

GALAXY PIRATES



THE SPARKS

Spark

This small lizard is covered in overlapping bands of armored spikes, its gaping maw full of razor sharp teeth and its blue-gray scales crackle with electricity.

SPARK CR 2, XP 600

N Small magical beast

Init +6 **Senses** darkvision 60 ft. electricity sense, low light vision **Perception** +7

DEFENSE

HP 22

EAC 15; **KAC** 16

Fort +4 **Ref** +5 **Will** +3

Defensive Abilities

Immune Electricity.

Stability Sparks gain +4 bonus to KAC against bull rush and trip combat maneuvers.

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1d6+4), tail +7 (1d4+2)

Special Shock

STATISTICS

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

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +7, Perception +7, Stealth +12, Swim +7

ECOLOGY

Environment any

Organization solitary, pair, clutch (3–6), bask (7–12) or colony (30–60)

Treasure incidental

SPECIAL ABILITIES

Electricity Sense (Ex) Sparks automatically detect any electrical discharges within 100 feet.

Shock (Su) Sparks can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 12 half). This save DC is Constitution-based. Additionally, if two or more Sparks are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of lizards contributing) halves the damage.

Life Science/Mysticism DC Result

Spark – Small Magical Beast

DC 10 – A Spark is a 3-foot long blue and gray lizard

DC 15 – A Spark can attack foes within 5 feet of it by releasing an electric shock

DC 20 – Two or more Sparks can together release a powerful and potentially lethal electric blast

DC 25 – Sparks can sense electrical discharges within 100 feet

Spark Ecology

Sparks are curious lizards that are found all over the galaxy, any world that has ruins from the Old Empire will also have Sparks. Due to interstellar trade and colonization efforts, Sparks have also been found on other inhabited worlds as well. Every Spark ever examined is genetically identical with variations in members of the species due to environmental, not inherited factors. It is theorized the scientists of the Old Empire tampered with the Sparks genetic code, but no one knows for certain.

A Spark has a pale gray underside, with bright cobalt blue scales elsewhere on its 3-foot-long body, and weighs about 25 pounds. Sparks tend to live in groups, as their power grows in when they are in close proximity to others of their kind.

Spark colonies are often found near water, but other than that, they will flourish in deserts, mountains, forests, cities, swamps, etc. When a colony has been established, sparks become territorial. Sparks will attack anyone or anything that intrudes on their territory.

Sparks teeth never stop growing so they will gnaw on hard materials to keep them short and sharp. This gnawing is often detrimental to the fences and wiring of remote colonies. The Sparks have a very powerful bite force for their size, exerting pressure equal to animals ten times their size. The spiny tails of the Spark are a powerful weapon. When cornered the Spark may bite its own tail while curling up into a ball, the creature's overlapping scales protect it while electric shocks deter its enemies and summon allies.

Habitat & Society

Sparks live in cracks in rock formations, burrows or nests they build themselves from native materials. Sparks live in colonies with 30-60 members of all ages. They nest and spawn in the most protective formations they can find, youth will return to the same spawning location when they reach adulthood.

Campaign Role

Often found on colony worlds and the ruins of Old Empire planets, Sparks are small scavengers that live off smaller creatures and trash left behind by others. However, the electrical abilities of the Sparks were genetically engineered into them by the Old Empire to slow the spread of robotic invaders from the Sagittarius galaxy.

Predation

A solitary Spark is a timid and hesitant creature—but when several of them band together they are formidable opponents capable of killing creatures several times their own size.

A Spark relies on its electrical abilities in combat, the lizard tends to use its tail or bite only after its shock has rendered an opponent unconscious, or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other Sparks are nearby, they all home in on their comrade's discharges and attempt to administer lethal shocks to their foe.

Sparks will typically scavenge alone, eating insects and hunting small prey by themselves. However, if either nearby predators or prey are much larger than an individual Spark, they will hunt in packs of 3-4 for mutual protection and better success at hunting overall.

Sparks live for up to twenty five standard years, breed every two to three years and lay as many as a half dozen eggs in a clutch. They do not breed in captivity.

Emergent Behaviors

Sparks are territorial, defending their nests and hunting grounds. Sparks will sense the electrical discharges of another member of their colony in distress and move swiftly to protect them. Sparks are unusually hostile to robots and drones intruding on their territory.

Sometimes bits of old robots or technology are found in a Spark warren, the lizards are drawn to technology by its energy signature while scavenging. Once acquired, many odds bits of scrap become chew toys and nesting material.