FULL METAL FRIDAYS

We at Privateer Press are very excited that Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods *releases later this year. We're celebrating with a series of free weekly RPG content we call Full Metal Fridays! You'll be able to download new careers, equipment, monsters, and more on Full Metal Fridays. Each month will showcase a different theme and will culminate in an event Game Masters can drop right into games. For the first month of Full Metal Fridays we are diving into a subject near and dear to our hearts: the sea.*

Check back every Friday for new Iron Kingdoms RPG content!

INSTALLMENT 1, WEEK 2:
BLOOD AND PLUNDER

BY JASON SOLES

Though known for their cruelty and vicious blood magic, along the shores of the Broken Coast Satyxis are most infamous for the lightning raids they conduct on the fleets of the Iron Kingdoms. The following career allows you to play as one of the fierce raiders of a Satyxis crew.

RAIDER

Among the bloodthirsty Satyxis serving the Cryxian Black Fleet, none are more feared than the cruel raiders. Vicious reavers born to ride the waves, they strike relentlessly wherever their masters and the fates bid them. These merciless raiders are well versed in the use of wicked chain whips crafted to flay flesh from bone and inflict pain across the mystical tethers that bind steamjacks to their warcasters. The mainland's defenders have learned to dread the terrible sound of Satyxis war horns, for soon raiders emerge from fog-shrouded darkness to rip apart any who stand against

them before stealing away with their plunder and captives bound for the slave pits of Blackwater.

Satyxis raiders are no mere pirates. Behind their savagery are ancient rituals and rites drawn from the very foundation of their race. The raiders, like all Satyxis, are accustomed not only to slaughter but also to the arcane. They regularly look to the visions and portents of the witches among their number to guide them toward their next prey.

Playing a Raider: Satyxis Raiders are skilled melee fighters specializing in the use of their lacerator whips. They are also quite capable of using their natural horns to lethal effect, and their unarmed capabilities should not be underestimated. The Raider career pairs well with the Pirate career, granting the character access to a number of useful abilities such as Waylay, which increases the effectiveness of a Satyxis' horns in her attempts to knock out a victim. It is also worth keeping in mind that a Raider's

RAIDER

PREREQUISITES: SATYXIS

STARTING ABILITIES, CONNECTIONS, AND SKILLS	**Special:** A character starting with the Raider career must choose Cutthroat, Duelist, Gun Mage, Military Officer, Pirate, Pistoleer, Ranger, Sorcerer, or Warcaster for her other career. **Abilities:** Specialization (Lacerator) **Connections:** Connections (Black Fleet) **Military Skills:** Hand Weapon 1 and Unarmed Combat 1 **Occupational Skills:** Intimidation 1, Jumping 1, Sailing 1, Swimming 1
STARTING ASSETS	Lacerator, Leather Armor

RAIDER ABILITIES	Ambush, Battle Plan: Call to Action, Boarding Action (New), Disease Resistance, Gang, Precision Strike, Ram (New), Roll with It, Specialization (Lacerator), Sprint (New)
RAIDER CONNECTIONS	Connections (Black Fleet)
RAIDER MILITARY SKILLS	Hand Weapon 4, Pistol 3, Thrown Weapon 3, Unarmed Combat 4
RAIDER OCCUPATIONAL SKILLS	Command 2, General Skills 4, Navigation 3, Rope Use 4, Sailing 3

life is a constant struggle, and only the most ruthless and bloodthirsty rise to command. Additionally, Satyxis have a powerful affinity for the arcane. A player wishing to play a leader among the Satyxis should consider taking Military Officer, Sorcerer, or Warcaster as her second career.

As the character gains experience she will grow more deadly in the use of her favored weaponry and defensive capabilities. At the Veteran level, a Raider has the potential to inflict truly thunderous blows with her horns with the Ram ability.

Note, however, that the Satyxis are feared and truly hated by the mainlanders they have preyed upon for centuries. This animosity runs deep, and virtually anywhere outside the Scharde Islands Satyxis will be attacked on sight. As a result, while Satyxis characters can make excellent antagonists, they are extremely difficult player characters to work into games set outside the confines of the Nightmare Empire.

NEW ABILITIES

BOARDING ACTION

Prerequisite: Jumping 1

A character with Boarding Action can use the Jumping skill to make a long jump as a quick action instead of a full action after making a full advance.

RAM

Prerequisite: Unarmed Combat 3

When this character hits an enemy with her horns, the enemy is knocked down and can be pushed 1″ directly away from this character. If the enemy is pushed, this character can immediately advance directly toward him, up to the distance that enemy was pushed.

SPRINT

Prerequisite: AGL 6

At the end of this character's turn, if she destroyed one or more enemy models with melee attacks that turn she can make a full advance.

NEW MELEE WEAPON

LACERATOR

Cost: These weapons are never available for sale.
Skill: Hand Weapon
Attack Modifier: −3
POW: 4

Description: Lacerators are the wicked whips of chain favored by the cruel Satyxis raiders. The secrets of the lacerator's creation are known only to the blood witches among them.

Special Rules: Lacerators are magical reach weapons.

Attacks from lacerators ignore ARM bonuses from bucklers and shields.

On a critical hit, the character hit is knocked down.

When a lacerator damages a bonded steamjack, the steamjack's controller suffers 1 damage point.