

SAVAGE S·L·A INDUSTRIES

Savage Roleplaying
in the
World of Progress



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Introduction

About SLA Industries

Released in 1993, SLA Industries' gameworld is one of dark horror, violence and paranoia, overlaid with a dystopian satire on our own celebrity- and violence-obsessed culture. In a universe owned by a single mega-corporation, players take on the roles of freelance troubleshooting employees of SLA Industries, so-called *SLA Operatives*, performing missions while trying to rise up the corporate ladder and make a name for themselves on the everpresent Vid, where operatives can become stars in their own right, gaining cash when their exploits are sold to TV channels as entertainment for the masses, and even merchandising their image to fans.

Working for 'the man' in a corrupt and uncaring ultra-capitalist society, SLA operatives fight to maintain the status quo while, more often than not, discovering they are as much part of the problem as they are a solution. The unique setup of SLA Industries allows for great game play, providing a cohesive and immersive experience built upon film noir, political thrillers, splatterpunk, cyberpunk, horror, manga and black, black humour.

About Savage Worlds

Savage Worlds sells itself on speed of play, lack of GM preparation time and fun over detail. "Fast! Furious! Fun!" are the catchwords of the game's developers.

These priorities have not only endeared it to fans but prompted many to convert settings they love to this simple, intuitive and fun system. This is our attempt.

Two Great Tastes

This conversion aims to allow SLA Industries to be played with the Savage Worlds ruleset.

But why bother? I'm glad you asked. See, while the setting for SLA Industries is fantastic, the system is just too complex for some of us. It can be slow and it is littered with fiddly mechanics that, for those of us hooked on F!F!F!, don't necessarily add to anything more than book-keeping and maths to the game play.

By using Savage Worlds we hope you'll be able to keep the tone and background of a SLA campaign intact without being distracted by its complexities, essentially allowing you to get more SLA out of each session of a SLA Industries game.

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What Else Do I Need?

You will need a copy of both the Savage Worlds and SLA Industries main rulebooks to use this document. Additionally, some edges reference additional 'Savage Settings' published by Great White Games which you'll need to own to make use of. Owning the entire line of SLA Industries supplements is definitely recommended for getting the most out of the SLA universe.

Books Referenced

SLA Industries Main Rulebook

Karma Sourcebook

Mort Sourcebook

The Contract Directory Sourcebook

Cannibal Sector: One Sourcebook

Savage Worlds Revised/Explorer's Edition Rulebook

Credits

This conversion was created by several contributors on the Savage Worlds forums (www.peginc.com/forum).

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Thank you to everyone whose time and effort have made this project possible, and, of course, to the publishers of SLA Industries and Savage Worlds, for inspiring us to put it all together.



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New Rules

This chapter contains new rules to tweak Savage Worlds into behaving more like SLA. Hopefully they're simple and standardised enough to not add too much complexity to the mix.

Carrying Capacity

Several of the races available to players combine bigger-than-human size with possibly much-higher-than-human Strength. The following table should be used to calculate these characters' carrying capacity. If the character is Brawny as well, multiply the total by a further 1.6.

Carrying Capacity			
Strength	Size +0	Size +1	Size +2
D4	20 lbs.	40 lbs.	80 lbs.
D6	30 lbs.	60 lbs.	120 lbs.
D8	40 lbs.	80 lbs.	160 lbs.
D10	50 lbs.	100 lbs.	200 lbs.
D12	60 lbs.	120 lbs.	240 lbs.
D12+1	65 lbs.	130 lbs.	260 lbs.
D12+2	70 lbs.	140 lbs.	280 lbs.
D12+3	75 lbs.	150 lbs.	300 lbs.
D12+4	80 lbs.	160 lbs.	320 lbs.
D12+5	85 lbs.	170 lbs.	340 lbs.
D12+6	90 lbs.	180 lbs.	360 lbs.
D12+7	95 lbs.	190 lbs.	380 lbs.
D12+8	100 lbs.	200 lbs.	400 lbs.

Stress

The combination of SLA's interminable bureaucracy and life-hanging-by-a-thread violence, power over the masses and powerlessness in the face of corporate manoeuvring, purpose given by employment and SLA Industries withholding so much necessary knowledge, makes life as a SLA operative far from stress-free. Whether it's the streets of Downtown or the offices of Mort central, virtually every environment a SLA operative visits is hostile in one way or another and even the toughest psyche can crack under this constant pressure.

This continual pressure is represented by Stress. Whenever an operative is placed in difficult or frustrating situations there's a chance that they will gain a level of fatigue to represent them being worn down by their job.

These Stress fatigue levels cannot be removed in the usual way. Only by affirming their own power, spending time in relaxation or indulging in the violence and drug-induced intoxication that passes for R&R in Mort can an operative remove the sense of oppression, powerlessness and ennui that hangs over them.

Characters generally never have more than a single fatigue level from Stress except in extreme situations. At the GM's discretion, a second level may be gained in response to such shocking situations as a meeting with Mr. Slayer, being assigned to fight Digger or serve a term on Dante, a night of interrogation at Internal Affairs, or, if it exists in your game, a glimpse of the Truth.

Gaining Stress

Whenever presented with a stressful situation, players should make a Spirit roll, modified by wounds and fatigue as usual. Failure gains them a Stress fatigue level.

Frustrating situations should be made with no modifier but those that are both frustrating and either dangerous or life-changing should probably incur a -2 penalty (GM's call).

Fatigue levels from Stress can never incapacitate a character. If a Stress fatigue level would reduce a character to Incapacitated (probably because they were already suffering fatigue from another cause such as drug withdrawal), they instead become too depressed to work. Overwhelmed by the pointlessness of their existence they'll stop looking for BPNs, visiting friends or places they used to hang out, or taking care of themselves and their equipment.

At this point, the Department of Psychology and Psychosis will step in and enforce psychiatric treatment.

Losing Stress

The easiest way to remove stress is through the use of self-medication, or Soft Drugs, as SLA Industries labels them. Most allow an instant Spirit roll to remove stress, with a bo-

Why Do We Need New Rules?

While one of the main reasons to convert SLA Industries to the Savage Worlds system was to streamline the mechanics, in this chapter you will find a few new rules. We've tried to keep these to a minimum, only adding them where we feel they'll really add something to the tone, and where we have added new rules, they generally use tweaked versions of existing Savage Worlds rules. For example, both the drug addiction and stress are basically types of fatigue. Almost every other rule is aimed at modelling either the type of gun-bunny behaviour SLA delights in or undermining the security big guns and armour can provide to allow GMs to play SLA as a horror RPG.

Stressful Situations

While there's no hard-and-fast rule about what counts as a stressful situation, GMs are encouraged to remember that Stress is about modelling helplessness, not horror. Seeing the work of a serial killer calls for a Guts check, being forced to let the killer go after a call from Cloak Division means a Stress roll.

Hopefully a few examples will make things clearer (asterisked examples should probably incur a -2 penalty to the roll):

*Meeting Mr. Slayer

Visiting a BPN Hall

A particularly frustrating encounter with any SLA department

A visit from Internal Affairs or Cloak Division

*Taking a black BPN

*Being given a platinum BPN

Finding out your BPN only gave you incomplete/inaccurate information

*Losing a loved one

*Losing a squad member

*Being demoted

Being moved to worse accommodation

Having a Hunter Sheet opened on you

Losing an important contract

Discovering a squad mate has a finance chip and has witnessed you breaking operational rules

*Receiving orders that go against the character's moral code

*Choosing between two evils

Performing abhorrent acts in the line of duty

*Assassination attempts by rival contract killers

*Entering a contract circuit game with little chance of survival

Getting lost in Lower Downtown

*Finding your exit from a dangerous location has been blocked off

*Being vastly outnumbered/outgunned

*Being posted to Dante

*Being put in a barrel (vevaphons only)

Being disfigured

Dying

nus or penalty depending on how well they block out the operative's real life.

There are also natural ways to remove Stress. A full day spent indulging in a hobby, with a loved one or otherwise happily engaged in personally-fulfilling and not work-related activities, followed by a good night's sleep, grants a Spirit roll to remove a Stress fatigue level. GMs may also allow a roll at moments of personal achievement such as solving a long-

running problem, defeating a long-term enemy or surviving a seemingly deadly situation through wits and resolve.

Finally there's the option of psychiatric treatment at the hands of the Department of Psychology and Psychosis. This can either be voluntary or mandatory.

For voluntary treatment, the character must take a course of 4 Honesty-fuelled psychotherapy sessions at 10 credits each, after which a Stress level is automatically removed. Sessions last half a day and all four must be taken within a month to have any effect. They are recorded but operatives can remain assured that recordings are only available to members of Internal Affairs and the Department of Psychology and Psychosis with sufficient clearance.

Mandatory counselling is enforced should the character become Incapacitated due to Stress fatigue. The character is forcibly committed to the Bedlam insane asylum and given cutting-edge mental health care in the form of truth drugs, electroshock, aversion therapy and other effective, if brutal, treatments. The character gets a Spirit roll with a +2 bonus (but minus any fatigue or wound penalties) each week. Success removes a Stress level but rolling a 1 on the Spirit die leaves the character permanently changed. They receive a minor hindrance such as Bad Dreams, Delusional, Drug addiction (Honesty), Phobia or Yellow. When all stress levels are gone, the character is remitted and allowed back to work.

Optional Rule: Cracking Up

Rolling 'snake eyes' during a Stress roll is bad news. In addition to the fatigue level, the character is Shaken and immediately gains a temporary minor hindrance – Bad Dreams, Delusional, Mean, Phobia or Yellow are good choices – which lasts until they have no more Stress fatigue levels.

Future rolls of 1 will probably trigger the same hindrance unless the GM decides otherwise.

SWEX/CLassic Damage

Savage Worlds Explorer's Edition introduced new rules for melee combat aimed at giving close-up fighters a little extra reward for the additional dangers they face in a world dominated by gunslingers. We have chosen to use this new system in Savage SLA Industries.

After all, worlds don't come much more gun-dominated than the World of Progress.

For those who prefer the old way of doing things, check out the appendix, there's alternative damage bonuses for all the melee weapons in there.

Weapons

Big guns play an important part in the life of every SLA operative. As such, the rules for weapons are slightly more complicated than in standard Savage Worlds.

Stress and Fear – Rock and Hard Place

Don't forget – the Stress rules are not a replacement for Savage Worlds' existing fear rules. Characters should still purchase the Guts skill if they intend to have even the slightest chance of dealing with most BPNs.

So why use both? Because they model different things. Fear is short-term. It represents fight-or-flight impulses. But once the source of a Guts check is gone, provided the character didn't get a long-term result on the fright table, it's over.

Stress is both more subtle and more long-term. Characters in SLA deal regularly with catch-22 situations. Whether it's being trained as a killer and fed combat drugs then be-

ing made to wait in a queue at the BPN hall for 8 hours straight or finding the ThirdEye navamaps you were issued have been intentionally doctored so you won't realise your squad is just a decoy to draw Digger out, operatives are regularly confronted by the fact they're essentially powerless in a cruel world. Stress comes from having to deal with the fact that in SLA, the universe really is against you (or at least Mr. Slayer's Big Picture is).

Besides, with both, GMs have two different ways to represent the unremitting harshness and horror of life in the World of Progress. And there's nothing like a little variety when tormenting your players.

You'll notice that the listing for ranged weapons doesn't include damage. Instead they list a calibre, such as 10mm, with different types of round available in each calibre. Generally, larger calibres and more exotic type of ammo are more expensive (10mm standard cost just 1 credit while 17mm HESH rounds cost 14!).

Because of this, players will need to keep track of the various clips they have for each weapon and what bullets they contain. While this means a little more paperwork, it also adds another tactical element to combat, as players try to balance the power of attacks with their cost.

Ammunition also has different damage values for pistols and rifles. Check the table in the equipment chapter to see exactly how much damage any particular round causes.

Guns also come with different attachments. The most commonly used is recoil baffling, which can be fitted up to three times per weapon, each purchase reducing the minimum Strength required by one die-type, but sights and laser painters are also available, adding bonuses to Shooting rolls at short or medium range and over ranges, and other add-ons that keep the firer's presence hidden, help steady the weapon or hold more ammo.

Recoil

Characters suffer -1 Shooting for each die-type of difference between their Strength and that needed to fire their weapon. For example, a Strength D4 character firing a FEN 204 (D8 minimum Strength) is at -2 Shooting.

Weapons that allow recoil baffling can reduce this penalty (by -1 per set of baffling – up to three sets can be fitted) as can bipods/tripods, stocks, waldo units and other attachments.

Holding pistols two-handed also reduces the penalty by 1.

Optional Rule: Two-Weapon Fighting

The fact that Savage SLA Industries introduces combat drugs such as Rush that remove penalties for multiple actions, meaning every SLA game of can easily turn into a John Woo movie. While that's OK for some GMs, others might prefer to limit this both-gun-blazing behaviour.

One solution would be to raise default off-hand penalties by 2 (see box).

Another would be to impose a -2 penalty on damage for off-hand Fighting attacks and increase the minimum strength for firearms by two die-types, or to d8 for firearms with no minimum Strength requirement (although this may just encourage everyone to wear a jolt glove or use a light pistol in their left hand).

Two-Weapon Fighting

Edges	Primary Hand	Off Hand/Teeth/Biogenetic Quill
None	-2	-6
Ambidexterity	-2	-4
Two-Fisted	0	-4
Ambidexterity and Two-Fisted	0	-2

Armour

Armour in SLA Industries is far from indestructible. Every good hit leaves an op's armour weaker and the op more exposed. Too many missions without getting it patched up can leave even the most pricily-protected operative vulnerable to the enemies of Progress.

Every time a character is Shaken or takes one or more wounds, even if the wounds are soaked by spending a Benny, the protection of his armour is reduced by 1 (or more – for some particularly vicious weapons). When the armour's protection reaches 0, it has been destroyed and no longer provides any form of defence.

To keep combat flowing, GMs may wish to only apply armour damage after a fight. In the meantime, players should keep a tally of how many times they've been Shaken or received wounds (although unless the optional rules below are in effect, the number of wounds is immaterial).

Repairing Armour

Repairing armour damage costs 100c for rebalancing, labour, etc. plus 10c per point of protection (or 25c per point for Heavy armour). Destroyed armour cannot be repaired.

Power Projects' Canned Plate is cheaper than this (10c a can) and has the added benefit of being portable but it reduces the maximum protection the armour provides with each application, making it purely a temporary solution.

Armour Coverings

Equipment that covers a character's armour – such as ECM cloaks – is rendered useless as soon as the armour it covers takes damage and is destroyed itself if the armour it covers is. However, as long as it has not been destroyed, such equipment can be patched up with a successful Tech roll or for 25c if returned to the manufacturer.

Optional Armour Rules

GMs who want armoured characters to be even more vulnerable may wish to implement one (or both) of the following optional rules. Be warned, though, that this has the potential to upset players of Ebons and Brain Wasters, who invest edges into their (now much more easily destroyed) deathsuits.

Optional Rule: Fragile Armour

Every blow that causes a Shaken or Wounded result reduces the target's armour's protection by the number of wounds caused – or just 1 for a Shaken result. This damage occurs regardless of whether or not the wounds are soaked.

Optional Rule: Armour Fatigue

Even when armour prevents damage, some of the force of the blow is transmitted to the wearer, causing the wearer to become fatigued from bruising, winding and exhaustion.

Hit Locations

1D8	Location	cont.	Location
1	Left Leg	4	Right Arm
2	Right Leg	5-7	Torso
3	Left Arm	8	Head

Make a Vigour check when hit but no damage penetrates (at -2 if hit with a raise). On a failure, the character receives a level of Fatigue.

This does not affect wearers of Heavy armour.

Optional Rule: Localised Armour Damage

On the other hand, some GMs might find this too harsh. In that case, why not just have the protection of the armour reduced only in the location where the character was hit? This makes armour last longer and can add a new tactical element to combat as called shots become more viable but also potential slows combat down, adding another dice roll after every hit (unless the location dice is rolled at the same time as the damage dice).

Optional Rule: Telegenics

Contract Killers give up life as an op to compete against one another in ThirdEye's many brutally-creative Vid shows. Life on the circuit is a cut-throat business, even out of the ring, and many never get near to achieving the fame and riches that drew them in to the lifestyle. Still, the promise of superstar lifestyles, adoring fans and the chance to indulge their psychoses on the big screen keeps new applicants queuing up for a chance at stardom.

GMs who wish to feature the Contract Circuit in their games should introduce the Telegenics skill. As well as acting as a gauge of how well a character promotes their image on screen or in front of crowds, Telegenics also acts as a cap on a character's Wild Die when taking part in matches, meaning even hardcore ops who try their hand at being a killer can find themselves bested by less experienced characters who've learned to thrive on the cheers of the crowd and buzz of risking death on the big screen.

The following three edges should also be opened up to players (and those they'll be challenging) when the Contract Circuit is featured in a campaign.

Circuit Star

Requirements: Veteran, Telegenics D8

Choose a combat skill (Fighting, Shooting or Throwing). During Contract Circuit matches, your Wild Die becomes a D8 when using either that combat skill or Telegenics.

Circuit Superstar

Requirements: Heroic, Circuit Star, Telegenics D10
Your Wild Die now becomes a D10 during matches.

Circuit Legend

Requirements: Legendary, Circuit Superstar, Telegenics D12
Your Wild Die now becomes a D12 during matches.

New Rules at a Glance

Armour

Armour has its protection value reduced by one every time the wearer is Shaken or wounded. Equipment covering armour is rendered useless as soon as armour takes damage.

Fragile Armour (Optional)

Armour's protection reduced by the number of wounds caused (or 1 if Shaken).

Armour Fatigue (Optional)

When hit but no damage penetrates, roll Vigour (at -2 for a raise). On a failure, the character receives a level of Fatigue.

Localised Armour Damage (Optional)

Protection only reduced in a specific location. Roll a D8 for location.

Carrying Capacity

Shaktars, Stormer 313s and Stormer 714s have increased carrying capacity. See the table at the start of this chapter.

Drugs (in Drugs chapter)

It is not possible to be under the influence of more than one drug at a time (with the exception of KickStart).

Injecting drugs takes a full round (or 2 actions on separate rounds – one to prepare, one to inject. A Boopa Drug Injection System makes taking injected drugs a free action.

Drugs take effect on the action after they were taken if injected, 5 rounds later if smoked or 10 if ingested.

