

# GALAXY PIRATES



## THE VOIDBORN

## Fast Zombie (Voidborn)

*This walking corpse wears a tattered worksuit or torn spacesuit, gray skin pulled taut over its frame, pointed teeth and claws at the ready as it runs in search of its next victim.*

### Fast Zombie CR 1/2, XP 200

Medium Undead

**Init** +0 **Senses** darkvision 60 ft. **Perception** +0

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#### DEFENSE

**AC** 13 (*touch* 11, *flat-footed* 12) (+2 natural)

**hp** 12 (2d8+3)

**Fort** +0 **Ref** +0 **Will** +3

**Immune** *Voidborn Traits (Ex)* Voidborn are immune to death effects, disease, mind-affecting effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, or energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

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#### OFFENSE

**Speed** 40 ft.

**Melee** bite +4 (1d4+3 plus *disease*), claw +4 (1d4+3) or 2 claws +4 (1d4+3) slam +4 (1d6+3)

**Special** *Quick Strikes (Ex)*: Whenever a fast zombie takes a full-attack action, it can make one additional attack at its highest base attack bonus.

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#### STATISTICS

**Str** 17 **Dex** 12 **Con** — **Int** — **Wis** 10 **Cha** 10

**Base Atk** +1 **CMB** +4 **CMD** 14

**Feats** Toughness

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#### ECOLOGY

**Environment** per the infected host creature, but mostly derelict spaceships and space stations

**Organization** solitary, pair, or colony (4-16)

**Treasure** standard

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#### SPECIAL ABILITIES

**Disease (Su)** *Void Fever*: Bite—injury; save Fort DC 11; onset 1 hour; frequency 1/day; effect 1d3 Con; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of void fever becomes a Voidborn in 1d10x10 minutes. A humanoid who becomes a Voidborn retains none of the abilities it possessed in life. It is not under the control of any other Voidborn, but it hungers for the flesh of the living and behaves like a normal Voidborn in all respects.

Zombies are the animated corpses of dead creatures, forced into undying agony by a virus that galactic scientists have not been able to analyze or eradicate. The most commonly encountered zombies move faster than the creature did in life. All spaceports use a Plasma Decontamination Field to destroy remnants of the virus on incoming starship hulls. Cargo and crew undergo similar plasma decontamination: the plasma is high enough temperature to kill the virus, but at a low enough temperature and with little enough exposure to not damage the bare skin of many races.

Zombies are unthinking automatons. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Zombies attack until destroyed, having no regard for their own safety.

**Voidborn** – Medium Undead *Knowledge* check DCs

DC 10 – A Zombie is the animated corpse of a dead creature.

DC 15 – Fast Zombies can move quickly, and get extra attacks. They are hard to destroy without slashing weapons

DC 20 – Zombies carry a virus that can affect living creatures and turn them into Zombies. The virus can survive in the vacuum of space.

DC 25 – Zombie outbreaks are infrequent due to galactic decontamination standards, though outbreaks sometimes occur at the site of great space battles.

## Voidborn Ecology

The Voidborn are the result of a nanotech virus 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 third wave used nanotech in their seedships and copied dominant lifeforms to fight on their behalf. Another third wave strategy was a nanotech virus that infected biological hosts and turned them against the living.

The virus, originally seeded by sublight probes, floats through deep space until it encounters a life-bearing world. The probes, like the seedships before them, utilized local raw materials to replicate themselves and the virus. Once they have determined the target world contains intelligent life, the probes disperse the virus into orbit around the target world before moving to another system to repeat the cycle.

The virus causes a burning pain in those infected, and prolonged contact dissolves both minerals and organic matter.

Inactive Voidborn will congregate in cool dark places clustered together in a tight circle. The infected breathe heavily to distribute resources and information through the air to one another.

No one knows why starships and space stations continually get infected when the original probes launched their attacks on planets, but it is known the virus and the infected can survive for long periods of time in deep space.

## Habitat & Society

None in evidence.

## Campaign Role

Often found in derelict spaceships the Voidborn can see, hear and smell their prey which says their sensory organs and corresponding parts of the brain are functioning. The creatures have been found to have increased night vision capability in cases where the host creature previously saw only in the visible spectrum.

## Predation

The creatures are typically attracted by movement, loud noises and to a far lesser degree scent, the creatures do not track their prey though they will follow prey for a time and attack other sentient targets of opportunity while wandering. Voidborn do not attack natural animals as prey. Zombie horror partially is about loss of identity, if you can't be afraid of becoming one of them then the horror is just about getting eaten, which is scary, but not the core of the genre.

Voidborn don't talk, they don't remember you or who they were when they were alive.

Voidborn are avoided by insects and natural animals that will defend themselves from the creature if attacked, but do not hunt them for food.

Voidborn are also seemingly immune to decay from bacteria and other microorganisms. Any colonies of native flora in the body are eradicated shortly after infection so the bodies do not rot or decay though they do wither over time as resources in the body are used up. The creatures seem to harvest resources from outer skin layers first leaving them just moist enough to be flexible, but their leathery bodies are harder than the natural skin of the host creature. This process renders the creatures bodies immune to the effects of hot and cold temperatures and conditions. As the outer layers of skin shrinks around bony fingers and nails they form rough claws capable of ripping and tearing the soft flesh of the living.

The creatures bodies shut down many metabolic processes upon infection, though blood continues to flow; carrying energy and nutrients around the body and spurting out of the body at high pressure when injured. The creatures bodies have a basic ability to repair and maintain damaged tissue which seems mostly limited to sealing non fatal wounds, but falls short of tissue regeneration. This is true even if the host organism was capable of regrowing missing limbs or organs. The creatures are capable of shutting their metabolism down to almost nothing for years at a time if no prey are present. Voidborn found at the scenes of old space battles have been found active hundreds of years after the death of the host organism.

## Emergent Behaviors

In groups, the creatures do not fall off the same cliff, into the same river, pit or other hazard twice.