

GALAXY PIRATES



PLASMA DESTROYER

Plasma Destroyer (Fire, Construct)

Ten feet tall, the air around the robot shimmers from its inner heat, its armor barely containing the star-like fires burning inside. Its sensor blister scans the area for signs of life, victims of its next attack.

PLASMA DESTROYER CR 10, XP 9,600

CE Large construct (fire, technological)

Init -1 **Senses** darkvision 60 ft.; Low-light vision **Perception** +24

DEFENSE

HP 160

EAC 23; **KAC** 24

Fort +12; **Ref** +12; **Will** +10

Immunities Fire; construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee claws +23 (3d6+20)

Ranged Yellow Orange Plasma Cannon +20 (3d10+10 E & F; crit Burn 2d6 DC 17, Explode (5ft), Unwieldy)

Ranged 1d4 Plasma Rays +20 (3d6 electricity plus 3d6 fire)

Ranged Grenade Launcher: Flash Grenade III +20 Explode (Blinded 1d6 rounds, 15 ft, DC 16)

Ranged Grenade Launcher: Incendiary Grenade IV +20 Explode (5d6 fire, crit Burn 3d6, 15 ft, DC 16)

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

Offensive Abilities Plasma Array (every 1d4 rounds, 30-ft. cone, 3d6 electricity & 3d6 fire damage, Reflex half DC 17)

STATISTICS

Str +10; **Dex** +0; **Con** —; **Int** +0; **Wis** +2; **Cha** +0

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

Skills Athletics +19, Intimidate +19, Perception +24, Stealth +19

Languages Common, Binary

Noncombat Abilities unliving

Gear integrated plasma cannon, grenade launcher

ECOLOGY

Environment Deep space, asteroids, volcanic worlds, warm mountains.

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 (Plasma Cannon)

SPECIAL ABILITIES

Fire Aura (Su) An Plasma Destroyer is surrounded by an aura of intense heat. All creatures within 5 feet take 1d6 points of fire damage at the beginning of the Plasma Destroyer's turn.

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.

Plasma Rays (Su) As a standard action, a Plasma Destroyer can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 3d6 points of electricity damage and 3d6 points of fire damage on a hit.

Fire Sight (Ex) A Plasma Destroyer can see through fire and smoke without penalty, ignoring any cover or concealment bonuses from fire and smoke. Plasma Destroyers are immune to the dazzled condition.

Unliving (Ex) A Plasma 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.

Plasma Destroyer – Large Sagittarian *Knowledge* 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 Plasma Destroyer: a brutal, ruthless and militaristic creation of the Sagittarian race bent on destroying all organic life. Plasma Destroyers can inflict searing burns on a target, blinding targets not resistant to the deadly robot's attacks. Their vision is also unimpaired by fire and smoke. Plasma Destroyers usually speak Binary, Kopek and Galactic languages. This result reveals all Fire subtype traits.

DC 25 – As is common to their kind, Plasma Destroyers are expert ranged combatants. Unlike most of their kind however, they burn their enemies with a Plasma Cannon and Grenade Launcher.

DC 30 – Plasma Destroyers are usually part of a first strike, and typically part of a well-organized military group, which includes the Sentient Death's Head Destroyers and Berserkers amongst their numbers.

Destroyer Ecology

The Destroyers are giant robots sent to wipe out life in the Milky Way galaxy by desperate aliens in the tattered remains of the Sagittarius galaxy.

Many of the stars in the smaller galaxy are metal poor, leaving the inhabitants with few resources with which to colonize our galaxy. First and second wave invasions used robot seedships that seized native materials on arrival to build their armies. The first wave included 'elemental' destroyers that use the powers of cold, plasma, death and electricity against the living.

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, Plasma Destroyers often lead attacks on space stations, settlements, and other small populated areas to prepare the way for their masters. Attacks on mining operations are often used to gather war materials and build new soldiers. Sometimes a lone Destroyer is sent to accomplish some end, to which the Plasma Destroyer makes an excellent ambusher in hot environments. As the Sagittarian waves have happened 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

Plasma Destroyers seeking to ambush their targets will use its Grenade Launcher and Flash Grenades at range with hopes of blinding its victims while closing the distance. Depending on the distance and grouping of the targets Incendiary Grenades would come next. It would then use its Plasma Rays on choice targets at mid range and finally the Plasma Array at close range before cleaving as many as possible with its great claws. Destroyers will seek to use fire and smoke to their advantage as many creatures cannot see well in such conditions.

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 a yellow orange star plasma cannon, named for a star type thought to be capable of sustaining life, life it was sent to wipe out. The cannon built into its left arm may sometimes be recovered for 3,000 credits in salvage parts depending on the nature of the robot's demise.

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

Plasma Destroyers will often command a group of fire-enhanced Berserkers, their smaller models have similar capabilities when seeing through fire and smoke making them ideal partners for the Plasma Destroyer.