

## Name: TYPICAL SWINEFOLK GANGSTERS

Race: Swinefolk (Thardichian)

Sex: Male

Profession: Gangster Muscle

### Attributes:

STR	Level V	CHA	Level III
END	Level V (17)	MNT	Level IV
DEX	Level IV (12)	ITN	Level IV

### Special Abilities:

*Claws:* 1D6+3 unarmed damage.

*Enhanced Sense of Smell:* Level V ability to track by sense of smell. A fresh trail is considered to be Level IV Difficulty. Add an additional level of difficulty for each 8 hours that has passed. Can recognize individuals by scent (the number of specific individuals equal the numbers of points in Mentality; for an average Swinefolk, this means 10 individuals).

### Combat Statistics:

AP	8
Armed Combat,	
Laser Pistol	Level IV
Laser Rifle	Level III
Knife	Level V
Unarmed Combat,	
Brawling	Level V
Grappling	Level V

### Significant Skills:

Gambling	Level VI
Medical Sciences,	
General Medicine (Swinefolk)	Level III
Military Sciences,	
Ordinance Construction/Repair	Level IV
Small Unit Tactics	Level IV
Security Procedures,	
Concealment	Level IV
Lockpicking	Level V
Stealth	Level V
Surveillance	Level IV
Social Sciences,	
Economics	Level V
Streetwise	Level VI
Vehicle Operation,	
Ground Vehicles	Level IV
Verbal Interaction,	
Haggling	Level V
Intimidation	Level VI
Negotiation/Diplomacy	Level III

### History:

The Thardichian race, better known as Swinefolk, evolved from a pig-like animal that roamed the sparse grasslands of the northern continent. Predation from large flying carnivores (known as Zaks) forced the Thardichian ancestors on a pilgrimage to the relatively safe lands of the southern continent. The primitive Thardichians continued to thrive and multiply in their new home.



In 73,081 TL (AD 2373) the Thardicians, now armed with primitive projectile weapons, returned to the Northern home of their ancestors and hunted the Zaks to the brink of extinction. The leaders of the various Thardichian family clans begin to display the hides of the Zak as symbols of their status.

By 73,174 TL (AD 2466) Thardichian society was on the verge of total anarchy. The eleven most powerful families, now calling themselves Syndicates, formed an alliance in an attempt to stop the Thardicians from wiping themselves off the planet. While the chaotic nature of Thardichian society continued, the Syndicates were able to place limits on what each clan would do. For example, the Brokenbone Syndicate ran the prostitution rings while the Evileye Syndicate ran the narcotics market. The concept of legal vs illegal does not exist for the Thardichians. To them any vice or pleasure (no matter how degenerate) or action is acceptable, as long as the proper Syndicate controls it. Any who break the Syndicate rules are executed as a warning to others.

In 73,293 TL (AD 2585), a Terran freighter crash landed on the eastern continent of Thardiche. The crew attempted to negotiate amongst the local Thardichians for the materials needed to repair the craft, but the Skullsmasher Syndicate killed the crew, ate them, then tore the ship into pieces, and sold the parts to rival Syndicates for a hefty profit.

The Bloodyteeth Syndicate bought the ship's hyper-drive engines and by 73,349 TL (AD 2641), they were able to finally reverse engineer them. They created a crude version of their own hyper-drive engines which open space to their syndicate first, and later to the rest of the Thardichian syndicates (once the plans were stolen from the Bloodyteeth Syndicate).

By 73,680 TL (AD 2972), the Thardichians had expanded throughout Mutter's Spiral and can be found almost in every seedy and low-life areas of the galaxy. While the Thardichians control the illicit activity in their home solar system and a few nearby colony worlds, they generally hire themselves out to other criminal organizations to act as muscle or hit men. Their natural strength, endurance and their lack of moral fibre suit them well to these roles.

The Thardichians, have acquired the slang name of Swinefolk amongst the human populace. The Thardichians have come to prefer that name and now use it among themselves. Some non-Thardichians have started calling them 'Piggies' or 'Little Piggies' which the Thardichians loath. To call a Thardichian either term to his face means one risks having his throat (and/or groin) ripped out in retaliation.

### **Physical Characteristics:**

Thardichians are short in height (averaging around 1.4 metres tall). They have a pudgy build which often hides their stout muscles. Swinefolk rarely wear any clothing except for a weapons belt. It is said that the Thardichians refuse to wear clothing as it is against their religion. Whether this is true or not is unknown since the Thardichians do not discuss their religion with non-Thardichians.

Thardichians mature fast, becoming adults by the age of twelve. They often live short and brutal lives but that is mainly due to their dangerous occupations and not due to any biological conditions. Some Thardichians do buck the trend and live to the ripe old age of fifty.

