

Hynro the Slaver

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**
 Caste: **Kidnapper, Bounty Hunter, and Slaver**
 Gender: **Male**
 Read/ Write?: **Yes**
 Personality: **Calculating, cold and remorseless**
 Sexual Orientation: **Heterosexual**
 Handed: **Right**
 Religion: **None**
 Languages Spoken: **English, Spanish, Skullock, some Chinese**

EF: **897** Rank: **8**
 Faction: **No affiliation**
 Age: **31**
 Do Math?: **Yes**
 Swim Ability: **Strong**
 Height: **224cm**
 Weight: **118kg**

Endurance: **137 /**
 Strength: **98** (+14 dmg/+70% throw range)
 Agility: **112** (-18 DV/+2.25 meters movement)
 Accuracy: **93** (+8 SV)
 Intelligence: **44**
 Willpower: **86**
 Perception: **76** (+2 initiative)
 Appearance: **21**

Defense Value: **-64 or -80 vs bullets** Armor Worn: Scales -8/
 Dodge -14/Ballistic hide -4 or -20 vs bullets/ Scrap Relic -20/ Agility -18
 Movement: **8.25m or 7.5m armored**

Initiative: **+2** Base Strike Value: **01-79**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Brawling	01-92	2	melee	2d6+20 stun	-	6pt
Great Sword	01-96	2	melee	d20+29	-	5pt
Peeling Radius	Automatic Harm	Up to 24 rounds, per use	10m Radius	d6	twice per day per rank 16 uses/	-
Stun Rifle*	01-112	1	2 km	2d20+16 stun	20/	3pt

* Specialized relic variant that only inflicts stun damage, otherwise same as Laser Carbine

Mutations: Peeling Radius (no.62)/ Scaled Skin (no.71)/ Fangs Regular sized (no.36)/ Arid Adaptation (no.8)/ Ballistic Hide (11)/ Increased Cellular Activity (no.50) heals 3x faster: thus heals 48 END per day

Skills: Wilderness Survival/Negotiate 6pts/Barter 5pts/Medic 2pts/Driver 3pts/Climb 3pts/Pilot 3pts/ Brawling 6pts/ Dodge 4pts (-14 DV)/ Stealth 5pts/ Grapple 5pts/Weapon Expert: Axes rifles 3pts, swords 5pts/ Disguise Artist 2pts

Valuables: 100+3d100gp, d1000sp, gems and plastic worth 2d1000sp, jewelled relic dagger worth 600+d1000sp

Clothing and Equipment: Communicator headset, 3d6 full power cells and 2d6 drained power cells. 2d6 frag grenades, d6 tear gas grenades, d3 pairs of relic handcuffs, and a fully loaded pocket pistol hidden in his left boot. Drab everyday farmer's clothing, wig, and disguise kit.

Description: Hynro is a tall, powerfully built, scale covered mutant. Being entirely hairless and tan colored, he looks more reptilian than human; a cold appearance that matches his personality. He wears bits of scrap relic armor, carries stun rifle, great sword and pouch of assorted grenades and gear. When on the hunt for new merchandise, he commands his henchmen with a communicator headset.

Like his competitor, Fakmal the Obese, Hynro runs his slave trade business out of the Dominion of Aberratia, with his head office underground someplace in Newburg.

Where Fakmal actively hunts anybody he can catch and convert to merchandise, Hynro is more selective. In fact, as mentioned in the Heroes, Outlaws and Organizations portion of this book on page 320, Hynro is more of a for hire kidnapper than a true slaver. He operates by taking orders and coin deposits from collectors throughout the region, then, with his request forms in hand, calls up his network of minor slavers to be on the look out for either a specific person, or a person matching the desired qualities of one on

the list. Once the target is located, local agents will plan and conduct their slave acquisition exercise. If the slave is particularly valued, hard to get at, or exceedingly tough, Hynro himself will grab his stun rifle and other gear and take an unmarked airship to the target location to handle the capture himself. He has even been known to work with both Fakmal and Travails of Steel Hill in harvesting large numbers of slaves at one time. The three heartless men frequently contact each other via video linked communicators to deal among themselves, trading stock region wide.

Hynro was as slave as a child, but so too, watched as Purists impaled his mother and father alive. He has a special hatred for Purists, thus his preferential status among the higher ups in the Aberrationist hierarchy. Unlike many other slavers, except for Fakmal, he understands what it is to be property, to suffer constant fear and abuse. He is matter of fact about it all, however, and says: "It's not personal. Just business. Everybody has to make their way in the world. Some serve, others obey, and really we are all slaves to murderous mother nature."

Although few can give him credit for anything, he has freed dozens of slaves and turned around and employed them as agents, likewise, he has a harem of over twenty women, from which he has fathered thirty two offspring. Any child born to him he automatically makes a free person, and in the years ahead, when they grow to adulthood, he plans to employ them all in his growing organization.

In recent years, he has petitioned the Arch Magistrate of the DOA to give him land near Red Field on which to build a new town, a slave dealership the likes no one has ever seen before.

In spite of his better than usual treatment of slaves, he is ruthless to those who are disobedient or try to escape, and will personally beat and sometimes kill any who don't submissively grovel at his feet and avert their eyes when he is nearby.

The authorities of Steel Hill offer a 3000sp for his head, while Overpass offers 5600sp. Learn more on page 320.