

MALCORIAN

THE NEXT GENERATION ERA ONLY

The Malcorians are a humanoid species from Malcor III with a unified planetary government ruled by an elected Chancellor. They believed themselves to be the highest form of life, and that their planet was the center of the universe. In 2367, their Space Bureau finished a prototype for a warp-capable spacecraft. The Federation sent observers for first contact, but it went terribly wrong. Their Chancellor decided his people weren't ready for first contact, and postponed the warp program.

EXAMPLE VALUE: *Aliens Are Among Us.*

- **ATTRIBUTES:** +1 Insight, +1 Presence; +1 other Attribute
- **TRAIT:** Malcorian. Malcorians have webbed, mitten-like hands. They have cranial lobes on their foreheads. Their cardiac organ is in their lower chest, and digestive tracts in their upper chest. They have 31 costal struts, 16 on one side, 15 on the other.
- **TALENTS:** The character receives access to the following talent:

STRENGTH OF BELIEF

REQUIREMENT: Malcorian.

Like most Malcorians, you hold very strong beliefs about your civilization and hold true to your ideology, be it "Progress Is Too Fast", "We Are The Centre Of The Universe", or "I Will Not Allow Us To Remain In The Dark Ages". When you spend Determination by invoking a Value related to an aspect of Malcorian society, roll a Challenge Die. If the result is an Effect, regain the point of Determination. (NPCs may spend 3 Threat, and regain that amount of Threat if an Effect is rolled.)

