Races D6 / Crucem

Crucem

The Crucem were originaly thoguht to be evil Daemons of the Darkside that prayed on helpless spacefarers as far back as the time of the Old Republic. They are actualy a race of marauding pirates, a sort of intergalactic horde. They come from just otuside the galaxy, in the area known as the expanse and are natural enemies of the Saiya-Jin race. Crucem partialy gained their reputation from their apperance.

They stand up to just over eight feet tall with a skeletal frame accented by a bone white carpace. their skin is a maroon colour that makes it almost look like msucle, especialy scince it's so taught that their powerful muscles buldge. The bone whtie carpace covers along the fronts and backs of the elgs and arms, then like a strange ribcage over the front and back of the torso and over the ehad. Their eyes are white corneas and silver dollar sized black puipls, inset into their head, accented even more heavily by the carpace around them. They have long spikes coming off their elbows up along the backs of their arms, and from their knees up the front of their legs. Their hands have fives long fingers which the carpace comes out over and extends in long powerful claws capable of rending flesh with ease.

The Crucem are icnredibly strong and fast, capable of tearing an armoured soldier apart as if he were a soft bellied animal. They are also actualy very smart despite their brute apperance. they are technologicaly advanced, though this is partialy because they've cosnstantly stolen technologies from others.

They are excellent pilots and technicians. The Crucem feed off Chaos, they thrive on it. They have an insaitable bloodlust which compels them to savage violence. Even the ruthless Saiya-Jin are wary of the Crucem and only battle them when they have the upper hand.

Homeworld: Uknown
Attribute dice: 14D
DEXTERITY: 2D/4D+2
KNOWLEDGE: 1D/3D
MECHANICAL: 2D/5D
PERCEPTION: 2D/4D
STRENGTH: 4D/7D
TECHNICAL: 2D/5D

Special Abilities:
Claws: STR+2D Damage

Carapace: Adds +1D to resist physical, and =2 to resist energy attacks.

Invisibility: Crucem recieve a +4D bonus when using the sneak skill; when invisible they cannot be picked up by covnetional sensors. Their life signs do not register.

Senses: Crucem 'sense' various forms of radiation including electromagnetic radiation(light) and Infared(heat) and detect vibrations below and above human range, however they don't actualy see or hear they have no eyes or ears. They have unknown organs that detect these things and report them in a different manner. Things such as bright flashes from flashbangs do not affect them at all.

Story Factors:
Horde: Crucem are galactic marauders. they Terrorize the Space Lanes looting and pillaging, stealing ships and capturing cargo. They live for the joy of inspiring terror and causing strife.

Blood Lust: Crucem feed off Chaos itself and have an unsaitable bloodlust which compels them to violence. They tend to get frenzied in battle and will even drink the blood of those they kill as part of a zealous ritual.

Move 13/15
Size: 2-2.6 meters tall

Note: It is highly recommended GMs not allow Crucem Player Characters.

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