Drug Addiction (in Drugs chapter)

Whenever a character takes drugs, roll Vigour (with a +1 bonus for soft drugs, +2 for medical drugs). Failure leaves the character addicted.

Addicts must take a certain number of doses a day (see the drug's description) or enter withdrawal.

Characters in withdrawal gain two "withdrawal" fatigue levels for combat drugs, one for soft or medical drugs. A week spent without taking the drug they're addicted to allows the character a Vigour roll (also with a +1 bonus for soft drugs, +2 for medical drugs) to remove one of these fatigue levels. Removing all fatigue levels breaks the addiction. Taking the drug they're addicted to also removes

the withdrawal fatigue levels but the character remains addicted.

Ebb (in Ebb chapter)

Powers are called 'glyphs'; power points, 'flux'.

Glyphs are arranged into themed lists called 'affinities'. Characters must "open" an affinity before they can buy the glyphs it contains. Characters start with 2 open affinities. The Affinity Training edge opens another affinity and grants one glyph from within it. The New Glyph edge buys 2 glyphs from 'open' affinities.

Stress

Roll Spirit in frustrating situations. Failure gives a "stress" fatigue level.

Characters cannot have more than a single stress fatigue level at any time, except in extreme circumstances.

Stress can be removed by taking soft drugs, spending a day and night relaxing, or self-affirming achievements. Roll Spirit to remove Stress fatigue levels.

Psychiatric treatment can also remove stress fatigue. Voluntary counselling costs 10c a session and 4 sessions automatically remove a fatigue level. Mandatory treatment is enforced if the character is incapacitated by stress fatigue. It gives a Spirit roll at +2 each week of commitment to an institution. Success removes a Stress fatigue level. Rolling a 1 on the Spirit die gives a permanent hindrance.

Cracking Up (Optional)

Rolling 'snake eyes' on a Stress roll gives the character a hindrance that lasts until they remove all stress fatigue.

Telegenics (Optional)

The Telegenics skill caps a character's Wild Die in circuit matches. Various edges can raise the Wild Die above D6.

Two-Weapon Fighting (Optional)

The penalty for off-hand weapons is increased to -4.

Weapons

Firearms have different types of rounds each with their own damage and cost. Some types are only available to certain calibres of firearm.

Recoil baffling reduces the penalty for firing guns with high Strength requirement, as do pistol and SMG stocks or just firing pistols two-handed.

Character Generation

Making characters in Savage SLA Industries is much quicker than with the standard SLA rules, and much, much less maths-intensive. So put down that calculator, print out a character sheet and simply follow the 6 steps below.

1) Pick Race

SLA operatives can be divided into 2 broad racial groups: natural races and the Stormers grown by Karma specifically to serve SLA Industries. Choose your character's race from the following lists.

Natural Races

Human: The vast majority of Mort's population are human. You've done what they only dream of – risen above the seething masses to become an elite SLA operative. Heroes.

Frother: Clan-based humans who've made an evolutionary leap to better cope with SLA's powerful combat drugs, Frothers wear tartan, carry big swords and are rarely sober. Berserkers.

Wraith Raider: Feline ice-worlders, Wraith Raiders are fast, cruel natural predators who prefer their food with a pulse. Hunters.

Shaktar: Lizard-like and noble, the giant Shaktars serve SLA Industries, their race and their code of honour. Samurai.

Ebon: These mystical and emotional beings are capable of manipulating reality through complex formulae and the projection of their own inner emotional state. Warlocks.

Brain Waster: Violent offspring of the Ebon race, Brain Wasters are as aggressive and sadistic as the Ebons are self-effacing. Bastards.

Stormers

313 - Malice: Giant biogenetic killing machines with regeneration and claws.

714 - Chagrin: Even bigger biogenetic killing machines with regeneration and even bigger claws. And tusks.

711 - Xeno: Fast, insectile biogenetic killing machines. With chameleonic chitin.

Vevaphon: Shapechanging biogenetic killing machines. With, um, whatever they choose to have.

2) Pick Training Package

All operatives receive a single training package edge for free. This edge represents the skills they have learnt during their three years at SLA Industries' Meny Academy.

All training packages except Strike Squad have one or more Attribute or Skill requirements, representing the curriculum the op had to complete to graduate Meny. You'll need to assign some of the points used for Traits in the next step to meet requirements. Don't worry, though. It's worth it – these edges are particularly powerful.

Starting Attributes

Not all races are created equal (although they are balanced in other ways). Consult the following table to see what die-types your character's Attributes begin at.

Number in brackets indicate the Attribute can be raised above D12, with each +1 counting as a point at character creation or an advance later on while "x2" means that the Attribute costs 2 points to raise at character creation or two advances later on.

Race	Agility	Smarts	Spirit	Strength	Vigour
Human	D4	D4	D4	D4	D4
Frother	D4	D4	D4	D6	D6 (D12+1)
Wraith Raider	D6 (D12+2)	D4	D4	D4	D4
Shaktar	D4	D4	D4	D8 (D12+2)	D6
Ebon	D4	D4	D6 (D12+1)	D4	D4
Brain Waster	D4	D4	D6 (D12+1)	D4	D4
313 Malice	D4	D4 (x2)	D4	D8 (D12+2)	D8 (D12+2)
714 Chagrin	D4	D4 (x2)	D4 (x2)	D8 (D12+6)	D8 (D12+4)
711 Xeno	D8 (D12+2)	D4	D4	D4	D4
Vevaphon	D4	D4	D4 (x2)	D4	D4

Training Packages

Business: Business and psychology training. Negotiators. Requires Persuasion D8, Bureaucracy D6.

Death Squad: Heavy assault training. Storm troopers. Requires Fighting D6, Shooting D8, Guts D6.

Kick Murder Squad: Close combat and infiltration training. Ninjas. Requires Fighting D8, Tech D6, Stealth D6.

Investigation & Interrogation: Undercover and police-work training. Sleuths. Requires Smarts D8, Bureaucracy D8, Streetwise D8.

Mechanics: Repair and sabotage training. Sappers. Requires Smarts D6, Tech D8, Knowledge (Demolitions) D6.

Media: Journalism and interpersonal training. Fixers. Requires Persuasion D6, Bureaucracy D6, Streetwise D8, Charisma +2.

Medical: Field medic training. Medics. Requires Healing D6, Guts D6.

Pilot & Navigation: Air or ground vehicle and navigational training. Stick Jockeys. Requires Agility D8, Piloting D6, Driving D6, Tech D6.

Scouting: Tracking and sniper training. Assassins. Requires Shooting D6, Streetwise D6, Survival D6, Notice D6.

Strike Squad: General military training. All-rounders. There are no prerequisites for Strike Squad membership.

See the Chapter 7: Edges for full details of the Training Package edges.

3) Assign Traits

A character's race defines what die-type each Attribute begins at. Players then have 5 points with which to increase them further (except Shaktars, who have only 4).

No Attribute may be raised above D12 unless the character's race specifies otherwise (listed in brackets after the starting die-type for that race).

Characters have 15 points to spend on Skills. Raising a Skill a die-type costs 1 point (1 point for D4, 2 for D6, and so on), or costs 2 points to raise above the Attribute which governs it. Skills may not be raised above D12.

The full list of Skills can be found here. See the Skills chapter for more details on Athletics, Bureaucracy, Driving, Formulae, Knowledge, Piloting, Polymorph, Tech, Streetwise and Survival. Others are unchanged from the Savage Worlds rulebook.

Pace is 6

Running die is D6

Charisma is +0

Parry is 2 + half Fighting

Toughness is 2 + half Vigour

Common Knowledge is +0

Stress Modifier is +0

Upgraded Housing

Most starting operatives are provided with a one combination bedroom-living room apartment in Uptown but, either through administrative mistakes in their favour or use of their contacts, some newly-graduated operatives end up with something far better.

Each point spent during character creation either upgrades the property first to a semi-detached house then a detached one, or adds two rooms (bedrooms, living rooms or dining rooms, plus, for semis and above, garages or gardens).

Two points moves it from Uptown to Mort Central.

Drug Addiction Modifier is +0

4) Pick Edges and Hindrances

In return for adding Hindrances (weaknesses) to your character, you can receive points with which to improve them in other ways.

Natural races may choose a single major Hindrance and up to 2 minor Hindrances as usual. Stormers may only choose either one major Hindrance or up to 2 minor ones. The Finance Chip hindrance is a special case. It may be bought in addition to these restrictions by everyone except Ebons or Brain Wasters.

As usual minor Hindrances are worth 1 point, majors 2. Points may be spent as follows:

2 points

An Attribute point

An Edge

1 Point

A Skill point

500 credits

Upgraded housing

See the Edges and Hindrances chapters for lists of which edges and hindrances from the Savage Worlds book are available and which have been changed.

Buying Equipment

Once you have your character's traits and edges decided upon, use the lists in the back of Karma to buy equipment. Prices have not been changed in this conversion, only the rules for how items work.

The only exceptions to this are biogenetics . 17mm HEAP rounds (now 11c) and the Upgraded Armour option. Everything else has unchanged costs.

Additionally, because SLA operatives have been intensively combat-trained, they may choose Seasoned combat edges despite only being Novice rank.

5) Buy Possessions

SLA Industries generously provides newly graduated operatives with 1500 credits with which to buy the equipment they'll need when they get shipped back to Mort (although they may keep any change if they don't manage to spend every credit). If they opt to be fitted with a finance chip (i.e. they take the Finance Chip hindrance), the operative is given a further 200 credits to spend as a reward for their obvious loyalty to SLA.

On arrival in Mort, operatives receive a further 100 credits. This is meant to tide them over while they find their feet (and their first BPN) and may not be spent before the game starts.

Starting operatives are also issued with the following:

Headset communicator
Klippo lighter
Pen

Skill List

Athletics	Agility
Bureaucracy	Smarts
Driving	Agility
Fighting	Agility
Formulae (Ebons/Brain Wasters only)	Spirit
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Knowledge	Smarts
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Polymorph (Vevaphons only)	Vigour
Tech	Smarts
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Taunt	Smarts
Telegenics (Optional)	Smarts
Throwing	Agility

Experienced Characters

Even with the availability of LAD, death is never far from an operative's door and most GMs are going to find themselves introducing new characters to the pot to replace those who fell in the line of duty.

Of course, there is always the option of new characters being rookies fresh from Meny. But if that doesn't appeal, the following benchmarks should help GMs provide a realistic starting SCL and equipment level for the character.

GMs will probably want to set the SCL level of the experienced characters at around that of the rest of the squad. For a more arbitrary value, however, increase their SCL by .1 for every experience point the character begins play with (or one full level per 10 XP).

As for credits, they should begin play with 1500 credits, just as with starting characters, plus 200 credits if they have a finance chip and an additional 20 credits per experience point, or 25 credits per experience point if they have a finance chip fitted.

FEN 603 and 2 clips of standard rounds
BPN case
SCL card
Finance card
Package card
SLA Badge
Departmental authorization card
2 sets of clothes
1 set of footwear
Operative organiser
Weapons maintenance kit
Pack of contraceptives

SLA operatives receive no salary, although 30 credits will be automatically deducted from their account each month for rent. On top of this, the average cost of living is somewhere between 150c and 500c a month, so characters will have to make sure they take enough BPNs and Hunter Sheets to cover the difference until they can get a regular income from sponsorship.

6) Fill In Character Details

The security clearance level (SCL) of a starting operative is 10.

Now fill in the details of your character to round out your concept. Name, background, and so on. The SLA Industries book will provide good inspiration, although something more detailed than "a reclusive Kick Murder Ebon with no friends except a goldfish called Brian" (SLA Industries p130)

Races

While the majority of the inhabitants of Mort are human, other races make up a high proportion of SLA operatives. Whether they're aliens recruited by SLA because of their unique suitability to operative life or were created by SLA's biogenetic arm, Karma, as perfect operatives, humans have a lot of competition when it comes to becoming an op.

Still, many do make it and, having succeeded over so much competition, are often the best they can be, as well as the most popular with ThirdEye's mostly-human audience.

Whichever race you choose, only the edges or hindrances marked with an asterisk should be noted on your character sheet. Others only affect character creation and can be safely left off.

If starting attributes are followed by '(x2)' they cost two points to raise at character creation and two advances thereafter. Other die-types in brackets represent racial maximums.

Natural weapons have two damage values, SWEX and standard. Use whichever is appropriate to your game.

Agility	Smarts	Spirit	Strength	Vigour
D4	D4	D4	D4	D4

Human

They are the most adaptive race in the universe and fit into most every aspect of the new age and occupy positions at every level of SLA Industries, their only main weakness is their addiction to Television.

Adaptive Nature

Humans gain an additional free edge of their choice at character generation.

Stable Mind*

Whether it is the result of SLA's mass media not hesitating to show even the most violent and disturbing images to the public or just because they're in the majority, psychologically, humans are best suited to the tough life of a SLA operative.

They gain a +2 bonus on Stress rolls.

Vid Head*

Humans suffer a -2 distraction penalty on all rolls when within line of sight of a T.V. unless they take an action to make a Spirit roll

Age and Life Expectancy

Most starting operatives are in their late teens and many don't make it much further. For older ops, however, the following table shows average racial life spans.

Human	60-70 (40-50 in Downtown)
Frother	30-35 (45-50 if they detox before 30)
Ebon	60-70
Brain Waster	50-60
Wraith Raider	35-40/45-50 on Cold Worlds
Shaktar	150-170
Stormer Variants	[D-Notice]

at -2. This hindrance may be bought off with an advance at any time.

The following advantages only apply if you are creating a SLA operative, who are better trained and more resourceful than Joe Average.

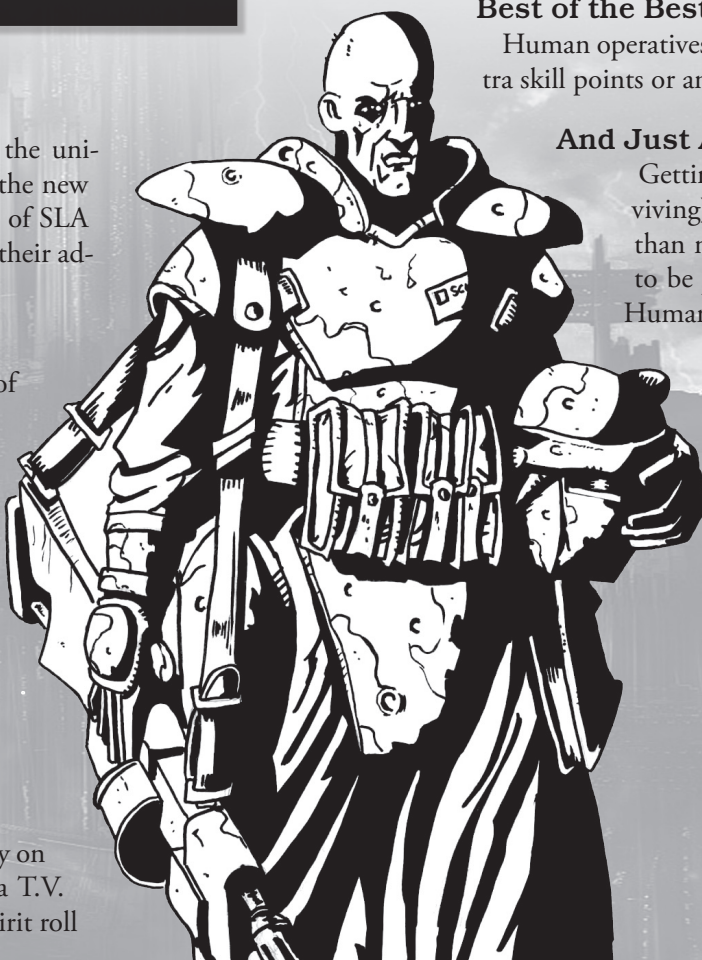
Best of the Best

Human operatives start with either 3 extra skill points or an attribute increase.

And Just A Little Luck*

Getting entry to (and surviving) Meny takes more than mere talent. You've got to be just a little lucky, too.

Human ops gain one extra Benny at the start of each session. This Edge can be combined freely with the Lucky edges.



Frother

These altered humans have made subtle evolutionary leaps to cope with their addiction to combat drugs. Over the centuries they have developed above-average strength and a high tolerance to physical punishment. The Frothers have formed into clans and are one of the few races aggressively head-hunted by SLA.

Agility	Smarts	Spirit	Strength	Vigour
D4	D4	D4	D6	D6 (D12+1)

Wired At Birth*

Frothers have a high tolerance to drugs. As a result they receive a +2 bonus to all rolls made to resist addiction and recover from Withdrawal.

Thug Life

Frothers start with D4 in Fighting, Guts, Intimidation and Streetwise.

Vow - The Clan*

A Frother's clan is everything; without it he is nothing. When the clan call, blood and claymore are theirs to command.

Quirk - Clan Colours*

Pride in the clan is always present in a Frother's mind and they will always have clan colours on show, no matter what the mission or what else they are wearing.



First Generation Frothers

The Frother racial package represents those born to Frother parents, those who have evolved as a result of generations of drug use and are part of a Frother clan. Not all Frothers fit this stereotype, however. To play a first-generation Frother, choose the Human race and take Recruited Frother as your free edge.

Recruited Frother

Requirements: Human, Novice, Vigour D6+, Starting characters only

In a dingy, Downtown Monarch cell a representative of SLA Industries arrived and gave you a simple choice: punishment for the crimes you committed to feed your habits, or sign on as an Op and get access to the best drugs the World of Progress has to offer. As always, you chose the drugs.

Your years of drug use provide a +2 bonus to all rolls made to resist addiction and recover from Withdrawal.

Wraith Raider

Known for their agility, the Wraith Raider is the embodiment of the sleek fast predator. They are slender and fast, and highly sought after by SLA, so much so that SLA leaves the Wraiths home worlds be, despite these ice planets having an abundance of water. They have short life spans, 45 to 50 years, but mature quickly and are full grown at 10, when Meny takes them and teaches them that the city is just another hunting ground.

Agility	Smarts	Spirit	Strength	Vigour
D6 (D12+2)	D4	D4	D4	D4

Graceful*

The cat-like grace of the Wraith Raider is renowned, as is your habit of toying with your prey. You receive +2 on Agility rolls. Not only does this benefit situations involving balance, jumping and raw reaction-time, it also affects Agility tricks.

Fleet-Footed*

Page 24 Savage Worlds rule book.

Low-Light Vision*

Polo, the Wraith's home world, is in perpetual twilight. Because of this, Wraith Raiders have developed the ability to see



in even the slightest ambient light. They ignore penalties for Dim or Dark conditions.

