

MALOCULAN COMPETITOR [MINOR NPC]

The Maloculan Competitor, common in their culture, is a glory-seeking individual in whatever competition they are involved in.

TRAITS: Maloculan. Maloculan skin resembles shiny metal, but they only look like machines due to lattices in their skin that absorb and re-emit light. They constantly shed photonic afterimages that linger for several seconds, making them seem like they are always in motion, and their actual position difficult to gauge. They do not like to stay still. Their voices also reverberate like echoes, not making it easier to pinpoint their location. They prefer well-lit environments.

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	08
DARING	10	INSIGHT	07	REASON	07

DISCIPLINES

COMMAND	02	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	00	MEDICINE	00

STRESS: 12

RESISTANCE: 0

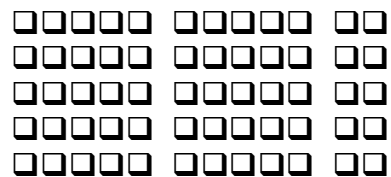
ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Prismatic Scattershot Pistol (Ranged, 4▲, Accurate, Area, Size 1H, Hidden 1)

SPECIAL RULES:

- **Photonic Afterimages:** If a Maloculan has taken a Move, Sprint, or Disengage (p.175) action during their turn, until the start of their next turn, increase the Difficulty for any combat actions against them by 1.

MALOCULAN ATTRIBUTES: +1 Control, +1 Daring, +1 Fitness



MALOCULAN SOLDIER [NOTABLE NPC]

The Maloculan Soldier vies for recognition in battle and other assigned military duties. They are experts with prismatic scattershot weapons that fire multiple lasers, designed to cover wide areas with a single shot.

TRAITS: Maloculan.

VALUE: You Must Recognize My Accomplishments

ATTRIBUTES

CONTROL	11	FITNESS	10	PRESENCE	07
DARING	10	INSIGHT	08	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	00
CONN	02	ENGINEERING	01	MEDICINE	01

FOCUSES: Ranged Attacks, Evasion

STRESS: 13

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Prismatic Scattershot Sidearm (Ranged, 6▲, Accurate, Area, Size 1H)
- **Escalation** Prismatic Grenade (Ranged, 7▲ Grenade, Area, Intense, Size 1H, Hidden 1)

SPECIAL RULES:

- **Maloculan Tactics:** Maloculan Soldiers have trained to use their own afterimages as cover. A Maloculan Soldier may create 2▲ of Cover with a Prepare Minor Action. Such Cover can be used in a Recover Task.
- **Photonic Afterimages:** Maloculans shed photonic afterimages that make it hard to pinpoint their actual location. If a Maloculan has taken a Move, Sprint, or Disengage (p.175) action during their turn, until the start of their next turn, increase the Difficulty for any combat actions against them by 1.

