

# GALAXY PIRATES



LIGHTNING DESTROYER

# Lightning Destroyer (Air, Construct)

Ten feet tall, the robot crackles with electricity, every move precise and fluid. It stands poised like a predator waiting for its prey to run. As its sensors pore over the landscape, it launches into an unbelievably fast charge.

LIGHTNING DESTROYER CR 11, XP 12,800

CE Large construct (air, technological)

**Init** +12 **Senses** darkvision 60 ft.; Low-light vision **Perception** +25

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## DEFENSE

**HP 180**

**EAC** 24; **KAC** 26

**Fort** +13; **Ref** +13; **Will** +10

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits

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## OFFENSE

**Speed** 40 ft.

**Melee** claws +23 (4d6+16)

**Ranged** Aurora Arc Rifle +20 (2d12+11 E; crit Arc 2d6, Stun DC 18)

**Ranged** Grenade Launcher: Flash Grenade III +21 Explode (Blinded 1d6 rounds, 15 ft, DC 18)

**Ranged** Grenade Launcher: Shock Grenade III +21 Explode (2d12 E, 15 ft, DC 18)

**Space** 10 ft.; **Reach** 10 ft.

**Offensive Abilities** Arcing Surge (120 ft line-shaped burst, 10d6 electricity, Reflex half DC 18)

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## STATISTICS

**Str** +5; **Dex** +8; **Con** —; **Int** +0; **Wis** +2; **Cha** +0

**Feats** Cleave, Great Cleave, Improved Initiative, Combat Maneuver (Bull Rush, Sunder), Jet Dash, Deadly Aim

**Skills** Athletics +20, Intimidate +20, Perception +25, Stealth +20

**Languages** Common, Binary

**Noncombat Abilities** unliving

**Gear** integrated Aurora Shock Caster, Haste Circuit, Electrostatic Field

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## ECOLOGY

**Environment** Any.

**Organization** solitary, pair, gang (3-4), or raiding party (6-12, plus 1 Sentient Death's Head Destroyer, 1-4 Destroyers version 1 or 2.0, 1-3 Berserkers)

**Treasure** standard (Aurora Arc Rifle, Haste Circuit, Electrostatic Field)

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## SPECIAL ABILITIES

**Construct Immunities (Ex)** Constructs are immune to bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning. They are also immune to ability damage, ability drain, energy drain, exhaustion, fatigue, nonlethal damage, and any effect that requires a Fortitude save (unless the effect works on objects or is harmless). Effects that specifically state they override these immunities affect constructs normally.

**Electrostatic Field Mk 3 (Ex)** The Lightning Destroyer's defensive field grants it *Electricity Resistance 15*, and any creature that touches it or deals damage to it with a melee weapon takes 3d6 electricity damage.

**Haste Circuit (Su)** The Lightning Destroyer can activate its haste circuit as a swift action to gain the benefits of a *haste* spell until it spends another swift action to deactivate it or it runs out of charges. A haste circuit's charges replenish each day.

**Metal Mastery (Ex)** A Lightning Destroyer gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal.

**Spark Leap (Ex)** A Lightning Destroyer gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

**Unliving (Ex)** A Lightning Destroyer has no Constitution modifier and is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't recover from damage naturally, but a construct can be repaired with the right tools or healed with spells like *make whole*. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected.

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## LIGHTNING DESTROYER ENGINEERING CHECK DCs

**DC 15** Though uncertain of the type, the Large robot before you is one of the Destroyers. This result reveals all construct traits.

**DC 20** This massive construct is a Lightning Destroyer: a brutal, ruthless and militaristic creation of the Sagittarian race bent on destroying all organic life. Incredibly fast, Lightning Destroyers can deliver terrible shocks to a target, stunning targets not resistant to the deadly robot's attacks. They can see in both dimly lit and dark conditions. Lightning Destroyers usually speak Binary, Kopek and Galactic languages. This result reveals all Air subtype traits.