Ice Worlder*

Wraith Raiders come from ice worlds and as such they have an in-built love of the cold, they get +4 to resist the effects of cold, but -2 against heat.

Language (Wraith)*

Wraith Raiders speak their race's language as well as Killian, the human language common to the World of Progress.

Bloodthirsty*

Wraith Raiders are cold-blooded killers and have a tendency to toy with and torment their prey. They suffer a -2 Charisma penalty when dealing with non-Wraith Raiders who have witnessed or know of the Wraiths' cruel nature.

Shaktar

The race that proudly bares the name Shaktar are thought by the ignorant to be barbaric savages. This is

clearly untrue, they are warriors who value honour above all else, an anachronism in the World of Progress. Ancient, these beings hail from a time before the Conflict War, and have a chivalric value akin to the Samurai or feudal knights. To slander a Shaktar's family name is to lose one's life.

Large*

Shaktars have size +1. This gives them +1 Toughness and increased carrying capacity.

Warrior Caste

The Shaktar are raised as warriors and start with D4 in Athletics, Fighting, Guts and Intimidation.

Natural Weapons*

Shaktar have claws, they do Strength D4/+1 damage and the Shaktar is never considered unarmed.

Language (Shaktari)*

Shaktars speak their homeworld's language, Shaktari, as well as Killian, the human language common to the World of Progress.

Rigid Upbringing

A Shaktar's life is regimented to such an extent that few manage to break the warrior mould they are cast into from birth. Shaktars gain only 4 points with which to increase attributes.

Code of Honour*

Page 18 Savage Worlds rulebook and page 105 of the SLA Industries rulebook.

Loyal*

Page 20 Savage Worlds rulebook.



Agility	Smarts	Spirit	Strength	Vigour
D4	D4	D4	D8 (D12+2)	D6

Ebon

The Ebon and their broken kin are the only ones that can control the Ebb, and as such are tightly controlled by SLA. From birth they are taught to use their innate ability to master Flux, watched over by the father of the Ebon race, Intruder and the Necanthrope, Preceptor Teeth. The Ebon are a gentle but emotionally-charged, inward-looking race.

Ebb Control (Ab)*

Ebons start with the Arcane background Ebb Control. They must choose 2 affinities to 'open', 1 glyph from each affinity and start play with 10 Flux. For more on this Arcane Background, see the Ebb chapter.

Self Aware*

When rolling Formulae to manifest a glyph, each raise not used to otherwise boost a power's effects may instead be used to reduce the cost of the power by 1, to a minimum cost of 1 Flux.

Language (Ebon)*

Ebons speak their race's language, Ebon, as well as Killian, the human language common to the World of Progress.

Deathsuits

Ebons and Brain Wasters wear deathsuits for protection and to store Flux (power points). Without a deathsuit, every glyph they manifest risks permanently damaging the Ebon's mind. Buy one at character creation.

Waster is cruel and violent; where the Ebon resists the change into a Necanthrope, the Brain Waster embraces it. Cold and arrogant and broiling with anger, this is their life and path.

Brain Waster

Born into an Ebon family, you were seen by your parents as broken and in need of compassion. To you this was the first sign of their inferiority. For all that Ebons are kind and gentle, the Brain

Ebb Control (Ab)*

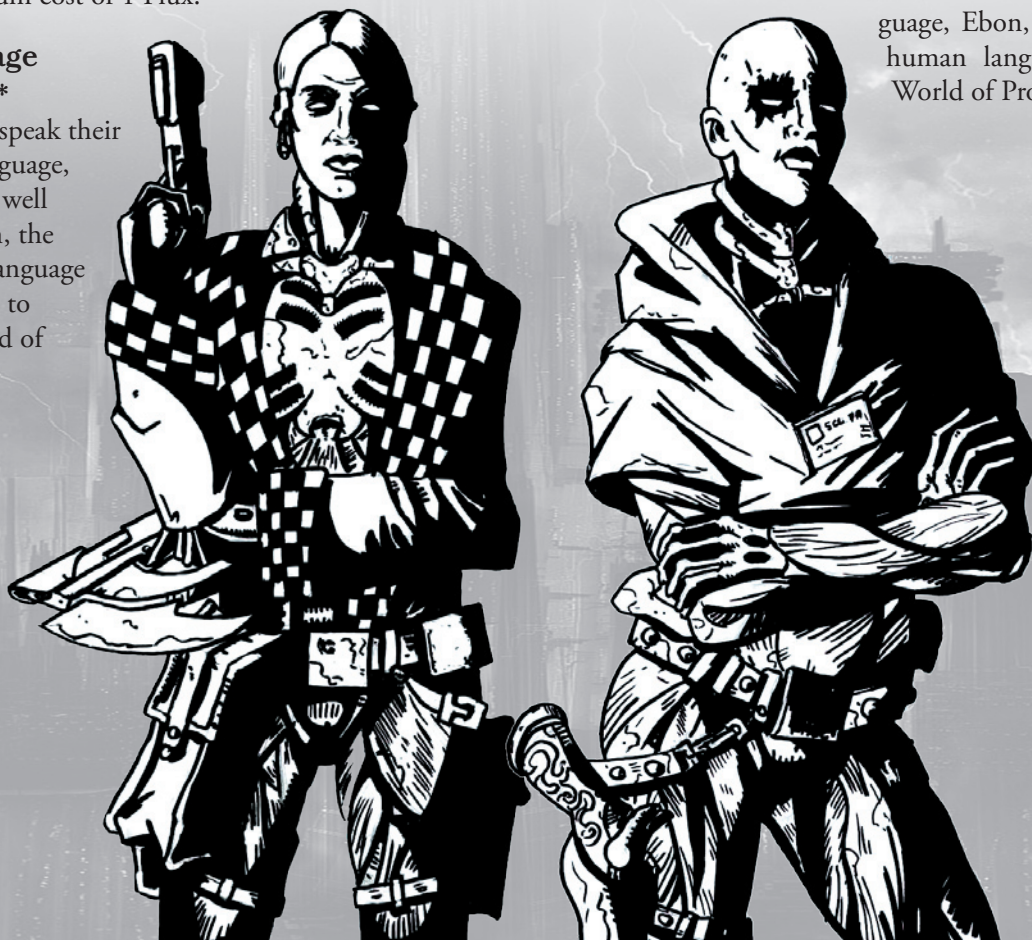
Brain Wasters start with the Arcane background Ebb Control. They must choose 2 affinities to 'open', 1 glyph from each affinity and start play with 10 Flux. For more on this Arcane Background, see the Ebb chapter.

Violent

Brain Wasters start with D6 in Intimidation and Guts.

Language (Ebon)*

Brain Wasters speak their race's language, Ebon, as well as Killian, the human language common to the World of Progress.



Stormer 313 - Malice

The 313, the work horse of the World of Progress, the reason that SLA Industries are at the top. The Stormer was created at the Karma biogenetics labs. Originally created for combat, they were later adapted for more 'civilised' duties. Large, brutish figures, the Stormers are seen as protectors rather than

Agility	Smarts	Spirit	Strength	Vigour
D4	D4 (x2)	D4	D8 (D12+2)	D8 (D12+2)

monsters, given enough intelligence to carry out BPNs but still not full human intellect.

Prometheus Gene*

The scientists/madmen at Karma gifted the Stormer with genes that regenerate. Every fifth round the Stormer gets a free Vigour roll to remove a single wound they may have suffered. Once a day they may make a Vigour roll to remove a permanent wound.

Natural Weapons*

Stormers have sharp teeth and claws, they do Strength D6/+2 damage. The Stormer is never considered unarmed.

Large*

Stormers are big. They get +1 size, giving them +1 Toughness and increasing their carrying capacity.

Aggressive*

A combination of looks, conditioning, and a mouth designed as a weapon rather than a communication device, means that the Stormer suffers -2 Charisma.

On the upside, they may increase their Intimidation as if they had a Spirit trait of D12.

Stormer Edges & Hindrances

As with all your kind, your nature is both a blessing and a curse. You were created for a purpose, and while you are rarely matched when pursuing the tasks you were designed for, outside that purpose, you lack the knowledge, adaptability and freedom of the natural races.

Gain the Bred For War edge and the Clueless, Vat Grown and Corporate Puppet hindrances

Stormer Edges & Hindrances

All Stormers share three hindrances in common.

Bred for War*

By blocking out basic emotions and unnecessary thoughts from your brain, Karma made you almost fearless. You may increase your Guts and resist Intimidation tests of will as if you have D12 in your Spirit trait.

Clueless*

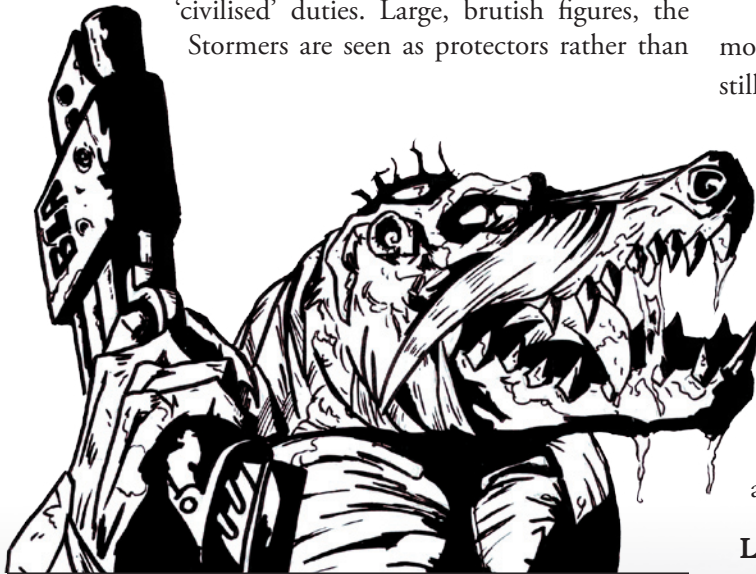
The stormer's youth means they haven't had a chance to learn much about the world. They gain -2 on Common Knowledge rolls.

Corporate Puppet*

Your Genes have given you many gifts but buried deep within them is a fail-safe; SLA built you, SLA owns you. You feel compelled to obey any SLA operative whose SCL is higher than yours. When given orders not of your liking by ops at least one full numerical SCL level higher than you, you must make a Spirit roll at -2 to resist

Vat Grown

Due to SLA correcting flaws in their biogenetic killing machines, they're not as imbalanced as humans and other accidents of nature. At character creation Stormers may only buy either one major or up to 2 minor hindrances (rather than both).



Stormer 714 - Chagrin

Stormer variant 714, created at Karma as an upgrade to the 313, is combat personified. Strong, mean, and controllable, they are massively built and have large claws and tusks. They are the ultimate killing machine.

Agility	Smarts	Spirit	Strength	Vigour
D4	D4 (x2)	D4 (x2)	D8 (D12+6)	D8 (D12+4)

Hardy*

When Shaken, further Shaken results have no further effect – they do not cause a wound.

Prometheus Gene*

The madmen scientists over at Karma gifted the Chagrin with genes that regenerate. Every fifth round the Chagrin gets a free Vigour roll to remove a wound they may have suffered. Once a day they may make a Vigour roll to remove a permanent wound.

Natural Weapons*

Chagrin have sharp claws and tusks. They do D6+1/+3 (AP1) damage and the Chagrin is never considered unarmed.

Huge*

Chagrin are massive. They get +2 size, providing +2 Toughness and increasing their carrying capacity to truly superhuman levels. Clothes and armour cost 50% more.

Prometheus Gene and Knockout Blows

As long as a stormer lives, their regenerative powers will continue to try to bring them back to full health.

Every 5 (Malice and Chagrin) or 10 (Xeno) rounds, a wounded stormer may make a Vigour roll, modified by wound, fatigue and other penalties. On a success they regenerate a wound, on a raise they regenerate two.

Even after more than three wounds have been taken and the character has consulted the Knockout Blow table, their genes continue patching them up. In this case, a success on the Vigour roll moves them up the table one entry (from Incapacitated to Battered and Bruised, for example) while a raise moves them up two entries.

Once they move past Battered and Bruised, they are back at -3 wounds and able to act again (although their genes do not help them recover from being Shaken).

Extremely Aggressive*

A combination of looks, conditioning, and a mouth designed as a weapon rather than a communication device means that Chagrins suffer -4 Charisma.

On the upside, their charming personalities allow them to increase their Intimidation as if they had a Spirit trait of D12.

Stormer Edges & Hindrances

As with all your kind, your nature is both a blessing and a curse. You were created for a purpose, and while you are rarely matched when pursuing the tasks you were designed for, outside that purpose, you lack the knowledge, adaptability and freedom of the natural races.

Gain the Bred For War edge and the Clueless, Vat Grown and Corporate Puppet hindrances



Stormer 711 - Xeno

Stormer variant 711, created at Karma in the same way as the 313. This model was designed for speed and agility. They make ideal assassins and scouts due to their chameleon-like skin, although this does prevent them wearing armour. Their creators thought of this, though, and kindly provided them with ten pockets of skin in which to keep their equipment.

Agility	Smarts	Spirit	Strength	Vigour
D8 (D12+2)	D4	D4	D4	D4

Prometheus Gene (Minor)*

The madmen/scientists over at Karma gifted the Xeno with genes that regenerate, although not quite at the rate of their larger brothers. Every minute (ten rounds) the Xeno gets a free Vigour roll to remove a wound they may have suffered. Once a week they may make a Vigour roll to remove a permanent wound.

Blending*

Xeno gets +2 to Stealth rolls if they remain stationary. The Xeno must be naked to use this ability.

Bug-Eyed*

Having seven eyes, the Xeno has an extraordinary field of view. They are always considered 'active' for the purposes of Stealth (i.e. Anyone failing a Stealth roll is instantly spotted by Xenos, even when they're not actively searching the area).

Also, they never lose a round's action due to surprise when ambushed.

Fleet-Footed*

Page 24 Savage Worlds rule book.

Natural Armour*

The Xeno has a hard carapace covered by skin, giving it +4 armour in all locations. No chinks or weak spots. This bonus does not stack with worn armour, and the armour is not damaged by enemies' attacks.

Quick*

Page 23 of the Savage Worlds main rule book.

Alien Presence*

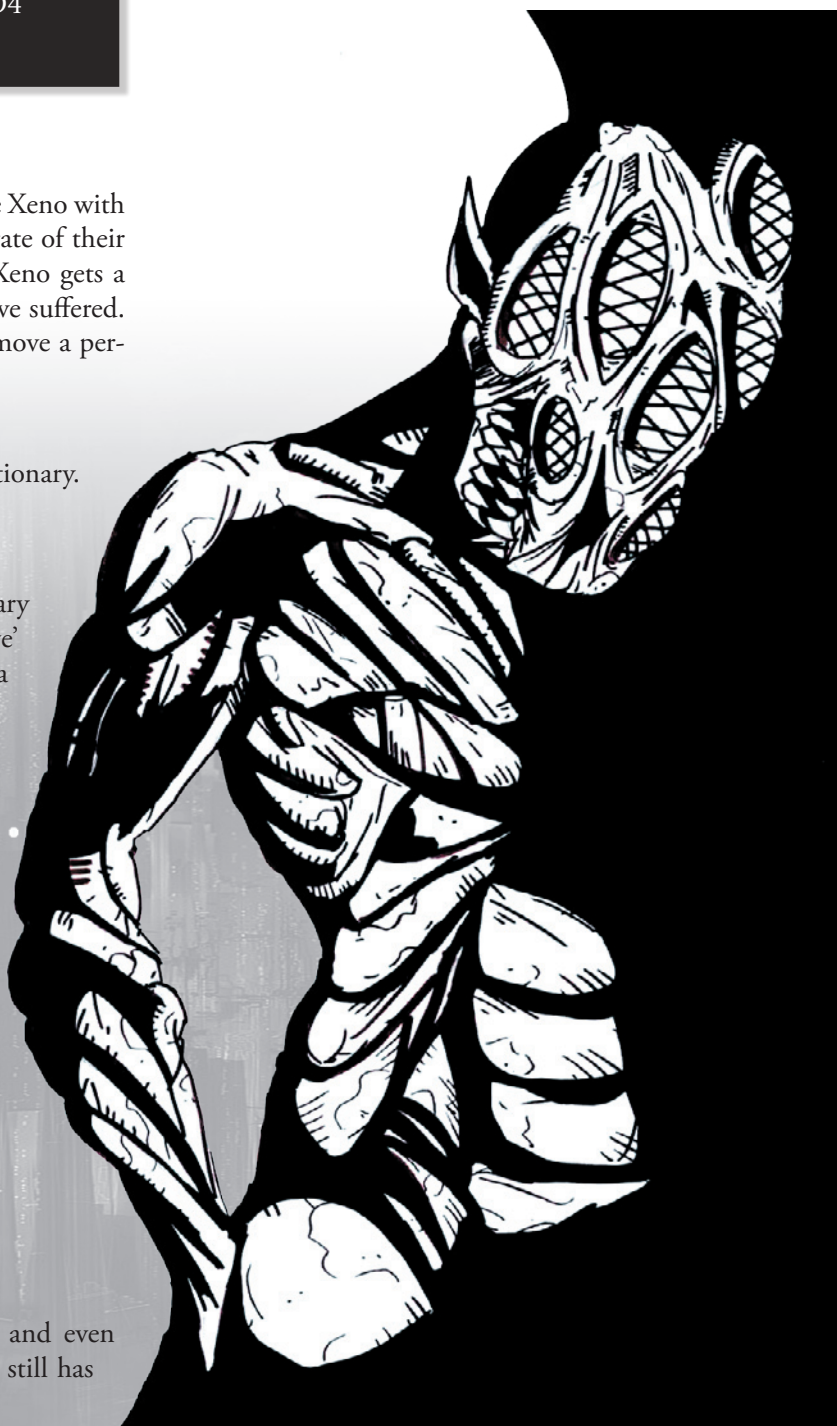
The Xeno has the definite look of an insect, and even though it is more intelligent than its brothers, it still has

only rudimentary social skills. This means that Xenos suffer a -4 Charisma.

Stormer Edges & Hindrances

As with all your kind, your nature is both a blessing and a curse. You were created for a purpose, and while you are rarely matched when pursuing the tasks you were designed for, outside that purpose, you lack the knowledge, adaptability and freedom of the natural races.

