

## Generic stat block time!

**Maenad raiding party** (1-6) **Init** +2; **Atk** fists +2 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1); **AC** 16 (13 outside of tactical vacuum suit); **HD** 2d8 **hp** 12, or 13, 11, 9, 7, 5, 4; **MV** 30'; **Act** 1d20; **SP** psychic potential; sonic screamers **SV Fort** +2, **Ref** +1, **Will** +0; **AL** C.

**Sonic Screechers** (planted grenade-like bombs that create a massed crowd suppressing field in their area of effectiveness; all actions are reduced one step on the dice chain for those failing a DC 25 Fort save. Mechanicals, Synths, and certain exotics (as well as those deaf or in sealed suits) need make no save as they are immune to these effects.

**Sothis-T513t lasersonic blaster** **5d4** **Range 2/3/5**  
12 shots per e-charge  
-1 initiative penalty to use the weapon

Long ago the aquatic, psychic humanoids of the Siren star system left their home to take up a nomadic existence among the stars. Today they exist primarily as large pirate clans, raiding imperial and extra imperial systems alike as suits their interest.

## Secondary generic stat block

**Maenads**(2-5) **Init** +0; **Atk** fists +2 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1); **AC** 16 (13 outside of tactical vacuum suit); **HD** 2d8 **hp** 12, or 13, 11, 9, 7, 5, 4; **MV** 30'; **Act** 1d20; **SP** psychic potential; sonic screamers **SV Fort** +3, **Ref** +0, **Will** -1; **AL** C.

**Sonic Screechers** (planted grenade-like bombs that create a massed crowd suppressing field in their area of effectiveness; all actions are reduced one step on the dice chain for those failing a DC 25 Fort save. Mechanicals, Synths, and certain exotics (as well as those deaf or in sealed suits) need make no save as they are immune to these effects. Lasersonic blaster

Long ago the aquatic, psychic humanoids of the Siren star system left their home to take up a nomadic existence among the stars. Today they exist primarily as large pirate clans, raiding imperial and extra imperial systems alike as suits their interest.

## Third generic stat block (from aboard Serendipity)

**Maenad raiders** (1-6) **Init** +0; **Atk** fists +4 melee (1d6); **AC** 16; **HD** 2d8; **hp** 14 or 15, 14, 11, 9; **MV** 30'; **Act** 1d20; **SP** sonic screamers; **SV Fort** +3, **Ref** +1, **Will** +1; **AL** C.

**Sonic Screechers** (planted grenade-like bombs that create a massed crowd suppressing field in their area of effectiveness; all actions are reduced one step on the dice chain for those failing a DC 25 Fort save. Mechanicals, Synths, and certain exotics (as well as those deaf or in sealed suits) need make no save as they are immune to these effects.

And a fourth

**Maenads** (1-6) **Init** +0; **Atk** fists +4 melee (1d6) diss pistol +3 ranged (2d4, range 9'); **AC** 16; **HD** 2d8; **hp** 14 or 15, 14, 11, 9; **MV** 30'; **Act** 1d20; **SP** sonic screamers; **SV Fort** +3, **Ref** +1, **Will** +1; **AL** C.

**Sonic Screechers** (planted grenade-like bombs that create a massed crowd suppressing field in their area of effectiveness; all actions are reduced one step on the dice chain for those failing a DC 25 Fort save. Mechanicals, Synths, and certain exotics (as well as those deaf or in sealed suits) need make no save as they are immune to these effects.

*Sothis 5p5Diss Pistol* **Dmg** 2d4 **Range** (s/m/l) 1/3/9  
Weights about 3 pounds in 1g

## Actual worked out statistics by type and encounter

**Captain Mathilde** (1) **Init** +3; **Atk** fists +4 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1) or power sword +6 melee (1d12+2); **AC** 16 (13 outside of hardsuit) ; **HD** 4d8; **hp** 27; **MV** 30'; **Act** 1d20; **SP screamer mask**; **SV Fort** +3, **Ref** +2 **Will** +1; **AL** C.

Psychic disciplines – Empathy, Coronal Adjustment

**Screamer Mask** - aka banshee mask; the custom psionic mask amplifies the maenad's empathic abilities to create

A painful attack +12 to strike, 2d6 sonic damage in a cone 3x5x15

Or a fear attack (DC 20 Will to resist)

**Power Sword** strikes +6 melee inflicting D12+2 damage per hit.

**Mathilde's elites** H 1 complex of 308 full HD third levels

**Maenad raiding party** (1-6) **Init** +3; **Atk** fists +3 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1) or +2 ranged sonic blaster (5d4, 5'); **AC** 12 (14 in vacuum suit); **HD** 3d8 **hp** 14, or 23, 16, 15, 13, 7, 7; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +2, **Ref** +1, **Will** +1; **AL** C.