### **Manner:**

Thardichians have no moral compass and will do anything if they think they can get away with it. They are often cruel, bullying the weak, and love to cheat. They have also acquired a taste for human flesh which they consider to be a delicacy (an underground black market caters to this vile practice). Normally you cannot trust a Thardichian but if you can get one to swear by their Syndicate, then they will not break that oath. Naturally, Thardichians will often lie about which Syndicate they belong to so they don't lock themselves into a binding agreement.

If a Thardichian is so untrustworthy, then why do non-Thardichian criminal organizations use them? There are several reasons. First, these criminal organizations deal directly with the Thardichian syndicates so they know they are getting what they ordered (the Syndicates do not want to spoil a profitable business arrangement). Second, they are good at their jobs (when it comes to brutality and hurting others), and third, they are cheap and expendable. Should they get killed, the criminal organization just has to contact a Thardichian Syndicate and hire replacements. Thardichians consider life to be cheap.

## SYSTEM LOG

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**System Name:** Delquetai  
**System Location:** Mutter's Spiral Galaxy (a.k.a. "Milky Way Galaxy")

### System Data

Number of Stars in System: 1  
Number of Terrestrial Planets Present: 1  
Position of Terrestrial Planets: IV

## WORLD LOG

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**World Name:** Delquetai IV (Thardiche)

### Astronomical Data

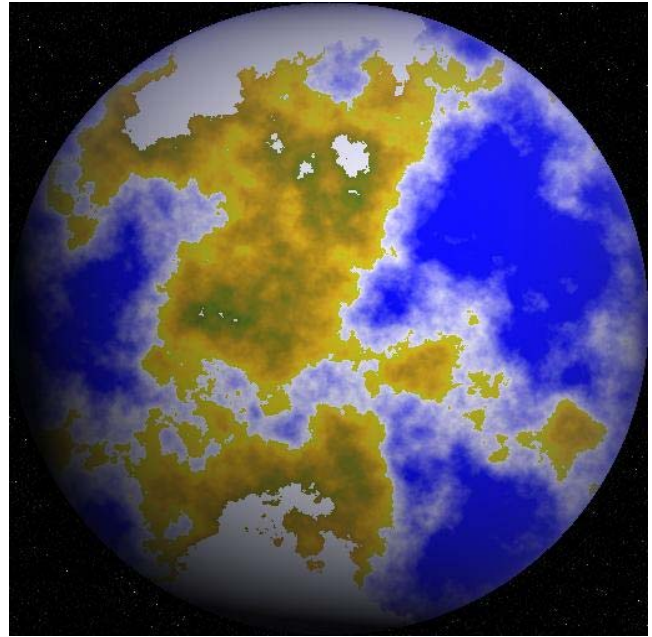
System Name: Delquetai  
Position in System: IV  
Number of Satellites: 1

### Planetary Data

Gravity: High 1.6 G  
Diameter: 20,800 km  
Equatorial Circumference: 64,000 km  
Total Surface Area: 816,000,000 km<sup>2</sup>

### Planetary Conditions

Major Land Area Type: 4 Major continents  
Major Water Area Type: 9 Oceans  
Length of Day: 28 hr  
Atmospheric Density: Terrestrial  
General Climate: Warm Temperate



## CULTURAL DATA

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**Dominant Life Form:** Swinefolk (Thardichian)

### Full Technological Index:

Space Sciences: 4  
Engineering: 6  
Physical Sciences: 5  
Planetary Sciences: 4  
Life/Medical Sciences: 5

### Full Sociopolitical Index:

Social Sciences: 6  
Military Development: 8  
Cultural Attitude: 3

Government Type: Criminal Syndicates based on family ties

Controlling Governmental Body: The Grand Syndicate

Chief Governing Body: The Big Boss

## ALIEN CREATURE RECORD

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**Name:** Swinefolk (Thardichian)

**Attributes:**

**Environment**

Environment Type: Terrestrial  
Atmosphere Breathed: Oxygen/Nitrogen

STR: 15  
END: 17  
DEX: 12

**Appearance**

Body Form: Mammal  
Size: Medium  
Limbs: 2 motive jointed;  
2 manipulative jointed  
Body Covering: Skin

**Combat Statistics:**

MAX OP END Score: 34  
AP Score: 8  
Combat Ability Type: Unarmed  
Combat

**Senses:** Sight, Smell

Combat Proficiency Level: V

**Life Style:** Aggressive Omnivore

Damage Value: 1D6+3

Armour Value: 0

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**Note:** Swinefolk image is used without permission. The original image is from *Barlowe's Guide to Fantasy* (1996 by Wayne Barlowe) and it is a Swine-Thing from William Hope Hodgson's *The House on the Borderland* (1908). The planet image is from 'Terranova: Planet of the Day' website: <http://www.fourmilab.ch/terranova/terranova.html> This PDF and the Swinefolk species and stats © Tim Hartin 2012. Permission is given for personal use.