**DC 25** As is common to their kind, Lightning Destroyers are expert ranged combatants. Unlike most of their kind however, they electrocute their enemies with a Aurora Arc Rifle and Grenade Launcher.

**DC 30** Lightning Destroyers are usually part of a first strike, or scouting expedition ahead of a raiding party, a well-organized military group, which includes the Sentient Death's Head Destroyers and Berserkers amongst their numbers.

## Destroyer Ecology

As with all of its brethren, the Lightning Destroyer was tasked with the annihilation of all sentient life within the Milky Way Galaxy, to prepare for the arrival of its desperate alien masters.

The metal-poor stars of the smaller Sagittarius galaxy left its inhabitants with few resources with which to colonize our own. Because of this, the Sagittarians planned to make use of our abundant resources, turning them against us: robotic seedships arrived in the first and second waves of the invasion, seizing native materials with which to construct the “elemental” Destroyers. Robotic monstrosities that utilize the powers of cold, plasma, electricity, and death against the living, these implacable robots now terrorize the Milky Way.

## Habitat & Society

Of the first wave Destroyers, all of the elemental Destroyers serve the Death’s Head: it alone was imbued with the thinking mind of a Sagittarian commander. It commands all the forces that came on the seedship with it. Next are the lieutenants of the Hierarchy, the so-called “elemental” Destroyers: cold, plasma, and electricity. Beneath the Death’s Head and Elementals are the second model Destroyers; built in the likeness of the Death’s Head, these were intended to be fully-automated and mass-produced. Somehow, the operation never completed, and the goal a mass-produced field command unit was never realized. First model Destroyers were made from start to collect raw materials and build whatever their directives required. With the failure of the second model Destroyers, the first and second models now perform many menial tasks in the Hierarchy. and were the lowest of the low until the smaller humanoid Berserkers were built in the third wave.

## Campaign Role

As Lieutenants in the Sagittarian hierarchy, Lightning Destroyers lead attacks on space stations, settlements, and other small populated areas, acting as the vanguard for the rest of the Sagittarian forces. Attacks on mining operations are often used to gather war materials and build new soldiers. Sometimes a lone Destroyer is sent as an advanced scout, gathering intelligence and information. As the Sagittarian waves have occurred over tens of

thousands of years, a lone Destroyer may also be the survivor of an attack thousands of years ago, awoken by new activity or the distant command of an oncoming enemy.

## Predation

Lightning Destroyers are Skirmishers, not ambushers. They will use their Grenade Launcher and Flash Grenades at range with hopes of blinding its victims while quickly closing the distance. Depending on the proximity and grouping of its remaining targets, the Destroyer’s next attacks are usually Shock Grenades, or its *Arcing Surge* attack. The Destroyer’s Shock Caster is reserved for mid-range targets, while it usually Charges any metal wearing opponents at close range before cleaving as many as possible with its great claws. Lightning Destroyers will seek to engage on wide open plains where their speed advantage can be put to greatest use.

Destroyers don’t normally talk to the living, they don’t compromise with their enemy and though they do speak a few languages its usually terse entreaties for their victims to die.

While much of a Destroyer’s body isn’t useful beyond the scrap value of its materials. It comes equipped with an *Aurora Arc Rifle*. The rifle built into its left arm may sometimes be recovered for 2,450 credits in salvage parts depending on the nature of the robot’s demise. Even rarer are salvage of the *Haste Circuit* and *Electrostatic Field*.

The Destroyer can shut down its primary functions to conserve power for thousands of years while its primitive nanotech repair system works to rebuild it. This may explain seemingly totaled robots emerging years later to do battle with unwary settlers years after an area was declared safe.

## Emergent Behaviors

Lightning Destroyers will often command a group of electricity-enhanced Berserkers, the smaller models have similar protection from electricity makes them ideal partners for the Lightning Destroyer when the Shock Grenades, Arcing Surges or Arc effects of its rifle start flying around.