Psychic potential

**Sothis-T513t lasersonic blaster** **5d4** **Range 2/3/5**  
12 shots per e-charge  
-1 initiative penalty to use the weapon

Fully fledged second level bad asses

**Captain Sonya's Maenads** (1-6) **Init** +2; **Atk** fists +2 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1); **AC** 12 (14 in vacuum suit); **HD** 2d8 **hp** 12, or 13, 11, 9, 7, 5, 4; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +1, **Ref** +1, **Will** +0; **AL** C.

Psychic potential

**Sothis-T513t lasersonic blaster** **5d4** **Range 2/3/5**  
12 shots per e-charge  
-1 initiative penalty to use the weapon

The "lightly second levels" class

**Maenad raiding party** (1-6) **Init** +1; **Atk** fists +2 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1); **AC** 12 (14 in vacuum suit); **HD** 2d6 **hp** 10, or 10, 9, 8, 7, 4; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +1, **Ref** +1, **Will** +0; **AL** C.

Psychic potential

**Sothis-T513t lasersonic blaster** **5d4** **Range 2/3/5**  
12 shots per e-charge  
-1 initiative penalty to use the weapon

The first level class

**Maenad raiding party** (1-6) **Init** +1; **Atk** fists +1 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1) or +2 ranged sonic blaster (5d4, 5'); **AC** 12 (14 in vacuum suit); **HD** 1d8 **hp** 8 or 8, 7, 6, 3, 3, 2; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +1, **Ref** +1, **Will** +0; **AL** C.

Psychic potential

**Sothis-T513t lasersonic blaster** **5d4** **Range 2/3/5**  
12 shots per e-charge  
-1 initiative penalty to use the weapon

The 'advanced zero levels' class

**Unblooded Maenad raiding party** (1-6) **Init** +1; **Atk** fists +1 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1); **AC** 12 (14 in vacuum suit); **HD** 1d6 **hp** 3 or 4, 3, 3, 2, 1, 1; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +1, **Ref** +1, **Will** +0; **AL** C.

Psychic potential – each maenad functionally has 1d16 action die in empathy

**Sothis-T513t lasersonic blaster** **5d4** **Range 2/3/5**  
12 shots per e-charge  
-1 initiative penalty to use the weapon

**Maenad zero levels** (1-4) **Init** +0; **Atk** fists +2 melee (1d2); **AC** 16; **HD** 1d4; **hp** 5, 4, 4, 2, 2; **MV** 30'; **Act** 1d20; **SP** empathy; **SV Fort** +1 **Ref** +1, **Will** +0; **AL** C or N.

**Maenad zero levels** (1-6) **Init** +1; **Atk** fists +1 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1); **AC** 12 (14 in vacuum suit); **HD** 1d4 **hp** 3 or 4, 3, 3, 2, 1, 1; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +1, **Ref** +1, **Will** +1; **AL** C.

Psychic potential – each maenad functionally has 1d16 action die in empathy

Comms bead, knife, or Wearable Knuckles, vacuum suit,

**Maenad pranksters** (1-6) **Init** +1; **Atk** fists +3 melee (2d2+1 if using Wearable Knuckles or +2 palm buzzer (1 pt.); **AC** 14 (light vacuum suit); **HD** 1d6 **hp** 6, 6, 6, 4, 3, 1; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +1, **Ref** +1, **Will** +0; **AL** C.

Psychic potential

Palm buzzers, brass knuckles, paint, and glitter bombs, cannisters of sticky net

**Palm Buzzer** – essentially a small joy buzzer that inflicts 1d2 hp of electrical damage or a single point on a successful save (DC 12 Fort save to resist). Mostly there to annoy and enrage the offending target.

The combination does add one to the users AC (if they are unarmored) and one to hit to the brass knuckles

“Slap and Zap” – a “bare knuckled” two weapon fighting style combining brass knuckles on the off hand and a palm buzzer in the dominant. Sometimes grudges or command crisis are resolved by equipping the offending parties thus and dropping them in the drive core to fight it out.

## Maenad Miltech

**Knucklespikes** - less cybernetics and more maenadic body crafts; many first + level maenads have their knuckles altered by their sisters to contain two - four knuckle mounted pseudocalcium spikes, allowing 1d4-1+Str bonus damage with a simple punch.

