

Lifepaths of Man: Slave Raider Sub-Setting

Bitter Fortune: Leads to the Slaver Sub-Setting

Characters may enter this setting from a number points: Any Peasant or Villager path may lead to this setting, however the character must start with the *Bitter Fortune* path. In the same vein, any Soldier path may lead to *Captured and Broken In*. In the Outcast Sub-Setting, *Bandit*, *Smuggler*, *Whoremonger*, and *Thug* all have leads into the Slave Raider sub-setting.

Lifepath	Time	Stat	Res	Leads
Bitter Fortune	1 yr	—	1	<i>Servitude</i>
<i>Skills:</i> 1 pt: Catastrophe-wise				
<i>Traits:</i> 1 pt: Bad Turn				
Captured and Broken In	2 yrs	—	1	<i>Servitude</i>
<i>Skills:</i> 2 pts: Pain-wise, Lash-wise				
<i>Traits:</i> 2 pts: Tasting the Lash, Broken				
Runner	3 yrs	+1 P	4	<i>Servitude, Outcast</i>
<i>Skills:</i> 3 pts: Running Training, Inconspicuous				
<i>Traits:</i> —: Deep Lungs, Iron Legs				
Wolf Scout¹	5 yrs	+1 P	5	<i>Outcast</i>
<i>Skills:</i> 5 pts: Stealthy, Tracking, Hunting, Orienteering, Javelin				
<i>Traits:</i> 1 pt: Tattooed, Feral, Stinky				
Manhunter²	6 yrs	+1M/P	10	<i>Soldier, Villager, City, Religious, Outcast</i>
<i>Skills:</i> 9 pts: Observation Training, Inconspicuous, Slave-wise, Hideout-wise, Disguise-wise, Falsehood, Intimidation, Brawling				
<i>Traits:</i> —: Cold, Cynical, Confident				
Grunt	4 yrs	—	5	—
<i>Skills:</i> 3 pts: Appropriate Weapon, Brawling				
<i>Traits:</i> 1 pt				
Tout	4 yrs	+1 M	8	<i>Outcast, City, Village</i>
<i>Skills:</i> 4 pts: Persuasion, Soothing Platitudes, Intimidation				
<i>Traits:</i> 1 pt: Persistent				
Slave Hawker³	7 yrs	+1 M	25	<i>City, Village, Outcast</i>
<i>Skills:</i> 6 pts: Conspicuous, Hagglng, Falsehood, Ugly Truth, Slave Appraisal, Accounting				
<i>Traits:</i> 1 pt: Distinctive Voice				
Slaver⁴	5 yrs	+1 P	6	<i>Outcast</i>
<i>Skills:</i> 6 pts: Intimidation, Brawling, Slave Appraisal, Slave-wise, Manacle-wise				
<i>Traits:</i> 1 pt: The Whip Hand, Men are Animals				
Taskmaster⁵	8 yrs	+1 M, P	20	<i>Outcast</i>
<i>Skills:</i> 4 pts: Command, Interrogation, Intimidation				
<i>Traits:</i> 1 pt: Rule of the Lash				



Outrider*	3 yrs	+1 P	7	<i>Outcast, Soldier</i>
<i>Skills:</i> 6 pts: Riding, Animal Husbandry, Spear, Sword, Bow, Mounted Combat†				
<i>Traits:</i> —; Arrogant				
Reaver*	6 yrs	+1 M/P	15	<i>Outcast, Soldier, Villager</i>
<i>Skills:</i> 8 pts: Mounted Combat Training, Shield Training, Armor Training, Axe, Hammer				
<i>Traits:</i> —; Built, Fondness for Large Weapons, Tough				
Risen Consort†	5 yrs	+1 M	20	<i>Outcast, Servitude, Religious</i>
<i>Skills:</i> 8 pts: Seduction, Soothing Platitudes, Persuasion				
<i>Traits:</i> 2 pts: Cunning, Determined, Numb to Life's Pain				
Scourge*	10 yrs	+1 M	50	<i>Outcast</i>
<i>Skills:</i> 6 pts: Slaver-wise, Accounting, Ambush-wise, Trade Route-wise, Vulnerable Villages-wise				
<i>Traits:</i> 2pts: Formidable, The Whip Hand, Scarred, Cold Blooded				