Gain the Bred For War edge and the Clueless, Vat Grown and Corporate Puppet hindrances



Vevaphon

The vev is the first creation to crawl out of the Doppelganger Institute's vats. A biogenetic polymorph, the vevaphon can alter itself into different shapes and forms. Unlike the Stormer, the vev is not based on the DNA code of Intruder, but, rather, each cell cluster is a perfect, if unstable, organism in its own right. The internal organs including the brain can be moved around and reconfigured at will by the vevaphon.

Doppelganger has developed a special food supplement that contains all the vev needs. If it must it can eat normal food but must eat double the amount to get the same nutritional value.

Biogenetic Construct*

The vevaphon's internal ambiguities give them a number of advantages:

- 1) +2 to recover from Shaken.
- 2) No extra damage from called shots.
- 3) Piercing attacks do half damage (yes, that *does* include bullets – with the exception of HP, HESH, and shotgun shells delivered at short range).
- 4) No wound modifiers.
- 5) Vevaphons do not receive permanent injuries and do not bleed – treat 'Bleeding Out' on the Knockout Blow table as Incapacitated. They're either Incapacitated, in which case their Healing power kicks in, or Dead.

Natural Weapons*

The vevaphon can create a sharp or blunt weapon as a free action. It does Strength +D6 damage and they are never considered unarmed. Also, see Polymorph.

Natural Armour*

The vev can produce a hard carapace-like skin, giving it +2 armour in all locations. No chinks or weak spots. See also Polymorph.

Polymorph (Ab)*

All vevaphons have this Arcane background, allowing them to change their form at will. See the Polymorph chapter.

No Personality

The lack of identity inherent in the vevaphon leaves them with a -2 penalty to Charisma.

Stormer Edges & Hindrances

As with all your kind, your nature is both a blessing and a curse. You were cre-

Agility	Smarts	Spirit	Strength	Vigour
D4	D4	D4 (x2)	D4	D4

ated for a purpose, and while you are rarely matched when pursuing the tasks you were designed for, outside that purpose, you lack the knowledge, adaptability and freedom of the natural races.

Gain the Bred For War, Clueless, Vat Grown and Corporate Puppet hindrances.



Skills

Most of the skills used in Savage SLA remain unchanged from the Savage Worlds rulebook. Those that are different are listed below.

Athletics (Agility)

This skill combines both Climbing and Swimming. Jumping, dodging and running still fall under Agility.

Bureaucracy (Smarts)

Basically Investigation, this skill allows a character to retrieve information from SLA's Byzantine bureaucracy as well as to search through libraries and written information generally.

Driving (Agility)

This skill also allows the character to control watercraft and gauss trains. There is no Boating skill.

Formulae (Spirit)

This is the arcane skill used by Ebons and Brain Wasters when forcing reality to bend to their will.

Knowledge (Smarts)

As operatives have been through an intensive three-year training regime, Common Knowledge rolls can be used to cover most of the information they'll need to know during their duties. However, specific knowledge skills could well mean the difference between life and off-fending a UVed-up Frother so are definitely worth taking.

Some possible choices are: the contract circuit, cults, demolitions, drugs, biogenetics, fashion, Frother clans, gangs, glyphs/the ebb, the media, navigation, soft companies, The Truth (for the suicidally-inclined) and war worlds.

Piloting (Agility)

As well as flying SCAFs and Kilcopters, combined with the Jump Port glyph, this skill allows Ebons to transport Fold-ships across the universe.

Polymorph (Vigour)

This is the arcane skill used by vevaphons when they shapechange.

Tech (Smarts)

Similar to the old Repair skill, Tech also includes lock picking and both electronic and mundane forms of infiltration.

Streetwise (Smarts)

As well as gathering information, Streetwise now allows characters to trail targets through urban environments.

Survival (Smarts)

This skill is also used for tracking (although not trailing targets through crowds or urban areas where there is no or little physical trail left by their passage – that is covered by Streetwise).

Optional Skill: Telegenics (Smarts)

Telegenics is the art of looking good in front of the camera. Those skilled in it know which camera to smile at when they deliver a killing blow and which way to turn to prevent the audience seeing their failures. They know how to stand, how to walk, what to say and how to look good saying it.

GMs may call for a roll when characters are interviewed or at the end of combats that were filmed. A success means the character looked good and came off as professional, a raise means they looked great and should probably get them a few extra credits.

Telegenics works just as well in front of large crowds as for cameras but it is the performer's art – it may win fans but to sway minds, characters will need to roll Persuasion or Intimidation as usual.

Telegenics also gauges how well a character performs under the pressure of a live match, acting as cap for their character's Wild Die during Contract Circuit matches. Characters without Telegenics find they just can't perform to the level

of those practiced at turning on the juice when the cameras start to roll and do not roll any Wild Die during matches. Those with Telegenics D4 roll only a D4 and those with the skill at higher levels roll a D6 normally.

GMs should consider including Telegenics in the skill list when running Contract Killer campaigns or games where the media and sponsorship feature heavily.

Skill List

Athletics	Agility
Bureaucracy	Smarts
Driving	Agility
Fighting	Agility
Formulae (Ebons/ Brain Wasters only)	Spirit
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Knowledge	Smarts
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Polymorph (Vevaphons only)	Vigour
Tech	Smarts
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Taunt	Smarts
Telegenics (Optional)	Smarts
Throwing	Agility

Hindrances

Unless specifically noted as unsuitable for SLA (see sidebar) or superseded (see below), characters may take any hindrance from the Savage Worlds rulebook. We've also created some hindrances specific to SLA and noted some from Savage Settings that are particularly appropriate.

Stormers may only choose one major or two minor Hindrances, plus Finance Chip.

General Hindrances

Addiction (Minor/Major)

This replaces the Habit (Major) hindrance from the Savage Worlds rulebook.

Your character is addicted to either a soft drug as a minor hindrance or a combat drug as a major one, and must take the stated number of doses daily to avoid Withdrawal.

Additionally, even if the character survives cold turkey and breaks his addiction, should he ever be foolish enough to take that type of drug again (soft if minor, combat if major), his addictive personality manifests itself as a -2 penalty to the addiction roll.

Addictive Personality (Minor)

You suffer a -2 to addiction rolls and to rolls to recover from Withdrawal once you're addicted, making the taking of even medical drugs a dangerous gamble.

Most characters with this hindrance quickly learn to steer clear of any narcotics at all except in life or death situations. Which is to say every day if you're a SLA op.

Albino (Minor)

Strength requires 2 points to increase in character creation and 2 levelling opportunities thereafter.

Bad Karma (Minor/Major)

Something is wrong with your gene code. Maybe it's some form of illness, or an unfortunate accident with drugs. Whatever the cause, it doesn't bother you much in normal life, but the cutting edge of nanotechnology doesn't work right on you either.

In the minor form of this hindrance, the duration of all drugs is halved and the Vigour roll after a KickStart fix is made with a -2 penalty. In addition, any implants from Karma and LAD both cost you double the normal price.

As a Major hindrance, drugs have no effect, Karma implants are impossible and the cost of LAD is tripled. You do get +4 to Vigour rolls to resist poisons and toxins, though.

Dependent (Minor)

You have someone you hold very dear. To make things worse, this person is helpless or naive and won't survive in

Unsuitable Hindrances

SLA operatives are hand-picked for their fitness and skill. As such, these hindrances are probably not suitable except with GM approval:

Blind, Elderly, Hard of Hearing, Lame, One Arm, One Leg, Outsider*, Pacifist, Wanted, Young.

**With your GM's permission, this might be an acceptable hindrance, but you'll have to justify how your character is somehow more of an outsider than aliens or stormers.*

the World of Progress without your help and support. You will go in great lengths to protect the one you love, and if something or someone takes them away from you, it will break your heart.

If the person you care for is lost forever, you can, with the GM's permission and if it's appropriate, replace this hindrance with Death Wish, Vow or another similar hindrances to represent your sorrow and desire for vengeance. Or simply buy it off - some things are meant to go.

Finance Chip (Minor)

Gain 200 credits to spend at character creation and a further 100 credits every month for life. Plus, you always know the time of day and your exact credit balance, you have a direct line to Station Analysis should you run into trouble, and, best of all, you can take this hindrance in addition to the number usually allowed for your race. Good, huh?

Well, there is one little complication. You have to have a biogenetic camera-worm injected into your brain, allowing Station Analysis to monitor your every action (80% of the time, anyway). And if your squad mates find out, it's just possible they may forget to provide covering fire next time you're descended on by a swarm of carriers/DarkNight troops/a Thresher power suit, never mind what those downtowners who've scavenged a chip scanner will do to you if they can bring you down. But think of the credits. Can you afford to refuse getting chipped?

Not available for Ebons and Brain Wasters.

Homeless (Minor)

Either there really was an administrative mistake or it wasn't such a good idea to try intimidating the clerk in the Housing Department into giving you an upgraded apartment. Whatever the reason, you start play homeless and, as per SLA rules, no other operative or employee is allowed to let you crash at their home. Fortunately, most other tramps are unlikely to try fighting off a Slop who asks to share their cardboard box.

Mod Head (Minor)

You wouldn't be seen dead with the standard-issue gear everyone else thinks it's acceptable to carry. Your personal style

demands every single thing you own be customized to your own precise specifications.

Every piece of clothing and equipment (but not weapons and armour) you purchase costs 25% extra and takes an additional D6 days to arrive.

Weapons and armour must have at least 25% of their base value spent on add-ons and customisations (until every possible addition has been bought).

Mean (Minor)

This edge has the same mechanical benefit as it does in the standard Savage Worlds rules, however SLA Industries provides a few interesting ways to explain the -2 Charisma penalty.

- **Bad DNA Tattoo.** Something went seriously wrong when they gave you your tattoo (or it was given to your parents, grandparents, etc.). In the best case scenario people can't help but stare or laugh. At worst, they may gag or abuse you. Even worse, however many times it's cut away, it just grows back. Please note: Players should buy the hindrance off (at the cost of a skill point when advancing) rather than trying to stop it affecting play by continually cutting it off, covering it up or otherwise avoiding the penalty.

- **Cynic.** Life in Mort has left you sour. Not that you get any joy from being nasty. You're just trying to open peoples' eyes to how oppressive the system is. Isn't it better that you bring them down to earth before some serial killer with a chain axe does it for you?

- **Afterlifer.** You have been through the Life After Death process and somewhere along the line you lost a little of what made you human. Harsher, sterner, less compassionate, less forgiving, your family and friends may not be as close as they were but as far as SLA Industries is concerned, you just became a more efficient employee.

- **Haggard.** Breaking a drug addiction has changed you. The shaking, nervousness, erratic behaviour, physical ticks or other traits you now display grant a -2 penalty to Charisma.

Sterile (Minor)

Vigour requires 2 points to increase in character creation and 2 levelling opportunities thereafter.

Oh, and you can't have kids.

Stressed Out (Major)

You're just not cut out for the day-to-day stresses of life as a SLA operative yet somehow that's exactly what you've become. Welcome to Hell.

You start play with a single Stress fatigue level. When making Stress rolls, you need a raise to avoid receiving a fatigue level. On a success you still gain a single Stress fatigue level and you gain 2 fatigue levels on a failure.

Sucker (Minor)

You never fail to fall prey to a pretty face. You simply cannot refuse a request from an attractive member of the opposite sex (or the same one, if you are that way inclined).

Your character must make a Spirit roll with a penalty equal to that person's Charisma modifier to say "no" to an attractive girl or boy if nicely asked.

For humans and frothers this hindrance only applies to humans and frothers. For aliens it applies to humans, frothers and your own race. Stormers, being asexual, cannot take this hindrance.

Alternatively, any character may select a particular race that they're either terrified of or idolise, in which case the gender doesn't matter. You can't refuse a request from any member of that species without making a Spirit roll with a penalty equal to their Charisma modifier. Negative modifiers do not give a bonus.

Vid Head

"Me? Me likez Captin Contract. Iz much fun to watch all day, all night! Sometimes Zak like so much forget go on BPNs. Sometimes squad get hurt without Zak to take bullets. One time, ebon called Maudlina, she die because Zak not there. Manchine eat her face. Not Zak fault though. They should learn not take BPN when Captin Contract marathon on TV." – Zak, Stormer 313

Vid Head (Minor)

You suffer a -2 distraction penalty on all rolls when in the line of sight of a TV unless a successful Spirit roll is made.

Humans who take this hindrance are effectively addicted to TV. Not only do the distraction penalties stack but they must also make a Spirit roll to leave the vicinity of any TV they start watching.

Zero Charisma

"Can somebody please get this moron away from camera? Our ratings are going to fall deeper than Salvation Tower!" – Ray Christopher, 3rd Eye Program Director

Zero Charisma (Minor)

You may be unphotogenic, have terrible habits, be camera shy, or just cruel to media crews. Either way, you look (or are made to look) bad on TV, and if you look bad, ThirdEye looks bad.

Program Directors mostly avoid showing you to the masses, and when you do show up it's almost certainly because of some failure or embarrassment.

You suffer -2 Charisma while dealing with the media or interacting with someone who knows you from TV programs (around 25% chance, or 75% for those with the Vid-Head hindrance) and will have a hard time getting sponsorship.

If you are using the optional Telegenics skill, you suffer a -2 penalty.

Stormer-Only Hindrances

Brotherhood (Minor)

You have been programmed to never leave one of your own on the field to suffer at the hands of the enemy.

You will do anything but jeopardise the mission to rescue, or if need be kill, a fallen stormer or vevaphon.

Damaged Genome (Minor/Major)

Prometheus gene rolls are at -2. If major, regeneration also only happens every 10 rounds and permanent injuries are regenerated only once a week.

Xenos may only take the minor version of this hindrance.

Vevaphons may take the major version of this hindrance that gives them -2 to all Polymorph rolls instead.

Ebb User Hindrances

Dream Daemons (Minor)

Every night they come to you with promises and threats, making nightmares of your dreams, twisting your Ebon curiosity and emotional awareness into shapes you wish you never knew existed.

Make a Smarts roll each night. On a failure, gain a fatigue level that lasts until you get a full night's sleep. Should this fatigue level take you to Incapacitated, lose a Benny but remain Exhausted.

Taking a dose of White Noise before sleeping adds +2 to the Smarts roll.

All Ebons and Brain Wasters gain this hindrance as Veteran level. Those who have voluntarily taken it before that point find the daemons become more vivid at that point, often appearing even during their waking hours. They gain -2 to their Smarts rolls when trying to resist the Necanthropes' nightmares from Veteran level onwards.

Hindrances from Other Settings

Bad Dreams (Major) (Deadlands: Reloaded)

Your sleep is haunted by fiendish nightmares, perhaps of your impending transformation into a horrific necanthrope or just about what you have to do during the day.

Bullet Magnet (Major) (Tour of Darkness)

You make a habit of being in the wrong place at a wrong time when firefights occur.

Heavy Sleeper (Minor) (Deadlands: Reloaded)

Even a Halloween Jack knocking at your door won't be enough to wake you up.

Thin Skinned (Major) (Deadlands: Reloaded)

You have a low pain threshold.

Edges

Most of the edges from the Savage Worlds rulebook are suitable for SLA characters (check the sidebar for those which aren't) but a setting as flavourful as SLA deserves some edges of its own. You can find them here, along with a few of our favourites from other Savage Settings.

Unfortunately, we are unable to reproduce edges from other Savage Settings here for copyright reasons, so just in case you don't have the relevant book, we've moved them all into a separate Combat Edges section so you can easily skim past them.

Training Packages

These Professional Edges are only available to SLA-trained operatives. They represent training given to your character at the start of his career and can't be combined or purchased later without the GM's approval.

Bonuses from multiple training package edges or other professional edges do not stack.

Business Training Package

Requirements: Novice, Persuasion D8+, Bureaucracy D6+

This package is essential for the operative who wishes to climb the corporate ladder or become the combat financier for their squad. Operatives are trained in the financial and administrative skills needed by corporate sharks as they swim the dangerous seas of the corporate sector.

Business-trained operatives gain the following benefits:

- 1) You are trained to be a master of negotiation – with a successful Persuasion roll you can improve an NPC's reaction by two steps, three with the raise.
- 2) You've also receive a +2 bonus on Bureaucracy rolls, and Common Knowledge (or Knowledge skill rolls) concerning SLA Industries' structure and bureaucratic nuances.

Death Squad Training Package

Requirements: Novice, Fighting D8+, Shooting D8+, Guts D6+

Death Squad specialization trains the operative in heavy assault combat. You are trained to analyze your enemy and are usually equipped heavily with arms and equipment to match the firepower of rival organizations and groups. Needless to say, the chance for promotions are good if you manage to survive long enough to receive them.

Death Squad-trained operatives gain the following benefits:

- 1) You are trained to face and recognize the toughest situations and survive encounters with the strangest things. You receive a +2 bonus to Guts rolls.

Unsuitable Edges

The following edges aren't suitable for use in SLA: Arcane Resistance, Improved Arcane Resistance, Arcane Background, Beast Bond, Beast Master, Champion, Command, Fervour, Followers, Gadgeteer, Giant Killer, Hold The Line!, Holy/Unholy Warrior, Inspire, Mentalist, Natural Leader, Noble, Soul Drain, Thief, Wizard, Woodsman

2) You also receive a +2 bonus on Common Knowledge or Knowledge skill rolls concerning SLA Industries' rival companies.

3) Either: a) You do not suffer recoil penalties while firing in full-auto mode provided you do not move (as the Rock & Roll! edge). If you also take Rock & Roll!, you may move normally while using this ability. Or: b) You get +2 to recover from Shaken (this stacks with the Combat Reflexes edge).

Investigation & Interrogation Training Package

Requirements: Novice, Smarts D8+, Bureaucracy D8+, Streetwise D8+

This is the basic training package for SHIVERS. Operatives trained in Investigation & Interrogation are ready to work undercover. They learn how to root out traitors, analyze the structures of the rival companies, extract information from captives, gain reliable sources and recover lost information – all skills essential for the company's survival.

Similar to the Investigator professional edge found in the Savage Worlds rulebook, Investigation and Interrogation-trained operatives gain the following benefits:

- 1) +2 to Bureaucracy and Streetwise rolls.
- 2) +2 to Notice rolls to search through evidence.
- 3) +2 on Notice rolls to determine if the person you are talking to is telling the truth or lies.

Kick Murder Squad Training Package

Requirements: Novice, Fighting D8+, Tech D6+, Stealth D6+

Kick Murder specialization trains the operative in the fine arts of espionage and close combat assassination. Any mission or job that required stealth and silence is given to Kick Murder trained operatives.