**Sonic Screechers** (planted grenade-like bombs that create a massed crowd suppressing field in their area of effectiveness; all actions are reduced one step on the dice chain for those failing a DC 25 Fort save. Mechanicals, Synths, and certain exotics (as well as those deaf or in sealed suits) need make no save as they are immune to these effects.

### The **Bore-blade** or **Chainsword**

A modified implement for opening and carving the hull of imperial starships, long since retooled as an ugly weapon of psychological terror and mad destruction. While used in boarding actions yes, only the more depraved Maenad pirate would use this as a practical weapon.

It's sheer size and ripping power add 3 to the wielder's AC while it is active v. anyone facing them. If used on an actual target (ew) start the

**damage at 1d16.** *Strength bonuses do NOT add to this, nor do abilities based on finesse.*

### **Power mace**

**Dmg 2d6**

A forcefield wrapped around a blunt weapon, charged with psychokinetic energy.

### **Photon Grenades**

**Dmg blindness 30ft blast radius**

A 30 foot blast of light, Fortitude save DC 16 or be blinded for 2d6 rounds, anti-dazzle or polarizing lenses add 4 to this saving throw.

## "Giving someone a sonic shower, just like in the trid"

*If you want to butch the opposition up, say v. a 2<sup>nd</sup> or 3<sup>rd</sup> level party, give them these*

### **Sothis S-11 lasersonic Disruptor**

**Dmg 6d4**

**Range (s/m/l) 3/9/17**

Weighs about four pounds in 1g.

Discharges cone shaped narrow area of effect

It is only 3 feet across at its widest

28 shots per e-charge

### **Sothis-T513t lasersonic blaster**

**5d4**

**Range 2/3/5**

Weighs about 4 pounds in 1g

12 shots per e-charge

While not a true blaster in the atomic disintegration sense, this super powerful snub nosed disruptor inflicts devastating effects at the expense of any kind of range; also

The weapon is clumsy to draw and unless in the hands of the Gunslinger class (Galaxy Black pp) the user suffers from a -1 initiative penalty to use the weapon

### **Sothis-5p5 Diss Pistol**

**Dmg 2d4**

**Range (s/m/l) 1/3/9**

(Sonic Disruptor, minor)

Weighs about 3 pounds in 1g

36 shots per e-charge

### **The Mobile Base -**

s the sort of thing used for extended early survey beyond the imperial frontier. If uncovered it would appear to be a compact, though thick clamshell shaped device. Inside are three horizontal levels, the third dedicated to equipment storage, staging, and disembarkation. There is also a small secure containment airlock that leads directly into the medical facility above. The second deck contains cramped living quarters for a team of 3-6 medium sized humanoids, a medical and biological analysis laboratory, The top deck is the control center, weapons locker, and secondary equipment storage. The base is, when properly equipped, capable of extended service on a world surface without backup for anywhere from two progressions to 30 days depending on exterior conditions, crew, and loadout.

The mobile part of the mobile base manifests in the multi-mission movement system the explorer is based around. Adjustable under treads, Four spidery but reinforced walker legs, and three deployable attitude braces allow the base to roll, walk, or climb over or up a surface as needed. A small micro-grav unit serves to keep the base stable and optimized for system's use, as well as acting as a degree of shock absorption and inertial dampening for those aboard.

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### **The Macguffin Boxes**

So, about those two alien widgets that motivated this little border skirmish? Where are they again?

**The 'Music Box'** – an eight sided, octagonal device, traded as part of a larger mass of items to the Serendipity at some point while they were passing through the New Orien cluster.

**The 'Wisdom box'** – a large wooden or ceramic box or coffer; it will only allow itself to be opened from within but if it allows it the inside appears to be full of spongy, soft but resilient matter of ambiguous colour and texture; in the center there is a noticeable, hexagonal or perhaps octagonal absence or hole. The over all effect is that of an eye, or perhaps the cross section of a bone, with the marrow removed.

The music box, for the record, will fit snugly and perfectly into the Wisdom boxes' gaping absence. Doing so will give the one who did so intense feelings of physical pleasure, transmuted one presumes from the devices or perhaps from their interactions.

So what happened to the boxes? Are they in the party's possession?

How long until they begin to dream dreams of the next segment in the weapon's assembly.....

Mathilde's journals speak of the third 'box' being rather akin to a rod or wand of some kind. She believed the music box would open to accommodate the rod. Mayhap the rod contains some more Active principle.....