level IV
Lockpicking	Level V
Stealth	Level V
Surveillance	Level IV
Streetwise	Level VI
Social Sciences, Law (Foamasi)	Level III
Trivia, Lodge Regulations	Level V
Vehicle Operation, Ground Vehicles	Level IV
Verbal Interaction, Haggling	Level V
Negotiation/Diplomacy	Level IV

### FOAMASI TECHNOLOGY:

**Cocoon Grenades:** These devices can entrap prisoners by means of a bundle of filaments, immobilizing them until they can be delivered to the proper authorities. Dodge Difficulty Factor (DDF) of 0. Range equals that of thrown daggers.

**Skin Suits:** The suits allow a Foamasi to impersonate a human (or any near-human species) with uncanny accuracy. While wearing one of these suits, the Foamasi appears to be the race it is disguised as. These suits cannot fool technological scanning devices.

**Voice Synthesizers:** These little devices allow the Foamasi to speak in any non-Foamasi language as long as the language has been programmed into them.

### Sources:

BBC Doctor Who Episode 109 (5N) – *The Leisure Hive*

'TARDIS Index File' Foamasi Article (<http://tardis.wikia.com/wiki/Foamasi>)

'From A to 7Q Monsters' Web Page (<http://iaith.tapetrade.net/doctorwho/foamasi.html>)