Kick Murder-trained operatives gain the following benefits:

- 1) You are trained in various martial arts and are never considered unarmed. Your unarmed attacks do +2 damage.
- 2) Most opponents rarely realize that you are coming until it's too late. You receive a +2 bonus on your Stealth roll during 'The Last Step' phase (when you make a further Stealth roll to move within 5" and deliver an attack). If you win the opposed roll, you get The Drop on the target.

3) You are trained to bypass electronic and mundane security systems. Gain a +2 bonus on Tech rolls for lock picking or disabling security systems.

Mechanics Training Package

Requirements: Novice, Smarts D6+, Tech D8+, Knowledge (Demolitions) D6+

This is a highly specialized training package, for those operatives who love machinery and big explosions. Their skills are necessary to upkeep and tweak squad vehicles, armour and weapons, making them a valuable asset to the squad.

Mechanics-trained operatives gain the following benefits:

- 1) +2 bonus on Tech rolls to repair or break things, and on a raise, the time taken is halved.
- 2) +2 bonus on Knowledge (Demolitions) rolls.

Media Training Package

Requirements: Novice, Persuasion D6+, Bureaucracy D6+, Streetwise D8+, Charisma +2

Media Training includes journalism, interviewing methods and the use of camera and editing. Each media op is attached to a squad and linked to a Control who is aware of the op's movements through his camera's lens and cut to them when the action heats up, and even provide aid at times.

Media-trained operatives gain the following benefits:

- 1) You gain a +2 bonus to Persuasion and Streetwise rolls.
- 2) Every Media Op is constantly connected to a ThirdEye employee who can provide aid and information on request (threat this is as Connections Edge from Savage Worlds Revised rulebook)

Medical Training Package

Requirements: Novice, Healing D6+, Guts D6+

This is another highly specialized training package. Created to help people fighting on War Worlds, where split-seconds decide whether a soldier will live or die, this package works just fine on the mean streets of Mort. Operatives trained in the medical package are welcomed in every squad, especially those lacking Ebons.

This package is the Medic! Professional Edge found in "Tour of Darkness" book by Pinnacle with the following additions:

- 1) You are an expert in the day-to-day use of healing nanotechnology. If you administer healing, or inject healing drugs, you reduce the Wound Penalties on the Soak or Healing roll by 2.
- 2) +2 on Healing, Knowledge (Forensics), and any other medically-related Knowledge or Common Knowledge rolls.

Pilot & Navigation Training Package

Requirements: Novice, Agility D8+, Piloting D6+, Driving D6+, Tech D6+

The Pilot and Navigation package trains the operative in all aspects of company transport. This involves learning how to

drive and pilot varying vehicle types, ranging from bikes to small jeeps, from flying power armour to heavily armoured Kilcopters. This package also includes the training in various navigation systems, and devices.

This is the Ace Professional Edge found in the Savage Worlds rulebook, with the following additions:

- 1) +2 on Common Knowledge or Knowledge (Navigation) skill rolls while using navigational systems.
- 2) +2 on Tech rolls made to repair vehicles.

Scouting Training Package

Requirements: Novice, Shooting D6+, Streetwise D6+, Survival D6+, Notice D6+

The streets of the cities in a World of Progress are as vast, and complex as the great jungles on a Natural Worlds. Scouts are necessary for both. Operatives trained in this package are present in almost any team that wants to travel beyond Mort Central. Their training involves the use of sniper skills as well as tracking.

Scouting-trained operatives gain the following benefits:

- 1) +2 bonus on Streetwise and Survival rolls for the purpose of tracking, or evading a trail.
- 2) +2 bonus on Notice skill rolls to find hidden traps, mines, or ambushes.
- 3) You are an accomplished sniper – you receive a +2 bonus on your Shooting roll if you do not move in a round. This ability works exactly like the Marksman edge from the Savage Worlds rulebook – the benefits of these two edges do not stack but if a character has both, the bonus rises to +3 if a full round is spent aiming and +4 if two are spent.

Strike Squad Training Package

Requirements: Novice

The Strike Squad Package is the basic Militia training for operatives.

The operative is not trained in a specialized field, but receives broader training in all basic skills instead.

Any character who can't or won't train in more specialized packages must join the Strike Squad course to graduate from the Meny Academy and become SLA operative.

You receive 3 extra skill points.

Starting Edges

Fast Healer

Requirements: Starting Character, Vigour D6+

This edge works just as in the Savage Worlds rulebook with the following changes:

- 1) The bonus does not apply to healing rolls caused by drugs or the stormers' Prometheus Gene.
- 2) Life After Death find it much easier to bring you back. All costs, including biogenetics edges and equipment, are reduced by 25%.

Natural Aptitude

Requirements: Starting Character

Pick a non-combat, non-arcanic skill (that's anything except Fighting, Formulae, Guts, Polymorph, Shooting or Throwing). Any time you spend a Benny to reroll that skill, you get the Benny back if the reroll makes you succeed where previously you failed.

Rich

Requirements: Starting Character

You gain an extra 250c a month income from personal savings.

Filthy Rich

Requirements: Starting Character, Rich

You now gain 500c a month income.

Possession Edges

Company Bike/Trike

Requirements: Novice, Driving D6+

SLA Industries has deemed you worthy of being assigned a Calaharvey Urbaniser Motorcycle or BLA 'Pandora' Multi-task Trike. SLA Industries will pay for repairs to damage caused in the line of duty and even replace destroyed vehicles. However, the Motor Pool's patience is limited. The GM may require a Persuasion (or possibly Intimidation) rolls to get repairs or replacements from characters who repeatedly damage or lose their vehicles.

Company Car

Requirements: Novice, Driving D8+, Company Bike/Trike

You may now be issued with GA 'J' Personal Transport Jeep or an Augustus limo (complete with SCL 11 chauffeur). This replaces the bike or trike you were previously allotted.

Company APC

Requirements: Seasoned, Driving D8+, Tech D6+, Company Car

SLA Industries now allows you a Battle Taxi APC for your personal use. This replaces the jeep or limo you had previously.

Company SCAF

Requirements: Seasoned, Pilot D8+, Tech D6+, Company Car

You are assigned a SCAF to aid you in your duties. This supersedes any previously allotted vehicle.

Company Kilcopter

Requirements: Veteran, Pilot D10+, Tech D6+, Knowledge (Navigation) D6+, Company SCAF

Vevaphons, Ebb User & Power Edges

Vevaphons may take all of the Power edges from the Savage Worlds rulebook except New Power (they already have every power).

Ebons and Brain Waster should use the Ebb-User edges from this chapter instead of the default Power edges.

You are assigned a Kilcopter to aid you in your duties. This supersedes any previously allotted vehicle.

Combat Edges

Don't forget – SLA operatives may choose combat edges with Seasoned as a requirement even when at Novice rank.

Crushing Blow

Requirements: Novice, Strength D10+, Fighting D6+

Your blows are so powerful that armour and inanimate objects rarely lasts long under a concerted attack.

When breaking an item with a close combat attack, you gain the bonus damage for a raise and may Ace your damage roll.

When attacking foes, you remove an additional point of protection from armour if you achieve a Shaken or Wounded result.

Improved Crushing Blow

Requirements: Seasoned, Crushing Blow, Strength D12+, Fighting D8+

When attacking foes, their armour loses a point of Protection with every successful Fighting attack (not just if you beat their Toughness on the damage roll). This stacks with weapons with the same effect, removing 2 points of Protection on a hit that fails to shake or cause damage to a target. On Shaken or Wounded results you remove 2 additional points of protection (for 3 total under the default armour damage rules).

Duck and Cover

Requirements: Novice

Why risk being killed on a daily basis when you can rise up the SLA ladder from behind a desk (or steering wheel)?

When the tough get going, you retreat to the restroom. Still, it's not always possible to keep off the streets entirely, so when you are forced out there, you've learnt to keep your head down.

Provided you are in cover or lying prone, ranged attacks against you are at -2 (in addition to the penalties for existing cover).

You also get +2 on Agility rolls to leap away from area effect attacks.

Evaluate Opponent

Requirements: Seasoned, Smarts D8+

You are an expert at reading the weak points in an opponent's fighting style and exploiting them to your advantage.

When engaged in melee combat with someone, you can spend a Benny to get +1 to your Fighting rolls, Parry and close combat damage rolls against them. These bonuses last until the end of combat.

Grudge

"You turned your back on second chances when you turned your back on SLA Industries, Ex-operative Godspeed. What's that? You got money, huh? Well, sure, I'll take your little bribe... from your cold, dead hands, you filthy, low-down piece o' *blamblamblam*" - Conversation between Jem Hardknot, Dark Finder, and Operative Godspeed, SCL 8C, DarkNight double agent (Deceased).

Grudge

Requirements: Veteran, Spirit D8+

You have a particular distaste for one of the threats you face as an SLA operative. Pick one from the following list: DarkNight, Thresher, Tex Trex, rogue SLA operatives, gangs, carriers, serial killers, manchines, cannibals, mutant animals (carnivorous pigs, sewerators, even the fabled vampiric penquin), ex-war criminals or a specific non-human race; or decide on an enemy yourself, such as a particular rival operative or team of operatives, a minor soft company or a contract killer.

Your operative inflicts +2 damage in close combat when fighting your chosen enemy and gains +2 Toughness when suffering damage from that enemy's attacks in close combat.

You also find it impossible to conceal your distaste, suffering a -2 Charisma penalty when dealing with the object of your hatred.

If you're ever lucky enough for your chosen threat to be wiped out, choose another.

Heavy Punch

"Wow! That one's gotta hurt. Somebody get a medic over here, and another Slosh." - Overheard in The Pit after a (not so uncommon) bar brawl.

Heavy Punch

Requirements: Novice, Strength D6+, Fighting D6+

Your unarmed attacks can knock out a horse if you're lucky. Or just make that mutant carrier even angrier if you aren't.

You deal Strength +2 damage with your bare hands, or, if you have natural weapons, their damage increases by +2.

Additionally, anyone of your size or smaller who is Shaken or Wounded by your bare-fisted (or natural weapon) attacks is knocked prone.

Hoard Ammo

Glowgood Man: "You know, that gun costs about five credits every time you fire it. That's two creds a bullet."

Calaharvey: "Well how many'd I hit?"

Glowgood Man: "You spent twenty five credits and didn't hit a goddamn thing. I nailed one and it cost about four and a quarter."

Hoard Ammo

Requirements: Seasoned, Smarts D6+, Shooting D8+

You have learned to reduce the damage that firing automatic weapons does... to your credit balance.

Your weapon's rate of fire counts as 1 point lower when working out how many bullets were used up after firing on full auto or laying down suppressive fire. For example, firing a rate of fire 5 weapon on full auto uses 20 rounds, not 25.

Improved Hoard Ammo

Requirements: Veteran, Smarts D6+, Shooting D10+

Your mastery of automatic fire means you can open up happily on the enemies of Progress and still have credits left for a round of Slosh later at the Pit.

Your weapon's rate of fire counts as 2 points lower when calculating ammo usage, to a minimum of 2. For example, suppressive fire with a rate of fire 5 weapon would use only 15 rounds, not 25, but a ROF 3 weapon would still use 10 rounds as its rate of fire can only be reduced to 2.

Improved Marksman

Requirements: Veteran, Marksman or Scouting Training Package, Shooting D10+

You may move at half your pace while still benefiting from the Marksman edge (or Scouting equivalent). While it may not seem much, this edge allows characters to take the 2" move necessary to stand up from prone, fire with a +2 aim bonus and throw themselves prone, back behind cover.

Multidexterity

Requirements: Second set of biogenetic or Ebb Enhancement arms, Agility D8+

You have grown comfortable with your new appendages.

Your second set of biogenetic or Ebb Enhancement arms no longer suffers an off-hand penalty.

Moreover, they allow you to close weak spots in your defence from any direction. Attackers reduce gang-up bonuses by one.

Rock & Roll!

Requirements: Seasoned, Shooting D8+

This ability works exactly as in the Savage Worlds rulebook. However, if you also have the Death Squad Training Package edge, you may also move normally while using it.

Sharpshooter

Requirements: Seasoned, Shooting D8+

Attacking from concealment a long distance away from your enemies may not be the most telegenic way to do your job, but it's one of the safest. A favourite of Wraith Raiders, DarkNight interceptors, and anyone else who prefers winning to fighting fair or glory-seeking.

Reduce range penalties by 2 when using the aim manoeuvre.

Signature Move

Requirements: Seasoned, Fighting D10+

Highly appreciated on Gorezone and other circuit shows, Killers with a signature move get top ratings.

Choose a name and description for your unique close-combat finishing move. You do +1D6 damage when striking a Shaken foe.

If your strike Incapacitates your enemy, you have pulled off your finisher successfully and will probably get extra air time from ThirdEye if you're on camera.

Combat Edges from Other Settings

Band of Brothers (Tour of Darkness)

Requirements: Wild Card, Seasoned, Frother or Shaktar, Common Bond

Alone you are terrifying; among your own kind you are unstoppable.

Modification: Any allied member of your own race counts as a "brother" (regardless of whether they have this edge).

Clipping the Grass (Tour of Darkness)

Requirements: Seasoned, Rock & Roll! edge or Death Squad Training Package, Shooting D8+

When the need arises to spray some lead and kill a lot of bastards, you are the one who can do it right.

Dirty Fighter (50 Fathoms)

Requirements: Seasoned, Fighting D6+

Fight with your gloves off? Ha! You never put them on.

You know how to hit your opponent where it hurts.

Really Dirty Fighter (50 Fathoms)

Requirements: Seasoned, Fighting D8+, Dirty Fighter

You know to hit them where it really hurts.

Groundhog (Tour of Darkness)

Requirements: Seasoned, Smarts D6+, Guts D6+

You can become one with the ground while under fire.

Hose 'Em Down (Tour of Darkness)

Requirements: Novice, Shooting D6+

You are trained to suppress an area more effectively with automatic fire.

Improved Hose 'Em Down (Tour of Darkness)

Requirements: Seasoned, Hose 'Em Down

Nothing can escape your deadly little friends now. But watch out for bullet tax!

This Edge can be found in the "Tour of Darkness" book by Pinnacle.

Martial Arts (Deadlands: Reloaded)

Requirements: Novice, Fighting D6+

Your body is a finely-honed weapon, capable of fighting off even multiple opponents.

Social Edges

Bad Rep

Requirements: Veteran

It is widely known that only a fool messes with a you. Usually a dead fool.

This Edge can be found in the "Deadlands: Reloaded" book by Pinnacle.

Calloused

Requirements: Seasoned, Non-Ebon

Your character has built up a barrier around their inner self in an attempt to protect their sanity against the horrors of life as a SLA operative. You receive +2 to Stress and Guts rolls but have -2 Charisma in any situation where intimacy or affection are important. Furthermore, your character can no longer recover from Stress naturally. Only drugs or therapy can you remove any Stress levels you gain.

Style Consultant

Requirements: Novice, 250c fee

In the World of Progress it's not just what you do that matters, but how you look while you're doing it.

By paying for hair, clothing, make-up and armour advice, receiving intensive interview and telegenics coaching and learning how to carry yourself like a star, you gain +2 Charisma.

Language

Requirements: Novice, Smarts D6+

You have learnt one of the World of Progress's lesser-known languages. Choose one from: Shaktari, Wraith, Ebon, New Parisian.

Wild Card Edges

Burst of Speed

Requirements: Seasoned, Xeno or Wraith Raider

When you are dealt a joker for initiative you may add your running die to your movement as a free action. If you choose to take the run action, roll your running dice *twice* and add both to your Pace.

Dead Shot

Requirements: Wild Card, Seasoned, Shooting/Throwing D10+

Instead of doubling damage, this edge adds 2D6 damage on rounds where a joker is drawn.

Mighty Blow

Requirements: Wild Card, Seasoned, Fighting D10+

Instead of doubling damage, this edge adds 2D6 damage on rounds where a joker is drawn.

Professional Edges

Man Hunter

Requirements: Novice, Smarts D8+, Survival D8+

You have studied a specific species in order to hunt them like animals. Choose one race (humans, shaktar, wraith raiders, stormers, vevaphons, carrien, cannibals, manchines) and name this edge appropriately (man-hunter, shaktar-hunter, wraith-hunter, etc.).

You gain +2 when using Streetwise to trail your chosen species or +2 Survival to track them. Also, your knowledge of that species' anatomy means you to do more damage to them when you get a clear shot. When attacking from ambush, if they fail their Notice roll and can't act, you do +1D6 damage against them during that round in addition to bonus damage from The Drop (if your GM rules it's appropriate).

You also do +1D6 damage when they are Shaken.

Sewer Rat/Sector Ranger

Requirements: Novice, Spirit D6+, Streetwise D6+

You have braved the depths where even the poorest denizens of Mort fear to tread - lower downtown, the sewers, maybe even the cannibal sectors - and returned to tell the tale (although not necessarily the same person you were when you left).

Sewer Rats gain +2 to Stealth and Survival rolls made in any of these areas, and get +2 to Guts rolls caused by non-human creatures found there (carnivorous pigs, carriens, manchines, etc).

GMs with access to the Cannibal Sector: One sourcebook may use this edge as the Sector Ranger Training Package with the following addition:

Sector Rangers are trained to recognise the dangers they face in the Cannibal Sectors. They gain +2 on Common Knowledge rolls concerning soft companies and other residents of the sectors and +2 on Tech rolls to repair their armour and weapons.

Racial Edges

Another Man's Poison

Requirements: Novice, Frother

Your metabolism is so practised at dealing with intoxicants that it handle almost anything. Gain +2 to resist poison, disease and radiation.

Blinding Speed

Requirements: Novice, Xeno or Wraith Raider, Agility D10+

While your species is known for its speed, even among your own kind you're fast.

Your pace increases to 10. Also, your running dice becomes a D12 and can Ace once (i.e. on a 12, roll and add the result to 12 - although a further 12 does not let you roll a second time).

Body Arsenal

Requirements: Veteran, Vevaphon, Vigour D6+

The blades you create from your body become sharper, the bludgeoning weapons, denser. With experience, you have learnt to become a living weapon.

Your natural weapons, including those created by your Smite power, gain Armour Piercing 2. Additionally, when using Smite, you may double the power point cost to make your natural weapons Heavy.

Bulletproof

Requirements: Veteran, Vevaphon

By instantly converting your skin into a thousand-layer thick weave of dense fibres, you can spread and dissipate the force of firearm attacks that would normally harm you.

You are no longer vulnerable to HP, HESH or shotgun shells fired at short range.