Requirements

- 1: Wolf Scout requires Runner
- 2: Manhunter requires Wolf Scout or Slaver
- 3: Slave Hawker requires Tout or Manhunter
- 4: Slaver requires Grunt or Manhunter
- 5: Taskmaster requires Slaver or Slave Hawker
- 6: Outrider requires Grunt
- 7: Reaver requires Outrider
- 8: Risen Consort requires Captured and Broken In
- 9: Scourge requires Reaver and Taskmaster

Slave Raider Lifepath Traits

Many of the lifepaths contain self-explanatory character traits, whereas other traits are straight from the Character Burner. The new die and call-on traits that require description follow:

Bad Turn

This trait indicates that the character has had a bad turn of luck in life. His home was destroyed in a fire, a mudslide wiped out his village, his family was murdered by bandits, his father beat his mother to death in a drunken rage and came for him next. It is up to the player to decide exactly what the bad turn was. Whatever it was, it sent the character drifting, bitter about the inhumanity of life and in search of new purpose. In this case he found his way into a bad of cutthroat slave raiders, selling souls for a profit.

The Whip Hand

This trait indicates that the character is accompanied to keeping a whip in hand and punctuating his commands with a flourish or crack of the lash. This is a character trait very similar to an Instinct like, "Keep a whip in hand at all times!". Unless otherwise stated, the player's character will flail away with his whip as he sees fit. It's in his nature! Besides, men are animals.

Scarred

Innumerable battles have hardened this warrior to pain. Character may ignore his first Superficial wound of the scenario.



Built

Reavers are chosen from only the biggest, toughest of the outriders. These men are often described as being built like “brick fortresses.”

Rule of the Lash

This character lives by the rule of the lash. He truly believes nothing can be accomplished and no truth is told without the crack of the lash. Characters with this trait have a special relationship with characters who have the Tasting the Lash trait. When a character with the Rule of the Lash trait whips a character with the *Tasting...* trait the *Tasting...* character *must* do as the the character with the Rule of the Lash dictates.

In addition, characters with the Rule of the Lash may break other characters and force them to take the Tasting the Lash trait. Characters are broken after spending months equal to their Will exponent under the Rule of the Lash. Characters with the Iron Will trait can never be forced to take Tasting the Lash trait.

Deep Lungs and Iron Legs

Slave Raider Runners act as messengers to the various parts of the raiders’ camp—the riders, the scouts, the grunts and the slave train itself. They also run errands into town to purchase sundries. All of this running about (must be quick, lest the runner be the one to taste the lash!) hardens and conditions the runner. He may add +2D to all Health tests when taking Fatigue tests for travel.

Tasting the Lash

Characters with this trait have been broken to accept the Rule of the Lash. When whipped, characters with this trait must do as the whip-bearer dictates. This doesn’t mean they have to like it, but that have been trained and broken to accept the lash as law.

