

MALOCULAN

ANY ERA

The Maloculans are a humanoid species that absorbs light and re-emitting afterimages of themselves using it. This innate defensive mechanism makes them hard to hit, and confuses their enemies. They have carved out a small empire called the Maloculan Resonance, they are grandiose in everything they do, and always seek to baffle and dazzle those that encounter them, as some want to be remembered for their glorious battles and accomplishments, and some want to be immortalized for their infamy.

EXAMPLE VALUE: *Keep Seeking My Next Glory.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness
- **TRAIT:** 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. Originally from the desert-like planet Maloculus in a binary star system, they prefer well-lit environments.
- **TALENTS:** The character receives access to the following talents, and must take Photonic Afterimages.

PHOTONIC AFTERIMAGES

REQUIREMENT: Maloculan. Must take at character creation.

Maloculans shed photonic afterimages that make them 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.

PHOTONIC EXPERTISE

REQUIREMENT: Maloculan, or GM's permission.

Maloculans are experts in photonic technology and lifefoms, and when dealing with them, is treated as having a Focus. In addition, they may emit coded photonic information to those devices and lifefoms at Close range, including attempted hacks of the technology.