Doppelganger

Requirements: Seasoned, Vevaphon, Polymorph D8+

You've mastered your shape-shifting powers sufficiently to mimic individual rather than generic members of a race.

You can now try to impersonate a specific person with the use of your Mimic power.

The copy is not perfect by any means, however, and close contact may break your cover. If someone takes his time to study you for at least a minute, or interacts closely with you for any length of time, he may roll Notice against your original Polymorph result to realize that something is deeply wrong, adding a +2 bonus if he knows the person that the vevaphon is trying to copy and +4 if he knows them intimately.

Double Drop

Requirements: Veteran, Frother, Vigour D8+, Knowledge (Drugs) D6+

Sometimes one drug just isn't enough. Your years of drug abuse have given you the ability to take a second drug without it cancelling the effects of your current intoxicant.

Improved Double Drop

Requirements: Legendary, Frother, Vigour D10+, Knowledge (Drugs) D10+

While two drugs generally *is* enough, a few Frother legends have learnt to take it one step further.

You may now benefit from up to three different drugs at the same time.

Drug-Fuelled

Requirements: Veteran, Frother, Vigour D8+

Whenever you take a combat drug, roll Vigour at -2. On a success, remove a fatigue level. On a raise, remove two. These fatigue levels can be from any source, even those which can normally only be removed in specific ways (e.g. withdrawal or stress fatigue; even drowning, hunger or lack of sleep).

Drug Surge

Requirements: Seasoned, Frother, Vigour D10+

When dealt a joker during combat, bonuses or other benefits given by the drug you are on are doubled. Penalties are halved. For example, Rush provides +4 (not +2) to recover from Shaken and reduces multi-action penalties by -4 (not -2). This only affects numerical bonuses or penalties (so it wouldn't change UV's Hardy benefit, for example).

Genetic Mirror

Requirements: Heroic, Vevaphon, Doppelganger, Polymorph D12+

Within every cell is all the genetic information necessary to create an entire person. Knowledge of your own genetic makeup allows you to reach into a tissue or skin sample, even a hair, and read the blueprint within.

By touching a living (or recently deceased) target's exposed hair or flesh, activating his Mimic power and achieving a raise on his Polymorph roll, the vevaphon can form himself into a perfect mirror-image of the target.

He still cannot imitate the target's voice or manners, and the vevaphon will initially form as a naked version of the target, so additional clothing (or at least knowledge of how the target dresses) is needed for a proper impersonation.

Alternatively, the vevaphon can use this power after touching a hair or other sample that is no longer part of the target. It is harder to use dead matter, however, and each hour the sample has been parted from the donor grants a cumulative -1 penalty to Polymorph roll.

Note that DNA doesn't hold any information about cosmetic changes so features like hairstyle, scars and tattoos (except DNA ones) will not be copied using this method.

Harden Carapace

Requirements: Seasoned, Xeno, Vigour D6+

With age, your carapace has hardened. Add +1 to your Toughness and +1 to your natural armour's protection as a new layer of chitin forms.

This edge may be taken once per rank after Novice.

Lighting Reflexes

Requirements: Heroic, Wraith Raider or Xeno

You are fast. Really fast. ThirdEye Program Directors have to show your exploits in slow motion. And opponents rarely have a chance to blink, much less to draw on you.

This edge work like "Fast as a Lighting" from the Deadlands: Reloaded sourcebook by Pinnacle.

Living Shadow

Requirements: Veteran, Xeno or Wraith Raider

You may run when taking Stealth actions.

Mainliner

Requirements: Heroic, Frother, Vigour D12+, Knowledge (Drugs) D8+

Through practice and experience, you have become a master of drug injection.

When you inject a drug manually, either add +1 to a roll the drug allows or choose one numerical bonus or penalty the drug bestows and increase or decrease it by 1.

No Retreat, No Surrender

Requirements: Novice, Shaktar, Spirit D8+

Once a Shaktar dons his ceremonial scarf he will remain on the field until no enemies remain or he falls where he stands. You live for such moments, when you can test your mettle against the enemies of SLA Industries.

When wearing your honour scarf, you do not need a raise to act when recovering from Shaken. A mere success on your Spirit roll allows you to have a full action.

Predator

Requirements: Veteran, Xeno, Stealth D8+

Predator

"What happened? TX-1318, do you copy?"
 "Billy-Joe ain't come back, Sir. Said he heard a noise down in the gulch. Went to check it out. Johnny's gone to see where he's got to... What the... The jungle! The goddamn jungle just came to life... It's, it's eaten him... Johnny! Holy crap! Johnny! *silence* Phew. Looks like it's gone... Aargh! Aargh! Aaaaargh! *static*"
 Radio message intercepted from DarkNight troops, Charlie's Point, 903SD

You have mastered your chameleonic ability, making you the ultimate predator. You now gain a +2 Stealth bonus while moving and +4 if you remain motionless.

Prometheus Unbound

Requirements: Prometheus Gene racial edge, Seasoned

Your regenerative abilities have matured, allowing you to heal at an astonishing rate. Prometheus Gene soak rolls to recover wounds are now made at +2.

Quick Change**Quick Change**

"Is it a blade? Is it a pin? No! It's a scalpel, man! Geddit? Awww, you DarkNight people have no sense of humour. Now where was I? Oh, yeah. A scalpel..." – Vivian, Vevaphon, SCL 9, preparing to extract information from an enemy of Progress.

Requirements: Seasoned, Vevaphon

You have mastered your polymorphing abilities to such an extent that you can change form at great speed. When polymorphing as part of a multi-action, your polymorph roll ignores -2 of the multi-action penalty.

Rend

Requirements: Veteran, Size +1 or greater, Strength D12+, Fighting D10+

Your enemies rest in pieces.

Make an unarmed called shot to an arm, leg or hand. The target rolls Vigour and adds one to their toughness for each success and raise. If you manage to cause a wound, you tear off the extremity in question. Anything held in a rent arm or hand is dropped. Losing a leg halves the victim's pace. Losing both leaves them immobile.

You may only rend limbs from creatures of smaller Size than yourself. Enemies wearing Heavy armour are immune.

Rip

Requirements: Seasoned, Natural or Biogenetic Weapons, Strength D10+, Fighting D8+

You know how to hit 'em so it really, really hurts.

Enemies who you wound with your natural weapons have their wound penalty increased by 1. Multiple wounds do not increase the penalty further.

Furthermore, your vicious attacks count as having inflicted one more wound when consulting the Knockout Blow table.

Ride the Wave

Requirements: Veteran, Frother, Vigour D10+, Knowledge (Drugs) D4+

Once you pop, you just don't stop.

The duration of any drug you take is increased by 50%.

SLA Dream Believer

Requirements: Novice, Stormer variant or Vevaphon

SLA created you. They gave you purpose. They gave you life. SLA is your mother and father, and, like a child, you trust them even if you do not understand their motives or reasoning. They created you, they direct you, what possible option is there but loyalty and service?

You gain a +2 bonus to Stress rolls. Additionally, you may roll to remove any stress levels you accrue whenever you successfully complete an official mission while sticking to the letter of your assignment and without disregarding any order from a superior.

Warcry

Requirements: Novice, Frother, Shaktar, Stormer 313 or Stormer 714

Your blood-curdling warcry sets your enemies trembling.

This Edge is the same as the Rebel Yell edge found in the "Deadlands: Reloaded" book by Pinnacle.

Biogenetic Edges

Biogenetic edges are more powerful than standard edges but come with a credit cost. See the Biogenetics chapter for a full list.

Ebb Edges

The Core Ebb Edges, below, are available to all Ebb Users, while those in the Affinity Ebb Edges section require at least the Affinity Training edge and possibly Affinity Focus or Affinity Mastery before they can be bought.

Core Ebb Edges

Ebb Control (Ab)

Requirements: Ebon or Brain Waster

You can manipulate the power of Ebb through the use of complicated hyperbolic equations, your mental calculations reshaping reality as you solve the universe's ever-shifting algebraic balance.

Ebb users need not speak or wave their hands for their calculations to succeed. All they need is total concentration.

You start play with 10 Flux points, 2 'open' affinities of your choice, and one glyph from each affinity.

Affinity Training

Requirements: Novice

'Open' a new affinity and add one glyph from within it to your list. You may now use the New Glyph edge to buy more glyphs from that affinity.

Affinity Focus

Requirements: Seasoned, Formulae D8+, Affinity Training edge for the appropriate affinity

Pick one of your 'open' affinities. When manifesting glyphs within it, they cost 1 less Flux and you get +1 to your Formulae roll.

In addition, you can manifest glyphs from that affinity as if you possess the science friction focus at a -2 penalty.

This edge may only be taken once per rank.

Affinity Mastery

Requirements: Veteran, Formulae D10+, Affinity Focus edge for the appropriate affinity

Your knowledge of your chosen affinity is near perfect.

The cost of glyphs within that affinity is reduced by a further 1 Flux (to a minimum of 1) and you gain another +1 to Formulae rolls when manifesting them.

Also, you no longer take a -2 penalty when manifesting those glyphs without a science friction focus.

Flux Battery

Requirements: Seasoned

With experience an Ebon can hold more Flux within himself. Gain an additional 5 Flux.

This edge may only be taken once. To gain further Flux, the Ebon must strengthen the bond with his deathsuit or medikit, or acquire flux gems.

Flux Surge

Requirements: Seasoned, Formulae D8+

Regain 2D6 Flux when dealt a joker.

New Glyphs

Requirements: Novice

Choose two new glyphs from within your affinities.

Affinity Edges

Blaster

Requirements: Novice, Affinity Training: Blast, Formulae D8+

You project your inner emotions with such force that any damage-causing glyph you use gains Armour Piercing 2 (or has its AP value increased by a further 2 points).

Charm/Menace Aura

Requirements: Seasoned, Affinity Training: Communication

An aura created either from the most pleasing or unpleasant fragments of others' personalities surrounds you.

It grants either +2 Charisma or +2 to Intimidation and Taunt, but only against targets within your Spirit in yards. You can switch between these two options as a free action each round.

Effects that cancel Ebb-use, such as glyph pillars, also cancel the benefits of this edge.

Deathsuit Bond (Light)

Requirements: Novice, Affinity Training: Protect, Deathsuit

You establish a psychic connection, or "bond", with your deathsuit. This is just the beginning of a beautiful friendship.

You receive 5 additional flux. These are stored in the deathsuit Matrix, and are lost if the deathsuit is ever destroyed or removed. They can be regained normally if the suit is put back on, but, if it's destroyed, the benefits of this edge are lost permanently.

In addition, the armour bonus your deathsuit grants increases by 1 point (for a total protection of +6).

Deathsuit Bond (Medium)

Requirements: Seasoned, Deathsuit Bond (Light), Deathsuit

As an Ebon's power grows, so his bond with his deathsuit becomes stronger. The deathsuit can grow in bulk to reflect these changes, or, if the Ebon prefers, remain as it is.

The deathsuit's armour bonus increases by a further 1 points (for a total protection of +7).

In addition, the suit starts to bleed insignificant amounts of Flux into its owner. This energy is not detectable to the Ebb User, but every hour, the wearer now regenerates 2 Flux.

Deathsuit Bond (Heavy)

Requirements: Veteran, Deathsuit Bond (Medium), Deathsuit

At this level of mastery, the deathsuit grows even tougher, gaining resistance to dangerous environments and electricity.

The wearer receives +2 Toughness against electrical damage.

Additionally, when the Ebon raises his deathsuit's helmet, it seals protectively around its owner. Treat this as the Fully Enclosed armour option.

Finally, the armour bonus the deathsuit grants is increased by 1 more point (for a total protection of +8).

Deathsuit Bond (Super)

Requirements: Heroic, Deathsuit Bond (Heavy), Deathsuit

If an Ebon manages to progress to this level of power, his deathsuit becomes armour to be reckoned with, rivalling light armoured personal carriers for protection.

The deathsuit is now considered Heavy Armour and the armour bonus it grants is increased by a further 2 points (for a total protection of +10).

Deathsuit Bond (Angel)

Requirements: Legendary, Deathsuit Bond (Super), Deathsuit

The angel deathsuit bond is the most powerful state that a deathsuit can grow into. It's almost a living, sentient being now, with its own emotions and thoughts, which can sometimes even come into disagreement with the Ebb User's own.

The armour bonus it grants is increased by 2 more points (for a total protection of +12).

In addition, the deathsuit can save a significant part of its master's Flux, allowing him to regenerate 3 Flux per hour.

Deathsuit Graft (Agility)

Requirements: Novice, Affinity Training: Protect, Deathsuit

Your deathsuit develops a bond with your nerve centres, increasing your reaction times and manual dexterity.

Agility is increased by one die-type (or by +1 over D12). This can raise his Agility above the normal racial maximum, and legendary edges stack with this one.

Deathsuit Graft (Strength)

Requirements: Novice, Affinity Training: Protect, Deathsuit

Your deathsuit mimics your major muscle tissue groups, increasing your physical strength.

Strength is increased by one die-type (or by +1 over D12). This can raise his Strength above the normal racial maximum, and legendary edges stack with this one.

Deathsuit Graft (Vigour)

Requirements: Novice, Affinity Training: Protect, Deathsuit

Your deathsuit grows thicker, forming a protective symbiotic relationship with your body.

Vigour is increased by one die-type (or by +1 over D12). This can raise his Vigour above the normal racial maximum, and legendary edges stack with this one.

Defensive Precognition

Requirements: Veteran, Smarts D8+, Affinity Mastery: Detect

The art of Defensive Precognition is the one that few Ebons manage to learn, but most would die to have (or rather, many die because they don't have it). An Ebon possessing this Edge learns to see dangerous situations before they ever occur.

You are always considered to be in an 'Active' state when rolling Notice against opponents' Stealth and you receive a +2 bonus to resist Smarts or Agility tricks.

Ebb Backlash

"For every action there is an opposite reaction, and Ebon reaction is quite a fuckin' thing, I'm tellin' ya." - Dmitry Kochetov, Monarch Officer, describing an Ebon Duel

Ebb Backlash

Requirements: Veteran, Affinity Focus: Senses, Formulae D10+

Also called Ebb Duel, this last-hope ability instantly analyzes all the Ebb user's sensory information, allowing them to solve equations used against them by enemy Ebb Users then reformulate them into a counterattack.

If the Ebb User possessing this Edge is attacked by a glyph that is directly targeted against him (not an area-effect one, for example) he can attempt to turn it back.

To do this, he pays the same amount of Flux as originally used to manifest the glyph then opposes the glyph's creator's Formulae roll with one of his own, modified as follows:

-4 if the Ebb User wasn't on Hold, the attacker was out of sight or the attack was totally unexpected.

-2 if Ebb User was on Hold, waiting for the attack and could see the attacker.

+2/-2 for every rank difference between him and glyph's creator.

If the defending Ebon wins with a raise, and it is logically possible, the attack is reflected back at the Ebon who originally manifested it. If he only succeeds the opposed roll (or gets a raise but reflection is not possible), the glyph is dissipated harmlessly, while if he loses, the glyph works normally against him.

However, using Backlash is always risky. Should the original manifester win the opposed roll with a raise, the defender not only suffers the attack but is Shaken as well.

In all cases, both Ebons pay the full Flux cost and the original Formulae roll is kept when adjudicating the glyph's effect.

Ebb Enhancement (Teeth and Claws)

Requirements: Seasoned, Affinity Focus: Enhancement, Vigour D6+,

Over the course of a month, you grow sharp teeth and claws. These cause Strength+D4 (AP1) damage and you are never considered unarmed but characters suffer -1 Charisma unless they are retracted.

As an action they may be retracted or extended. It costs 2 Flux to retract them. Extending them is free.

Ebb Enhancement (Grow Limbs)

Requirements: Heroic, Affinity Mastery: Enhancement, Vigour D10+

Over the course of a month, you use your mastery of Ebb to grow an additional set of arms. In addition to the obvious benefits of being able to carry a larger variety of weapons at once, you may make an additional Fighting attack in close combat, ignoring -2 of multi-action penalties. However, attacks by your new arms do incur an off-hand penalty.

For 5 Flux you may retract your additional arms into your body. Extending them is free. The process is difficult, however, It takes D4 turns, during which time you are Shaken.

Enlightenment

Requirements: Veteran, Affinity Focus: Illumination, Knowledge (Glyphs) D6+, Formulae D8+

This Edge is not understood entirely by Ebons but is believed to be a side-effect of the massive amounts of light that the Ebb User manipulates through the use of the Illumination affinity.

The Ebon's eyes give off a slight glow (increasingly bright as they progress in power) and their skin takes on a lightened, 'burnt-out' appearance, as if under powerful spotlighting.

The Necanthropes seem to be very interested in Ebb Users with this power, and if one wants to please one's dark brethren, fomenting it is one's chance to do so.

In addition to these striking physical changes, the Ebb User gains innate UV vision and can no longer be blinded by extremely bright flashes (as the Anti-Dazzle armour option). His eyes, however, shine intensely for an hour afterwards.

Freezing Blast

Requirements: Seasoned, Affinity Focus: Blue/Red Thermal, Affinity Focus: Blast

This Edge allows your Bolt and Blast glyphs to have the Ice Trapping if you spend double the Flux.

Of Ice & Fire

Ice Trapping

Everything affected by Freezing Blast becomes fragile and can break more easily for a short period of time, damage against solid objects can ace, and armour damage is doubled for targets that were affected by this ability. This condition lasts for 2D6 rounds.

Fire Trapping

Anything affected by the glyph may catch fire. See Savage Worlds, p. 97.

Treat most targets as though they are flammable for the first time they roll for Catching Fire. Flaming targets take D10 damage from the flames (initially).

Freezing Blast

"Chill out, Bro." - Neilingen, Ebon, SCL 6F

Interdermalise Deathsuit

Requirements: Veteran, Affinity Focus: Protect, Deathsuit

You may bring your deathsuit under your own skin, concealing it perfectly or raising it just enough to change your skin to whatever hue or pattern you desire. It still protects from damage normally.

In addition, your deathsuit's matrix becomes better attuned to its wearer. It can store an additional 5 Flux.

If the deathsuit is ever destroyed, this edge is lost.

Jump Recovery

Requirements: Veteran, Affinity Focus: Reality Folding, Vigour D8+, Teleport Glyph

You have learnt to handle the mental strain you suffer while trying to fold someone else along with you

Instead of automatically suffering fatigue for folding multiple persons when using Teleport, you can try to shake off the mental exhaustion by rolling Vigour with a -2 penalty. Success negates one level of fatigue, a raise negates two.

