

GALAXY PIRATES



DEATH'S HEAD

Death's Head Destroyer (Construct)

Twelve feet tall, this robot's arms are too big for its frame, its menacing claws outsized to its body. Waves of bone chilling cold and death surround this terror, it does not move like an automaton. A sensor pulsates red inside its visor.

DEATH'S HEAD DESTROYER CR 12, XP 12,800

CE Large construct (technological)

Init +5 **Senses** darkvision 60 ft.; blindsight (life) 60 ft., Low-light vision **Perception** +27

Aura fatigue (30 ft., DC 19)

DEFENSE

HP 200

EAC 26; **KAC** 28

Fort +14; **Ref** +14; **Will** +11

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee claws +25 (4d6+20)

Ranged Blight-Class Frailty Rifle, +22 (4d6+12 C; 60 ft., Necrotic)

Ranged Grenade Launcher: Necro Grenade III +22 Explode (4d8 C, 20 ft, Necrotic, DC 19)

Ranged Death Ray

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

Offensive Abilities Death Ray +22 (Ray vs. EAC, 55 ft., 2 temporary negative levels, as Enervation)

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** +0; **Wis** +4; **Cha** +0

Feats Cleave, Great Cleave, Combat Maneuver (Bull Rush, Sunder), Deadly Aim

Skills Athletics +22, Intimidate +27, Perception +27, Stealth +22

Languages Common, Binary

Noncombat Abilities unliving

Gear integrated Blight-Class Frailty Rifle, Spell Reflector Mk 1, Thermal Capacitor Mk 2

ECOLOGY

Environment Any.

Organization solitary, strike team (2 Destroyers Model 2.0, 1-3 Berserkers) or raiding party (6-12 Elemental Destroyers, plus 1-4 Destroyers version 1 or 2.0, 1-3 Berserkers)

Treasure NPC gear (Blight-Class Frailty Rifle, Negative Energy Generator, Thermal Capacitor Mk 2)

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.

Death Ray (Su) You shoot a black ray at a target, making a ranged attack against the target's EAC. If you hit, the target gains 2 temporary negative levels. Negative levels stack. If the target survives, it recovers from negative levels after 12 hours. An undead creature struck by the ray gains 10 temporary Hit Points for 1 hour.

Fatigue Aura (Su) Any creature that comes within 30 feet of a Death's Head Destroyer is fatigued (Fortitude DC 19 negates). A creature that is already fatigued suffers no additional effect. A creature that successfully saves cannot be affected again by the same Death's Head Destroyer's aura for 24 hours.

Unliving (Ex) A Death's Head 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.

Necrotic Energy

Necrotic: A necrotic weapon deals cold damage infused with negative energy. Creatures immune to negative energy (such as the targets of a death ward spell) are immune to the cold damage of a necrotic weapon, and the cold damage of necrotic weapons affects only living creatures. Undead creatures targeted by a weapon with this property not only take no damage from the cold but also gain temporary Hit Points equal to the weapon's item level. These temporary Hit Points last for 10 minutes, until expended, or until the undead gains a larger number of temporary Hit Points from a necrotic weapon. A creature can benefit from only one source of temporary hit Points from a necrotic weapon at a time.

DESTROYER – LARGE SAGITTARIAN ENGINEERING CHECK DC'S	
DC 10	Though uncertain of the type, the Large robot before you is one of the Destroyers. This result reveals all construct traits.
DC 15	This massive construct is a Death's Head Destroyer: a brutal, ruthless and militaristic creation of the Sagittarian race bent on destroying all organic life. Death's Head Destroyers can weaken a living target, killing targets not resistant to the robot's deadly necrotic energy attacks. The Destroyer's Blindsight (life) is unimpaired by Invisibility, Concealment, Holograms, Cloaking Fields. Death's Head Destroyers usually speak Binary, Kopek and Galactic languages. This result reveals all Unliving subtype traits.
DC 20	As is common to their kind, Death's Head Destroyer are expert ranged combatants. Unlike most of their kind however, they kill their enemies with a Frailty Rifle and Grenade Launcher.
DC 25	Death's Head Destroyers are usually part of a first strike, and typically part of a well-organized military group, which includes the Elemental Destroyers and Berserkers amongst their numbers.

Destroyer Ecology

As with its followers, the Death's Head Destroyer was tasked with the annihilation of all sentient life in the Milky Way Galaxy, to prepare for the arrival of a desperate alien host.

The metal-poor stars of the smaller Saggiarius galaxy left its inhabitants with few resources with which to colonize our own. Because of this, the Saggiarians 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 serve the Death's Heads: they alone were imbued with the thinking minds of Sagittarian commanders. They command all of the forces that came from the seedships. The lieutenants of the Hierarchy, the "elemental" Destroyers: cold, plasma, and electricity.

Beneath the Death's Head and Elementals are the second model Destroyers; though they were built in the likeness of the Death's Head, they were intended to be fully-automated and mass-produced. Somehow, the goal of 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

Commanding the hierarchy, Death's Head Destroyers are responsible for attacks on whole worlds, directing the vanguard and other Sagittarian forces. A force lead by a Death's Head, with Second Model Destroyers and Necrotic Berserkers would only serve to demoralize an enemy. As the Sagittarian waves have occurred over tens of thousands of years, a lone Destroyer might also be the survivor of an attack thousands of years ago, awoken by new activity or a distant command.

Predation

Death's Head Destroyers are Skirmishers, not ambushers. They will use their Grenade Launcher at range to harm multiple victims while closing the distance. Depending on the proximity and grouping of its remaining targets, the Destroyer's next attack comes from the *Frailty Rifle* targeting the strongest opponent. The Destroyer's Death Ray is reserved for mid-range targets, while it usually Charges into any group of opponents at close range before cleaving as many as possible with its great claws. Death's Head Destroyers attack population centers where the most fear and collateral damage are possible.

Destroyers don't normally talk to the living, they don't compromise with their enemy and though they do speak a few languages it's usually terse entreaties for their victims to die. The Death's Head is a sentient evil being uploaded into a killing machine, so while it thinks for itself, its conversation is still heavily weighted to the death of the indigenous sentient lifeforms.

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.

Salvage

While much of a Destroyer's body isn't useful beyond the scrap value (4,000cr) of its materials. It comes equipped with a *Blight-Class Frailty Rifle*, *Negative Energy Generator*, and *Thermal Capacitor Mk 2*. The rifle built into its left arm may sometimes be recovered for 6,000 credits in salvage parts depending on the nature of the robot's demise. Even rarer are salvage of the *Thermal Capacitor Mk 2* for 4,000cr and the *Negative Energy Generator*. The generator makes negative energy, Terran scientists say they need negative energy to build an Alcubierre drive. Terrans may be willing to pay up to 20,000cr for a functioning generator. An active *Spell Reflector Mk 1* has never been recovered intact.

Emergent Behaviors

Death's Head Destroyers will often command a specialized raiding party of Second Model Destroyers and Necrotic-energy Berserkers. That the smaller models gain power from necrotic energy and the Destroyer's Death Ray makes them ideal partners when Necrotic Grenades, Death Rays or Frailty rifle shots start flying around.