

## Travalis the Slaver

**Steel Hill based Human Trafficker**

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock Human** EF: **924** Rank: **8**  
 Caste: **Slaver and Hostage Taker** Faction: **No affiliation**  
 Gender: **Male** Age: **35**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Opportunistic, Brutal and Arrogant** Swim Ability: **Excellent**  
 Sexual Orientation: **Heterosexual** Height: **194cm**  
 Handed: **Left** Weight: **98kg**  
 Religion: **None**  
 Languages Spoken: **English, Spanish, and a bit of Chinese**

Endurance: **97** /  
 Strength: **104** (+14 dmg/+70% throw range)  
 Agility: **112** (-18 DV/+2.25 meters movement)  
 Accuracy: **97** (+14 SV)  
 Intelligence: **58**  
 Willpower: **72**  
 Perception: **79** (+2 initiative)  
 Appearance: **41**

Defense Value: **-83**  
 Armor Worn: Dodge 7 pts -23/Combat Armor -35 Combat Helmet -7 / Agility -18  
 Movement: **8.25m or 7m armored**

Initiative: **+2** Base Strike Value: **01-85**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Brawling	01-85	2	melee	d20+18 etc	-	6pts
Assault Rifle	01-107	3	900m	d20+8	30/ <i>Plus d3 extra full magazines</i>	4pts
Whip*	01-93*	2	out 3m	d8+20*	-	3pts

\*Whip Wrap: On a strike, user can coil whip around a log, weapon, limb, leg or other pipe-like shape. 70% chance wrap holds. Held victim needs to make strength based HC to pull free each round, with a victim of less strength than whip user forced to make a type E hazard check, while equal or stronger victims only a type B HC to break free. Person with a leg wrapped must make a type C agility based HC or fall over.

**Skills:** Barter 3pts/Stealth 5pts/ Lying 5pts/ Wilderness Survival/Grapple 3pts/ Brawling 6pts/ Climb 5pts/Dodge 7pts (-23 DV)/ Weapon Expert: Rifles 4pts, whips 3pts/ Junk Crafter 3pts/ Disguise Artist 3pts/ Driver 2pts/ Pick Locks 4pts/ Pick Pockets 2pts/ Gambler 3pts/ Tracking 5pts/

**Valuables:** 3d100gp, 3d100sp, gems, jewels and plastic worth 1000+d1000sp

**Clothing and Equipment:** d3 spare magazines (full) for assault rifle, flashlight, 3 pair relic handcuffs, d6 tear gas and d6 frag grenades, night vision headgear, advanced communicator, laptop computer full of regional slave inventories (with prices and location of slaves owned by Travalis, Fakmal and Hynro among others). Winter and summer clothing, dagger, gasmask, d6 anti-toxin injectors and a pistol shotgun at his hip plus 3d6 spare shotgun shells.

**Description:** Known to frequent Steel Hill, yet export his human merchandise as far north as Pitford, Travalis is a much maligned yet respected slave trader. Although a dangerous man in his own right, and as merciless and heartless as any slaver, this pure stock tends to leave the actual capture of his livestock to others. For the most part, the gang members of the Deep Slum beneath Steel Hill acquire captives and deliver them to Travalis already well beaten, disarmed, disrobed and tied hand and foot by the time the slaver comes by. He doesn't purchase every captive he is

shown, but does take about half of those offered to him.

In particular, this brutal man likes to buy slaves that are rare, either in their abilities, beauty, skills, race or pre-capture caste. Likewise, he prefers quality over quantity, and is little interested in purchasing mere work slaves, preferring instead lithe beauties who might be sold as concubines, or else promising gladiatorial specimens which can fetch a great price in the slave markets of Overpass, Newburg or beyond. Another likely catch are those individuals with either a bounty on their heads, or else have loved ones someplace who have either asked him to buy back their wayward child, or can be ransomed to their family for a hefty fee far beyond their mere slave price.

He is known to deal with both Fakmal the Obese and Hynro and other slavers, using communicators to discuss inventory, purchase requests, bad debts, hazards, and opportunities to grab new, high value specimens.

Travalis wears combat armor, carries an assault rifle and wields a stun pistol. He is a violent, short tempted fellow, yet smart enough not to beat or kill his slaves unless absolutely necessary. Being hated, and having crossed many powerful clans and excavation teams, he never travels alone and has a support team of 3d6 pure stock and 2d6 mutant raiders, along with d6+3 skullocks, d4 warmorts and on occasion, a garnock in his employment. His band tours by horseback when away from the Tainted Sea, but generally stick to coastal travel via an unmarked, but relic outfitted merchant barge called the Subjugator.