Improved Jump Recovery

Requirements: Heroic, Jump Recovery

You no longer suffer a penalty when shaking off the fatigue penalty caused by using Teleport to carry others.

If you possess the Improved Mass Port edge, you may also shake off the fatigue caused by using Jump Port to transport others as with Jump Recovery (although still with a -2 penalty).

Living Suit

Requirements: Heroic, Deathsuit Interdermalisation, Affinity Mastery: Protect, Deathsuit, Spirit D10+

Your deathsuit's flux matrix can now store an additional 5 Flux.

In addition, it begins to form its own life matrix, becoming semi-sentient. It can now use the your physical Traits and glyphs - but only when you are unconscious. If you become Incapacitated, the suit comes to life: first using Protect and other defensive glyphs to safeguard your person before walking or crawling or Reality Folding to safety, where it will use Healing glyphs to bring you back or Communication ones to call for help.

Even if you die, the suit will store your life force for up to 24 hours in its heartfall matrix while it tries to make its way back to SLA Industries or contact another Ebon for aid.

However, the suit requires Flux to operate in this way. If no Flux remains, this edge has no effect, although another Ebon who transfers 5 Flux per 24 hours into the deathsuit can keep the heartfall matrix functioning.

If the deathsuit is ever destroyed, this edge is lost.

Mass Port

Requirements: Heroic, Affinity Mastery: Reality Folding, Teleport Glyph

You may now use your Teleport glyph to transport everyone within a medium burst template with you when you go. No matter how many people you transport, this counts as taking two passengers for fatigue purposes.

Unwilling passengers must beat your Formulae roll with a Spirit roll of their own in order to stay where they are.

Improved Mass Port

Requirements: Legendary, Mass Port, Jump Port Glyph

You may now also use Jump Port to transport up to two passengers vast distances.

Each passenger must be willing, they each add an additional 10 Flux to the Glyph's cost, passengers of size +2 count as two people and the Ebb User suffers Fatigue as with Teleport.

Master Blaster

Requirements: Heroic, Blaster, Formulae D10+

Your emotions alone are destructive force, but when fuelled by your Ebb Mastery, they are a force to be reckoned with.

Glyphs in the Blast affinity receive a one die-type increase when rolling damage (D6 becomes D8, etc.)

Medikit Bond

Requirements: Seasoned, Affinity Focus: Healing, Formulae D6+

You've mastered the strange healing device that is the Ebb Medikit, allowing you to channel additional Flux from its bizarre surgeon's tools.

Your medikit can now store up to 10 points of Flux. This Flux can only be used for manifesting glyphs from the Healing affinity.

Precognitive Healing

Requirements: Veteran, Affinity Mastery: Healing

Precognitive healing is the ability to prepare your own body for forthcoming injury. By doing this, damage is depleted first from a reserve of extra life force.

You may spend a Benny to force an enemy to reroll their damage against you. The lower of the two results is used.

Soothing Touch

Requirements: Novice, Affinity Training: Protect, Deathsuit

The touch of your deathsuit calms all the world's ills. It's as if your closest friend is always there with you, a soothing barrier between you and life's problems.

Gain +1 on Stress rolls, Guts rolls, and rolls to resist Taunt or Intimidate tests of wills.

Thermal Ball

"Hey babe, want to see my great balls of fire?"

- Spook, Brain Waster, SCL 7A

Thermal Ball

Requirements: Seasoned, Affinity Focus: Blue/Red Thermal, Affinity Focus: Blast

Your Bolt and Blast glyphs gain the fire trapping if you spend double the Flux.

Necanthrope Edges

Necanthrope

Requirements: GM Permission, Heroic

You have left childish Ebon things behind. You've changed, just as Preceptor Teeth, your ancestor did, and you will follow his teachings. His way will be yours to travel: The way of absolute power and absolute obedience.

This Edge has a number of effects:

1) Your deathsuit and yourself are now one being. Its flux matrix became a part of your body, always ready to share its power with you. You gain an 5 additional Flux.

2) You gain the Celrydreadhad affinity and may begin to use the Necanthrope powers and special effects that lie within.

3) Your bond to your deathsuit strengthens as you physically change to better suit the symbiosis. There is no joints or weak spots in your armour now - it's a part of your organism. Your deathsuit cannot die while you still live.

4) Your deathsuit can protect you even in the harshest environments. It functions as Fully Enclosed armour with an air supply lasting (your Spirit x Hours) that cannot be breached, no matter how much damage it takes.

5) Choose (with your GM's permission) an additional Necanthrope-appropriate Major Hindrance (or two Minor if you wish). You may immediately buy an Ebb User edge or boost an attribute on account of this new Hindrance.

6) Finally... Well that's for the GM to know and you to find out. Enjoy.

Ebb Backlash Mastery

Requirements: Necanthrope, Ebb Backlash, Affinity Mastery: Senses, Formulae D12+

Necanthropes are masters of the art of Ebb Duelling. Not so surprising, considering they have an eternity to practice their skills. Smart folk keep as far away as possible from masters of Ebb when they decide it's a time to sharpen their skills.

The necanthrope's penalty when initiating an Ebb Backlash is reduced by 2. In addition, he can now reverse even area-affecting glyphs.

Interdermalise Gore Cannon

Requirements: Legendary, Necanthrope

The Necanthrope's pet weapon can now hide under its master's skin for protection and comfort.

Your gore cannon can now slip under your deathsuit and enjoy the its total protection while in there. Only a slight physical trace of the gore cannon can be seen on your forearm and hand. It needs to be fully exposed to be usable, however, and getting it out or concealing it requires an action.

The gore cannon can also now store 5 Flux. This Flux can only be used to power gore cannon abilities and stacks with that granted by the Sentient Gore Cannon and Living Gore Cannon edges.

Sentient Gore Cannon

Requirements: Legendary, Necanthrope

The Necanthrope strengthens the bond with his gore cannon, infusing it with the part of his own intelligence. Unlike the bonds with his deathsuit or ebb medikit, this one is as much alliance as bond.

The Necanthrope grants awakening to his weapon, creating something that can think, feel and hate all by itself. This creature is sentient, fully and totally loyal to his master, and tries to protect his life as hard as it can, for without a master it will die.

The gore cannon can now store 5 Flux. This Flux can only be used to power gore cannon abilities and stacks with that granted by the Interdermalise Gore Cannon edge.

In addition, the gore cannon can lash back at attackers if its master is distracted or stunned by an attack. If the Necanthrope is surprised by an ambush or Shaken, the gore cannon

retaliates independently. The Necanthrope always decides whether the weapon should do this but, if it does attack, it will always target the greatest immediate threat to its master. It uses the Necanthrope's Formulae skill when attacking, but suffers -2 penalty.

Living Gore Cannon

Requirements: Legendary, Necanthrope, Sentient Gore Cannon

The gore cannon becomes truly alive at this point, able to move by its own volition and keen to be unleashed on opponents like a well-trained attack dog.

The gore cannon can store 5 additional Flux. As before, this Flux can only be used to power gore cannon abilities.

In addition, it is able to detach from his master's arm and fly, using abilities resembling glyphs from the Telekinesis affinity. The gore cannon acts on its master's initiative card and the player controlling the Necanthrope decides what the weapon does at any time.

A gore cannon in detached state has Pace 10, a running die of D12, attributes equal to those of its Necanthrope master, or D8, whichever is lower, Notice and Stealth skills at D6, it retains its master's deathsuit's Toughness bonus and can use his Formulae skill for attacks without penalty as long as it stays within his Smarts trait in yards. It cannot use his Flux pool, however, and must use its own capacity to power Ebb attacks.

A living gore cannon can operate at greater distances than its master's Smarts in yards but gains a Formulae penalty of -2 at up to twice its master's Smarts in yards and -4 at up to quadruple his Smarts. At ranges further than this, the gore cannon can do nothing but fly at top speed back towards its master.

If the Necanthrope falls unconscious or dies while his gore cannon is in detached state it ceases to work, falling, inert, to the ground wherever it happens to be.

Glyph Creation

Requirements: Necanthrope, Enlightenment, Affinity Mastery: Illumination, Knowledge (Glyphs) D10+, Formulae D12+

The art of Glyph Creation is the secret known to but a few. Not all Necanthropes can learn this ability and they actively search for Ebons who have the potential to learn it under their tutelage. To complete their learning, however, potential recruits must first enter the White and be changed forever.

The Necanthrope can now create glyphs and imbue objects with their power.

Equipment

Close-Combat Weapon Customisation

Some 'limited customisations' are marked with an asterisk. Small one-handed weapons (knives, gloves, etc.) and shields may have two of these limited customisations, larger one-handed weapons (swords, vibrosabres) may have three, and two-handed weapons may have four.

Advanced Construction (Varies)

Your weapon is custom-made, its frame built from ergonomic, ultra high-tech materials and alloys.

It gives +1 Fighting and its weight is reduced by 1.

Advanced Construction multiplies the final cost of the weapon, including all other customisations, by 3.

Armoured Handgrips/Guards* (85c)

Replaces the standard grips of the weapon with the armoured guards and reinforced grips, giving extra protection to the hands.

The arm or arms holding the weapon receive +4 armour, and the wielder has a +2 on rolls to resist being disarmed.

Custom Detailing (40c)

Logos, patterns or other paint jobs.

Custom Surface (60c)

Changes appearance of the weapon. Cloth, pure gold, ice, basalt, wet blood, the choice is endless.

GFX Gore-Effect Edges (100c)

Causes the weapon to glow, hiss steam, throw showers of sparks or even pumps compressed air into wounds to create sprays of blood. A fan favourite.

Gore Shield (45c)

Non-stick surface.

Lamp Mount (30c/IR or UV 70c)

Why hold just a flashlight when you could be holding a power claymore with a flashlight on?

Masher Sub-Spiking and Texture Remoulding* (+200c)

Fragmentary sub-spikes, increased weight and armour-damaging texture features combine to give the weapon +1 AD, +1 weight.

Mauler/Chopper Reengineering* (+200c)

Increasing a weapon's weight, reinforcing the frame and mounting moving or oscillating blades complimentary to the weapon's existing blade or head, all increase it's shredding power. +1 Damage, +1 weight.

Personal Adjustment* (+300c)

Reduces the Parry penalty of two-handed weapons by 1. Anyone else who tries to use the weapon suffers -2 Fighting.

Screamer* (+1200c)

When drawn, the uniquely-jarring shriek emitted by this weapon distracts opponents, effectively adding +1 to the wielder's Parry

Shred-A-Lot Configuration* (+600c)

This replacement for a weapon's striking head vastly increases damage to soft targets at the cost of reduced penetration.

The weapon loses all armour piercing points and gains +3 damage, but any targets' armour bonus is doubled against it.

Stunner* (+2000c)

By causing the weapon to oscillate at the same frequency as the central nervous system, a single strike can be enough to disable opponents.

On a Shaken or Wounded result, targets must make a Vigour roll at -2. On a failure, they're Shaken (which probably converts to an additional wound if they haven't spent a Benny to soak all wounds or remove their Shaken condition).

Upgraded Cutting Surface* (+125c)

Replaces blades with ultra-sharp ceramic, chains with heavier, sharper ceramic units or adds ceramic spikes and flanges to blunt weapons. +1 AP.

Vibro/Mutilator Enhancement* (+500c)

By adding or enhancing a vibro unit (bladed or chain weapons) or mutilator unit (blunt ones), a weapon can be made Heavy.

Firearm Add-Ons

Please note: not all add-ons fit all weapons. Which optional extras can be fitted to a weapon are noted in the Add-Ons column (LP: Laser Painter, Rcl-B: Recoil Baffling, Scp: Scope, Si: Silencer, Su: Suppressor).

Some weapons come with free add-ons. These are marked with an asterisk (*) and may include: AB: Ammo Bin, Bi: Bipod, IR: Infrared Scope Add-On, UV Scope Add-On, Wa: Waldo mount.

Finally, some add-ons fit any weapon. This is noted in the add-on's description.

Bipod/Tripod (20c)

Reduces the firearm's Strength requirement by 2 die-types and, if automatic, the auto-fire penalty by -1. Takes an action to position. Must be repositioned after moving. Can be fitted to any rifle or shotgun.

FEN Pistol and SMG Stock (10c)

Reduces Strength needed to avoid recoil by 1 die-type. Can be fitted to any pistol or SMG.

Laser Painter (25c)

Grants +1 to Shooting rolls at short range.

Mounted Flashlight (3c, UV or IR +40c)

Fits to any weapon. Available in any colour, UV or IR.

Pistol Grip (50c)

Allows rifles and shotguns to be fired one-handed by characters of Size +1 or more. Of course, no clear aiming is possible while using rifle in such way, so scopes and laser painters are useless and there's an additional -2 Shooting penalty due to unwieldiness. In addition, Strength requirements to use such a weapon increase by 2 die-types and, if fired on auto, innocent bystanders are hit on a 1 or 2 on the Shooting dice.

Recoil Baffling (30c/1)

Reduces Strength needed to avoid recoil by 1 die-type. Can be fitted *up to three times per weapon*.

Scope (50c)

+2 Shooting at over short range if not moved this round.

Infrared Scope Add-On (10c)

Reduces vision due to darkness (to -1 in Dim or Dark conditions, -2 in Pitch Darkness). Can be fitted to any weapon that allows Scopes.

UV Scope Add-On (10c)

Negates darkness penalties from Dim or Dark conditions. No effect in Pitch Darkness. Can be fitted to any weapon that allows Scopes.

Silencer (15c)

Makes shots silent. Enemies must roll Notice roll to hear. If a flash suppressor is also fitted, the roll is at -2.

Suppressor (20c)

Makes shots unseen by concealing muzzle flash. Enemies must roll Notice roll to spot. If a silencer is also fitted, the roll is at -2.

Waldo Mount (240c)

Reduces minimum strength needed to avoid recoil by 2 die-types. Can fire rifles 1 handed. Reduces gun's weight by 25%. Can be fitted to any rifle or shotgun.

Reducing Recoil

Characters who don't wish recoil to spoil their aim have several options.

Bipod/Tripod: Any rifle or shotgun. -2.

FEN Pistol and SMG Stock: Any pistol or SMG. -1.

Pistol Grip: Any rifle or shotgun. +2.

Recoil Baffling: Can be fitted up to three times on weapons that allow it. -1 per application.

Holding Two-Handed: Pistols only. -1.

Waldo Mount: Any rifle or shotgun. -2.

Ammunition Magazines and Drums**Empty Box Magazine (1c)**

Holds ammo as per base gun.

Snail Drum Magazine (3c)

Holds 50 rounds. Only available for the GA50 AR, FEN AR, FEN 706 and FEN 808.

Electromagnetic Belt Fed Drum (25c - 200c)

Available in 100 rounds (25c), 300 rounds (40c), 500 rounds (90c) or 1000 rounds (200c). Available for the FEN AR, FEN 706, FEN 808 and KPS AS (100 & 300 round bins only).

Special Ammunition**Hotline (HOT)**

Only available in 10mm.

Targets must roll Vigour at -2 (or -4 on a raise). Failure stuns living creatures and shorts out electronic ones. Victims are Shaken and cannot roll to recover for D6 rounds.

The hotline round must be the only bullet in the clip.

GAG60 Bolts

These osmium-cored steel bolts are reusable.

Grenades

All grenades have range 5/10/20.

DA 71 Blast/Concussion (10c)

Medium burst template.

Targets must roll Spirit at -2 or be Shaken. Rolling a 1 on the Spirit die causes a non-lethal wound (i.e. while it can incapacitate, it does not cause the target to roll on the Injury Table).

Fully-enclosed armour and anti-dazzle protection each provide a +2 bonus. Targets whose armour includes both anti-dazzle protection and is fully-enclosed are immune.

DA 90 Fragmentation (15c)

Medium burst template.
3D6 Damage (AP4). +1 AD.

DA 101 BLIND Smoke (4c)

First round, small burst template. Second round, medium. Third round, large. Roll 1D6 at the end of each round after it reaches large. On a 6 the smoke disperses.

Blocks vision in/out of the area, except IR which can see through at a -2 penalty (as Pitch Darkness). IR lamps do not reduce this penalty further.

Available in various shades and colours.

DA 240 Riot Gas (10c)

Medium burst template. Roll 1D6 at the end of each round. On a 6 the smoke disperses.

Targets must roll Vigour at -2 or gain a fatigue level. Rolling a 1 on the Vigour die causes the target to be Shaken as well. Each turn a target remains in the gas's area, they must make another Vigour roll.

Air filters provide a +4 bonus to the Vigour roll (for a total of +2). Fully enclosed armour with its own air systems makes the wearer immune.

Armour Systems

Ad: Anti-dazzle. +2 vs. blast/concussion grenades (immune if also Fully Enclosed).

AF: Air Filter. Immune to gaseous or airborne toxins (nerve gas, spores, etc.)

AS (Xhr): Full Air System. Includes Fully enclosed, Air filter and Air supply lasting X hrs.

FE: Fully Enclosed. Immune to liquid toxins, acid, etc. Even without an air supply, the wearer can last 2D6 minutes underwater without drowning. +2 vs. blast/concussion grenades (immune if also has Anti-dazzle).

Heavy: Heavy armour. Can only be bypassed by heavy weapons.

Hs: Headset Communicator.

HuD: Heads-Up Display. +1 Shooting.

JJ: Jump Jets. Use an action to jump 2D6+6 yards horizontally or D6+3 yards vertically.

OC: Overburn Chassis. +2 Pace and Running die increases two die-types (or by +2 if D12 or over).

PC: Power Chassis. Increases wearer's Strength by one die-type.

HPC: Heavy Power Chassis. Increases wearer's Strength by two die-types.

LM: Lamp Mount. Attracts predators for miles around. But at least you'll have a hand free when they come.

Armour Customisation**Custom Detailing (75c)**

Recolouring, decorative designs or logos. Sponsors pay cost of having their logo added to armour.

Custom Surface (100c)

Armour is made to look like scales, aged bronze, glows or otherwise appears as the owner wants. Can even show moving video (+250c).

Gore Shield (65c)

Wipe clean surface.

Improved Durability (350c)

Armour can take 2 points of armour damage before protection begins to be lowered. These 'phantom' protection points do not help protect the wearer in any way and must be repaired at the usual cost.

Improved Exo-Skeleton (700c)

Increases wearer's Strength by 1 die-type (or by +1 for Strength D12 or more).

Lamp Mount (30c/IR or UV +40c)

Leaves hands free for more weapons. Available in standard, UV or IR.

