

GALAXY PIRATES



SLAVERN

Slavern (Soldier)

Powerfully built and taller than most humans these scavengers are feral, and a little unstable.

SLAVERN CR 1, XP 400

CE Medium humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP 20**

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +1

OFFENSE

Speed 30 ft.

Melee Assault Hammer +8 (1d6+4 B)

Ranged submachinegun +6 (1d4+1 P)

Ranged frag grenade 1

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0

Feats Cleave, Opening Volley, Quick Draw

Skills Acrobatics +5; Athletics +10, Intimidate +5, Perception +5, Stealth +5

Languages Common

ECOLOGY

Environment warm plains or desert

Organization solitary, pair, or hunting party (2-5)

Treasure NPC gear (Flight Suit Stationwear, Assault Hammer, submachinegun, spare magazines (2), frag grenades (2), other treasure)

Slavern pack members are very excitable cowards that half-pant, half-yell when they speak. Their high pitched voices, often engaged in squabbling arguments, can be heard for some distance. They fight only in large numbers, attacking from ambush or using other tricks to improve their odds of success. The brutes that lead them are strong, confident and speak with a menacing growl. Slavern leaders intimidate any who question their authority, but still utilize ambushes, numerical advantage and tactics to achieve their ends. A leader who does not court traditional pack wisdom finds champions and curs alike leaving camp in the middle of the night, or openly deserting during the day for the most innovative "thinkers."

Slavern typically follow Soldiers, sometimes Envoys and in rare cases certain scavenger gangs will follow Operatives and Mechanics. The other classes are regarded dubiously by their fellows and would likely seek employment offworld rather than try to advance in what passes for Slavern society.

Slavern – Medium Humanoid *Life Science* check DCs

DC 10 – Slavern are humanoid scavengers with canine features.

DC 15 – Slavern can see in the dark, and are strong warriors, but they are inherently lazy by nature. In their brutal feudal society the strong make the weak do their work for them. To this end, Slavern often acquire slaves.

DC 20 – Slavern often ambush their enemies and attack in massive numbers to compensate for their lack of high tech weapons or morale. They will flee if it appears they will lose.

DC 25 – Some Slavern clans have offworld tutors for their young, and use cooperation to their mutual advantage instead of ruling through fear and intimidation.



Slavern Submachinegun level 2

500cr; 1d4 P; 40 ft.; crit -; 10 rounds; usage 1; bulk 1; Analog, Automatic.

Slavern Ecology

The The Slavern are hulking, brutish humanoids with a decidedly canine aspect to their appearance. Descended from carrion eating scavengers their first instinct is often to steal from other creatures. This was the way of the warring Slavern clans over a century ago when they were first contacted by alien explorers. At first the savage Slavern were in awe of the technological power and the wonders possessed by the alien Tura: their new friends brought them medicines and learning, offering them agriculture and the sciences. Over time, familiarity with the peaceful aliens bred contempt and the clans overwhelmed their alien benefactors.

Slowly the clans sent many of their warriors to the Tura homeworld to learn from them the workings of the spacecraft that carried them among the stars. When there were enough Slavern warriors among the Tura, the clans attacked, seizing the most important, critical workings of the woefully unprepared Tura government and military. The victory was as swift as it was complete: the Slavern were now masters of two worlds. Hungrily, they cast their eyes on other worlds, other systems that would be theirs to conquer. They sent probes like those the Tura had once used to discover their own distant homeworld, anxiously awaiting the day when the probes would send back images and data on the bounty held by distant stars. While it would only take a few years, the Slavern were overly anxious, and turned their new might toward industry. Fleets with more destructive power than the Tura had ever seen were built: warships for the inevitable conquest. While

they waited, an uneasy peace settled over the clans, with no common enemy to battle, centuries of old wounds began to reopen.

It was in this uneasy peace that some clan leaders looted the Tura's homeworld, securing science and technology for their strongholds back home. Some took scientists and technicians, others simply took laborers, perpetuating the cruel slavery they had always known. It was in this time the strongest clan leaders with the oldest grudges, intoxicated with their newfound power, used the Tura's recently developed nuclear weapons to wipe out their old enemies. The fleets were ordered to bombard enemy strongholds at home as well, turning vast swaths of their homeworld to ash. Now, the Slavern were masters of two burning wastelands.

At a time that should have been the height of their civilization, the cruel slavelords destroyed their own people. Only then did the probes return messages: far away – but not unreachable – a spacefaring race with sparse colonies was spreading across the sector. This would be the first time the Slavern ever laid eyes upon the Eldred. The Slavern leaders that remained came to an agreement: they would conquer these people, take their civilization, and this time they would not squander it. This time they would seize greatness and hold it for all time.

Habitat & Society

The Slavern originated on an arid world with unusually active volcanoes, which has rendered the native soil full of heavy metal toxins, and the air a polluted, smoggy haze. As their society industrialized, these contaminants only spread further, hindering any natural brain development they might have had. The Tura tried to explain this to the Slavern, but few among the Slavern listened. Now, they count radioactive fallout among the list of dangers in their environment.

The Slavern are a meritocracy of thugs, where only the strongest and most cruel take and hold power over others. As far as a race of ignorant savages goes, the lesser ranks know what is expected of them: they do as they are told and enjoy the fruits of other's labors. For the very ambitious and very strong, there are the fighting pits. In the pits a fighter from the wasteland could become famous and enter the service of a powerful clan, though many only end up dead.

Campaign Role

Slavern are thugs, slavers, and sometimes mercenaries. Slavern are never found as bodyguards, as they are not known for their loyalty. Any client could almost guarantee their Slavern protectors would take a bribe from their enemy to kidnap or kill them.

Predation

In groups of four or more one member of the party will have no hand grenades, but a grenade launcher and the same number/type of grenades for the launcher that they would have been carrying otherwise. When attacking a well-armed party, they will use the grenade launcher first to soften up their targets before closing in with their submachineguns and hand grenades.

In smaller groups the individuals will use their grenades first and automatic weapons fire second. They may use as many as two magazines before changing to selective fire, or wading into melee with their assault hammers.

Emergent Behaviors

Scavenger gangs live in the wastelands outside the clan structure, and are freer than any Slavern that have ever lived. Some scavengers have managed to steal a starships and become pirates or mercenaries.

Other Notes

Some of the ships used to bombard the Tura and Slavern homeworlds have few precious Nuclear Missiles (Heavy Nuclear Missiles) left. The Tura had a stockpile of Atomic weapons that have yet to be distributed or used by any faction. (Treat as Tactical Nuclear Missiles or Heavy Torpedoes, but not Heavy Nuclear missiles)