Slave Raiders in Play

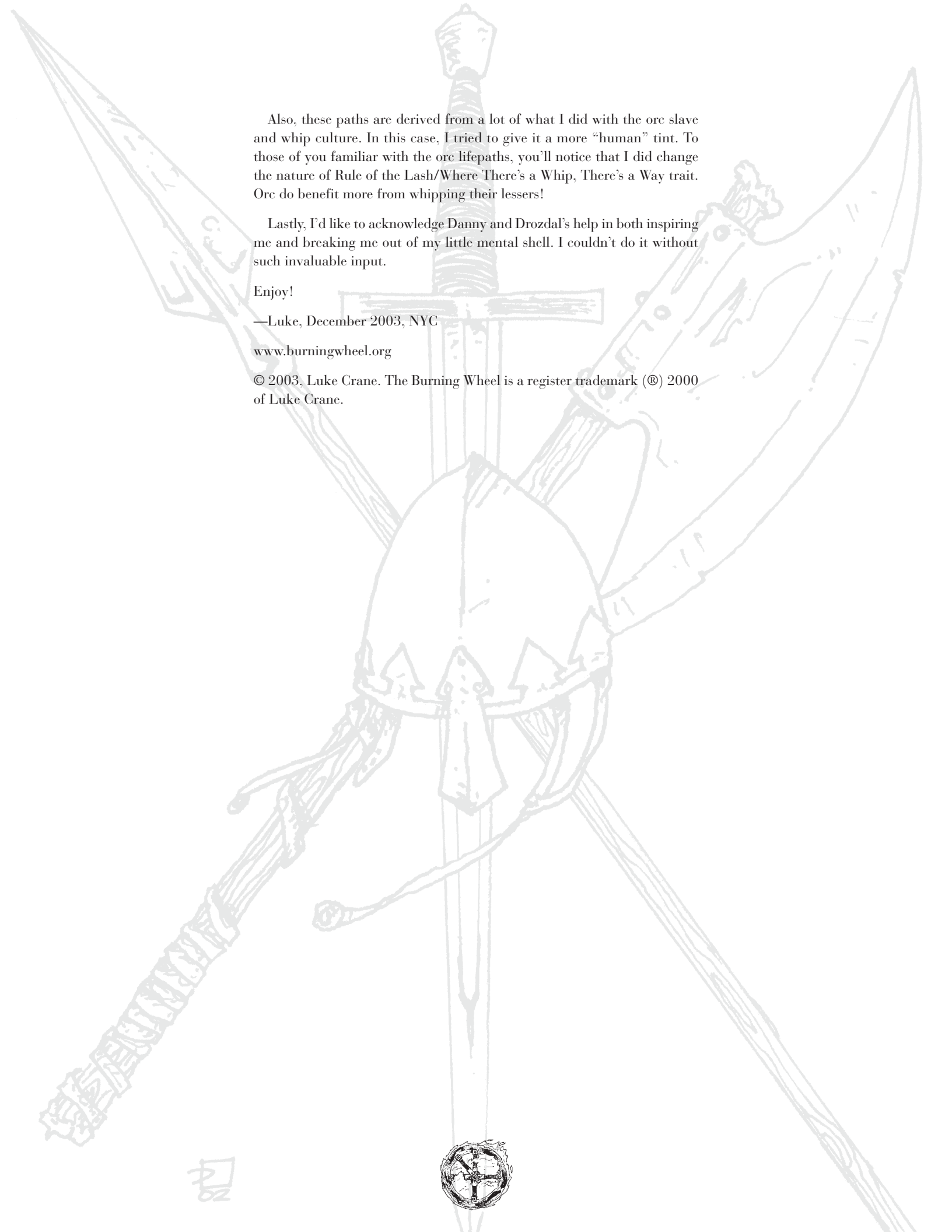
Slave raiders are composed of three distinct groups, the Scourge’s Reavers, Outriders and Wolf Scouts who actually do the raiding and burning; the Slavers and the slave train who assess new meat, break it in and feed it to the last group, the Slave Hawker and the Manhunters. This is the social arm of the group which travels to towns and work pits to sell their products and occasionally to retrieve escaped slaves. This is the most visible arm, and the one that everyday citizens are most likely to come into contact with. Anyone coming into contact with the other arms is probably in for trouble.

The three groups do travel together, generally making a raiding circuit during spring and winter. During the winter and fall they will generally look for either a remote fortress to sortie from or a large city to mix into until they can ride out again in the spring.

Designer’s Notes

Again, these are inspired by John Milius’ Conan movie. Like the Lost Atlanteans, I took great license in creating a deeper back story and more colorful culture for these hard-bitten men.





Also, these paths are derived from a lot of what I did with the orc slave and whip culture. In this case, I tried to give it a more “human” tint. To those of you familiar with the orc lifepaths, you’ll notice that I did change the nature of Rule of the Lash/Where There’s a Whip, There’s a Way trait. Orc do benefit more from whipping their lessers!

Lastly, I’d like to acknowledge Danny and Drozdal’s help in both inspiring me and breaking me out of my little mental shell. I couldn’t do it without such invaluable input.

Enjoy!

—Luke, December 2003, NYC

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