Races D6 / Malestri

Malestri

The Malestri(Malestrus is the singular) are a little known race which dwell within a sector in the Mid Rim. The Mael Sector, as it is called, is inhabited only in the Malestrom System; the other systems found within the sector contain lifeless wastelands of planets. The ruins found on each of these desolate planets are a testament to the cruel nature of the Malestri.

The Malestri are thin, agile bipedal humanoids, with either purple, gray, or black skin. Their ears are slightly pointed, and their noses are like that of typical humans. Their eyes are luminescent, like those of feline predators, and are typically shades of green or yellow. Their hair, often kept shoulder-length (as is the fashion among them) is blue, white, copper, or silver. Silver is a very rare hair color, and is often thought to be a sign of madness within Malestri society. The body structure of both genders is similar to that of normal humans, with the men being slightly more muscular than the women.

The exact root of their evil is unknown; the most highly accepted belief among the select few who know of them believe that the Malestri are naturally belligerent and argumentative, and were locked within perpetual war amongst themselves during their early history. At about the time they reached the age of space exploration, however, they were said to be discovered by a dark side sorcerer of sorts, who cultivated their evil. He is said to have wielded god-like power, and made thralls of the Malestri, who became fanatically committed to the servitude of the dark side, which they viewed as the ultimate power. As they grew technologically, they discovered life in neighboring star systems, and ruthlessly exterminated it as a sort of sacrifice. While the dark side sorcerer is said to have perished millenia ago, order is kept by a supreme dictator, often one of the few force sensitive Malestri.

The society of the Malestri is horrific, at best. Bloodlines which produce physically or mentally weak children are exterminated without exception. Each child is trained from youth in basic combat skills, and the teachings of Havokism (their religion which praises the dark side as divine power) are deeply engraved in their minds. Nearly half of the population is part of the armed forces, which destroy any tiny pockets of morality or rebellion which arise, and continually patrol the sector for new prey. They are always eager for warfare, and could be easily utilized by any powerful darkside lord, regardless of race.

Homeworld: Malestrom V
Attribute Dice: 12D

DEXTERITY: 2D+1/4D+1
KNOWLEDGE: 2D/3D+1
MECHANICAL: 2D/4D
PERCEPTION: 2D/4D+1
STRENGTH: 2D+1/4D
TECHNICAL: 2D/3D

Special Abilities

Stealth: The light build and sharp senses of the Malestri make them very skilled at moving about silently. They gain a +2D bonus to all Sneak checks.

Agility: The Malestri are very flexible and balanced, giving them a +1D bonus to Acrobatics.

Isolation: Due to the extremely small amount of travelling they do outside of the sector (as well as their disinterest in the cultures of other races), starting Malestri characters may put no skill dice in any Knowledge skills except Survival, Willpower, and Intimidation.

Lack of Empathy: Malestri are not very sociable people, preferring to focus upon their duties instead. As a result, they may put no skill dice in Persuasion, Bargain, or Con at character creation. Furthermore, these skills are at a -1D penalty.

Story Factors:

Sadistic Nature: Malestri delight in the torture and destruction of other beings, especially those which are weaker. They make no attempt to save those whom they regard to be in trouble due to weakness. Their society has a strong 'survival of the fittest' mentality, with little empathy or friendliness. Any who stray from this behavior are often ostracized, or suspected of weakness themselves.

Dark Side Worship: All Malestri are taught to worship their ruler, as well as the dark side of the Force. Those who refuse to do so or speak of either in a unflattering light are brutally punished or murdered.

Rare: Few Malestri have left their sector, as their duty lies with their planet, and must be ready to be called upon for service of the dark side. A heroic+10 Alien Species roll must be made to identify a Malestri, and know a little information of them.

Move: 11/13
Size: 1.6-1.8 meters tall

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