Personal Fit (50c)

Makes wearing the armour more comfortable, providing +1 to fatigue rolls against heat and exhaustion.

Anyone who tries to wear armour upgraded to another's personal fit suffers -2 to Agility and Agility-based skills.

Repair Armour (Varies)

Fixes damaged armour. Costs 100c + 10c/protection point (or 25c/protection point for Heavy armour).

Upgraded Armour (500c/Varies)

500c increases the armour's protection by +1 in all locations. Also available by separate location (Head 100c, Torso 275c, Arms 55c each, Legs 65c each).

Weapon Mount (50c)

Cannot be disarmed of weapon.

SLA Equipment**BLA Maintenance Kit/Carry Case (250c)**

With this kit, characters have no -2 penalty on Tech rolls to maintain and repair BLA guns.

Boopa Medical Kit (50c)

Contains 4 doses of KickStart and 2 doses of Pain Away as well as various medical supplies.

Required to use Healing without a -2 penalty.

Boopa Drug Injection System (10c)

Allows wearer to inject intravenous drugs as a free action.

Has 4 phials ready for load. Users can wear up to two units (one on each arm).

CMS Maintenance Kit (50c)

This case contains almost all the instruments needed to perform mundane mechanical or electronic repairs.

No -2 penalty to Tech rolls made for repair.

At the GM's discretion, it may also reduce the penalty for lockpicking or repairing weapons by 1.

GA Weapon Maintenance Kit (30c)

Removes the -2 penalty to Tech rolls for maintaining and repairing most firearms (note: BLA owners will need a BLA kit).

FEN IR/UV Goggles (30c for IR or UV/75c for both)

IR Grants the user Infravision. Can see in Dim or Dark conditions at -1 or Pitch Darkness at -2.

UV Grants Low Light vision (ignore darkness penalties for Dim or Dark conditions).

Combination gives the best of both: no penalty in Dim or Dark conditions, -2 in Pitch Darkness.

Flashlights (Handheld 2c/Shoulder-Mounted 3c/IR or UV +40c)

Available in standard, UV or IR.

IR/UV Vision & Lamps**Vision**

Ultraviolet (UV) vision negates penalties in Dim and Dark conditions.

Infrared (IR) allows the character to see in Dim and Dark conditions at a -1 penalty, or Pitch Darkness at -2 (essentially it halves darkness penalties).

Combined IR/UV gives the best of both: no penalty in Dim and Dark conditions, -2 in Pitch Darkness.

Lamps

UV and IR lamps are invisible to the naked eye.

UV lamps allow vision in Pitch Darkness at a -2 penalty to when wearing UV nightvision, but only up to the range of the beam (15 yards).

IR lamps reduce the penalty for absolute darkness to -1 in their beam for IR nightvision wearers (also 15 yards).

Maghold (Varies)

Magholds come in many sizes, from tiny plates to hold spare ammo to large ones for holding Power Claymores.

There is no multi-action penalty for drawing weapons from, or retrieving equipment held on, a Maghold.

Maghold Plate (Ammunition Clip/Grenade): 2c

Maghold Plate (Pistol): 3c

Maghold Plate (Rifle): 5c

Maghold Plate (Power Claymore): 10c

Power Projects Canned Plate (10c)

This substance can temporally seal dents and cracks to the plates of the powered armour, restoring a measure of protection until such a time as the wearer manages to get to a workshop for proper repairs. Each can provides one application.

One dose of the Canned Plate repairs 1 point of protection with the successful Tech skill, 2 points with the raise. The maximum protection provided by the armour is reduced by one after each treatment, however (to a minimum of 2 points).

For example, Billy Boy takes 2 points of armour damage to his Body Blocker armour and decides to patch up his suit before a carrier gets lucky and manages to chew on something more than protective plating. He applies some Canned Plate and rolls a raise. Only one point of armour damage is repaired, however, as the maximum protection of his armour is now 4. If he'd failed his roll, the maximum protection would still have dropped by one but no armour damage would have been repaired at all.

Rangefinder Monocular (10c)

1000 yard range. When used with a bipod/tripod-mounted or emplacement weapon, adds +1 Shooting if an additional round is spent aiming.

ThirdEye Finance Chip Scanner (50c)

Range 30. Tech Skill roll to use. Success indicates the presence and number of finance chips within range. Each raise, or success and raise on subsequent rounds if the user continues scanning, provides a location (starting with nearest).

Track OpticS Enviro Scanner (8c)

Range 30. Success is automatic unless the danger is somehow concealed, in which case it requires Tech roll to use.

Track OpticS Motion Scanner (35c)

Detects movement. Range 12/24/48. Tech roll to use. Success gives reading for short range, one raise gives medium range, two raises gives up to long range.

Crowded areas cause penalties to the Tech roll (-1 for a residential street, -2 for a busy street, -4 for a jam-packed nightclub).

ThirdEye Navigation Map Disc (Navamap) (15c)

+2 to Knowledge (Navigation) rolls. Used in various skills.
2c per disc (1 sector)

SLA Climbing Kit (10c)

+2 to Athletics rolls when climbing. Prevents falls of over 10 meters.

SLA Electronic and Manual Lock picks

(75c/25c)

Removes -2 Tech penalty from having no equipment.

Ebb Equipment

These products all fit onto an Ebb User's deathsuit. To target a sci-fri item, an attack roll with -4 is needed.

Flux Gem Matrices

These items allow an Ebon access to additional Flux with which to power their glyphs and come in two types: Burn and Eternal.

Burn gems cost 50c per Flux and do not recharge. Eternal gems cost 500c per Flux but recharge every 24 hours.

Deathsuit (750c)

The Protect science friction item is vital to all Ebons, whatever affinities they are trained in. It acts as armour, stores Flux, holds all the glyphs the Ebon has learnt and prevents permanent mental damage should a glyph go awry.

Deathsuits provide armour +6. The Deathsuit Bond edges can increase this as high as +14.

Distracter (400c)

A membranous monocle that fits around the left of a deathsuit's helmet, the distracter is the science friction item for Communication.

Ebb Medikit (1000c)

Appearing as black muscle on the outside and a living heart on the inside, this tool case is the Healing sci-fri item. Can store Flux if the owner possesses the Medikit Bond edge.

Flintlock (500c)

This ancient-looking duelling pistol is the science friction item for the Blast affinity.

Focus Gem (600c)

The Telekinesis sci-fri item is a slender crystal that sits on the deathsuit's chest plate. It glows when used.

Glyph Cards (Negotiable, usually at least 50000u)

The ultimate focus item. Acts as the science-friction focus for the any affinity.

There are serious disadvantages, however. The absence of a Deathsuit's Flux Matrix makes an Ebb User's mind very vulnerable (see Kickback) and if the Ebb User wishes to use a different glyph from that he manifested the previous round, he suffers multi-action penalty as he searches the deck.

Jade Probe (400c)

A y-shaped stalk that fits over the head, the Senses science friction item sends out an almost-invisible beam of light when used (Notice -2 to spot).

Illumination Gem (350c)

The Illumination science friction item is a round gem fitting into the palm of the Ebon's deathsuit.

Pathfinder (400c)

This monitor straps to the Ebon's forearm, allowing them to detect Ebb users within 48 yards as Motion Scanner (but using Formulae not Tech).

Pineal Stim (20c/dose)

The Enhancement science friction item, Pineal Stim is highly addictive. See the drugs chapter for full details.

Thermal Gauge (500c)

This grooved bracer is the science friction item for Blue/Red Thermal and glows when in use.

Vector Box (600c)

A kidney-shaped item fitting around the Ebb-user's neck and shoulders, this is the science friction item for Reality Folding.

Gore Cannon (Not For Sale)

This science-friction item cannon be bought, but is granted to a new member of Necanthrope race by its founder – the first Necanthrope, Preceptor Teeth.

Because the weapon has the symbiotic link with its owner, it enjoys his armour and Toughness bonuses.

SHIVER Equipment

Browbeater Ammo

These 5mm, memory-plastic coated balls expand to 25mm when fired, making them all but useless against armoured targets.

They cause D6+2 damage but the protection of a target's armour is doubled. And even when it does bring targets down, they're unlikely to die. Wild Cards do not bleed out or roll on the permanent injury table while extras brought down only have 1 in 6 chance of actually having been killed by BB rounds.

Defence SHIVERs use alternative 3mm SDD rounds which still do D6+2 but against which armour is not doubled.

Boopa Medical Helmet (150c)

This special helmet integrates medical analysis tools and several medical encyclopedias for its wearer immediate reference.

Wearers add +2 to all Healing skill rolls and the helmet provides protection +6.

Riot Foam Grenade

On explosion, this grenade releases large amounts of a light polymer that hardens on contact with oxygen, forming a superbly tough foam-like substance that effectively immobilizes any targets within the affected area.

Those caught in the medium-burst template must make Agility rolls with a -2 penalty. On a success they leap free and are placed at the edge of the foam's area of effect. On a failure, they're caught in the foam and be unable to move, remaining so until the foam is removed with dissolution liquid or destroyed.

The foam has the Toughness of 15 and is vulnerable to cutting and blunt damage (although, for those trapped inside, only weapons already drawn when they became trapped can be used to attempt escape).

Riot Foam Dissolution Spray

The liquid in this spray can dissolves riot foam.

As well as a spray nozzle, each can has an 'explode' button in case incompetent SHIVERS don't throw grenades as far as they had intended to and end up caught in their own polymer honeycomb.

Smother Grenade

Used to temporarily suppress the spread of fire, this grenade exhausts any active fire sources in a medium-burst template for D6+1 rounds, or permanently if the fire was a small one.

The foam also creates a high concentration of carbon dioxide. Living beings caught in the area of the grenade's effect without breathing gear must succeed at a Vigour roll or gain one level of Fatigue which lasts until they leave the affected area.

SHIVER Sleep Blocker

This reinforced version of the SHIVERS Body Blocker armour can withstand much more damage before falling apart.

In game terms, Sleep Blocker armour is standard-issue Shiver armour with the 'Improved Durability' option added.

DarkNight Equipment**DN010 Springfire CAF Mine (200u)**

This spring-legged mine can be loaded with 5mm CAF rounds.

When sprung it leaps to waist height and fires all its rounds in a doughnut of death. Everyone in a large burst template is hit by D10 CAF rounds, each doing D6 damage.

DN-SP001 SP-I (350u)

This portable sensor the size of a tennis ball and becomes active when movement is detected. Usually it only sends a scrambled radio signal, but it has been known for some DarkNight operatives to load it with explosives as a special greeting.

Installing the sensor properly requires a Tech roll, and each raise scored adds the cumulative -2 penalty to Notice skill rolls to detect it.

DarkNight Close Combat Weapons**DN-A Slipknife Dagger (100u)**

The Slipknife cause Strength +1 damage (AP3).

If an attack causes more than a single wound, the dagger is embedded in the target, and causes a further 2D6+1 damage on removal (plus the attacker's Strength bonus if forcefully pulled out), ignoring all armour. Removing the dagger surgically allows a Healing roll to 'Soak' this damage (each success and raise reduces the wounds caused by one).

DN-B Carthage Shortsword (1500u)

The powered version does Strength +3 damage (AP2) and weighs 2 pounds. The unpowered one does damage as a normal sword.

Thresher Inc. Equipment**Depleted Uranium Rounds**

Any weapon firing DU rounds counts as a Heavy weapon. Moreover, Ebb healing or medical drugs cannot heal inflicted wounds. They must heal naturally.

Stealth Systems

This cloaking device obscures the wearer, giving passive observers -4 to Notice rolls if motionless. When moving, observers have only a -2 penalty.

War World Weaponry**High-Impact Fragmentation Grenade**

4D6 damage, AP5, in a medium burst template. AD+1. Heavy.

High-Explosive Grenade

3D8 damage in a large burst template. AD+2. +4 damage vs. objects. Heavy.

"Do you sell vibro hair straighteners?" - Rose Garden, Frother, SCL 10A.

Civilian Weapons

Weapon	Damage	AP	AD	Wt.	Notes
Knife (5u)	+D4	—	1	1	—
Club/Baton/Bat (20u)	+D6	—	1	2	—
Sword/Machete (10u)	+D6	—	1	5	—
Sledgehammer (35u)	+D8	—	2	12	Parry -1
Fire Axe (30u)	+D6	1	1	8	Parry -1

Industrial Weapons

Weapon	Damage	AP	AD	Wt.	Notes
Power Pick (10c)	+D6	5	1	10	2H, Parry -1
Carsonmade Industrial Nailer (50c)	+D8	3	1	25	2H, Parry -1
Grissom Power Sander (115c)	+D6+2	—	2	25	2H, Parry -1
Hardtek Arc Welder (175c)	2D8	—	2 (1)	20	2H, Parry -2, Requires Strength D6
Hardtek Concrete Saw (215c)	+D10+1	—	1 (1)	25	2H, Heavy, Unwieldy (1 on Fighting die causes welder to strike themselves)
Hi-Velocity Boom Hammer (175c)	+D8 (+3D4)	—	1	12	2H, Parry -2, Two 10g shotgun shells fire on first successful hit

Operative Weapons

Weapon	Damage	AP	AD	Wt.	Notes
GASH Chain Axe (85c)	+D8+2	2	2 (1)	6	2H, Parry -1, Heavy
GASH Pacifier Baton (80c)	+D4+1	3	2 (1)	2	—
DPB Vibrosabre (100c)	+D6+2	2	1	3	Heavy
DPB Gash Fist (80c)	+D4+3	2	1	2	Always Ready (Mounted on Wrist)
DPB Flick Scythe (120c)	+D6+2	5	1	5	2H, Parry -1, Reach 1, Heavy
MAC Knife (80c)	+D4+3	1	1	1	Throwable, Silent, Unbreakable
ITB Mutilator (85c)	+D4+4	—	1	2	—
MJL Power Disc (100c)	+D4+3	2	1	1	Throwable
MJL Power Claymore (100c)	+D10+3	3	2	6	2H, Parry -2, Heavy
MJL Power Lochaber Axe (950c)	+D12+3	3	2 (1)	15	2H, Parry -3, Heavy
BOSH SLA Blade (2c)	+D4+1	—	—	1	Throwable
ITB Jolt Glove (105c)	—	—	0	1	Stun (Roll Vigour, at -2 on raise, or Shaken). Effective vs. both electronic and biological targets.
Oscillating Warhammer (40c)	+D8+1	—	3 (1)	8	2H, Parry -1, Heavy
Frag Grenade Bolas (100c)	Grenade	—	0	2	Thrown (6/12/24). Target cannot "dive for cover".
Seraphim Defender (350c)	+D4+1	—	1	12	Shield with ceramic-bladed edge; also see Armour.
Seraphim Defender II (900c)	+D4+2	2	1	15	Shield with chainsaw edge; also see Armour.

Key: 2H: 2-handed, AD (X): does X damage to armour even if damage fails to shake or wound a target

"Never take a Gun to a knife fight... well, unless it's a Very Big Gun." - Jaster, Wraith Raider, SCL 6A, star of the FEN 091 "Bigger REALLY IS Better" vid campaign, 901.

Pistols

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
CAF P50 Pistol (150u)	8	CAF 5mm	–	1	10/20/40	1	–	Available for Civilian use
GA47 Semi-Automatic Pistol (75c)	12	10mm	D6	1	10/20/40	1	Si, Su, Scp	Semi-Auto
FEN 603 Automatic Pistol (150c)	20	10mm	D6	1	12/24/48	1	Si, Su, Scp	Semi-Auto
BLA 710M 'Snubber' (150c)	14	9mm BLA	–	1	15/30/60	1	–	Semi-Auto
KK20 'Panther' (430c)	20	12mm	D8	1	15/30/60	4	Si, Su, Scp, LP	Mounted on Wrist (Always ready), Semi-Auto
BLA 446M Derringer (450c)	2	12.7mm	D10/ D12	1-2	3/6/9	1	–	Double Barrelled, D12 recoil for both barrels
SP Vibro (760c)	4	Vibro-disc	–	1	25/50/100	4	–	Silent & Flashless (-2 to Notice), Mounted on Wrist (Always Ready)
BLA 046M 'Blitzer' (790c)	6	12.7mm	D10	1	20/40/80	3	Si, Su, Scp, LP, Rcl-B	Revolver, Free maintenance kit/carry case
FEN 091 'Farjacket' Pump Pistol (800c)	5	17mm	D12+2	1	24/48/96	4	Si, Su, LP, Rcl-B	Heavy

Key: LP: Laser Painter, Rcl-B: Recoil Baffling, Scp: Scope, Si: Silencer, Su: Suppressor

"A hundred and fifty credits on one spray! That clip o' HP cost more than I earned for the whole miserable BPN... but goddamn was it worth it. Ain't no DarkNight scum gonna mess with Buzzsaw Johnny again." – Buzzsaw Johnny, SCL 9A (Deceased).

Sub-Machine Guns

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
CAF 'Cold Shadow' SMG (250u)	30	CAF 5mm	D6	3	10/20/40	3	–	Available for Civilian use, Auto
FEN 204 'Gunhead' SMG (350c)	40	10mm	D10	3	15/30/60	4	Si, Scp, LP	Auto, 3RB
KK30 'Ripper' (570c)	20	12mm	D12	3	15/30/60	8	LP	Auto, 3RB, Mounted on Arm (Always Ready)
BLA 646M 'Buzzsaw' (850c)	180	9mm BLA	D12	5	10/20/40	3	–	Auto

Key: LP: Laser Painter, Scp: Scope, Si: Silencer

"Badda-boom-badda-BANG! Haha! BANG! Hahaha! B. A. Fuckin' Ang! Awww, man, I think I'm in fuckin' love." - Mad Dog McClusky, Frother, SCL 7C, describing his new MAL Assault Cannon.

Assault Rifles

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
CAF 'Screaming Eagle' Assault Rifle (300u)	20	CAF 5mm	—	1	15/30/60	6	—	Available for Civilian use. Semi- Auto
GA50 'Finisher' Assault Rifle (300c)	18	10mm	D8	1	15/30/60	6	Si, Su, Scp	Semi-Auto
FEN AR Assault Rifle (750c)	25	10mm	D10	3	20/40/80	7	Su*, LP*, Si, Scp	Auto, 3RB
FEN 706 'Power Reaper' (1575c)	25	10mm	D12	5	25/50/100	32	Wa*, LP*, AB (100)*	Auto, 3RB, Snapfire
FEN 808 'Power Reaper' LONG (1850c)	25	12mm	D12	5	30/60/120	34	Wa*, LP*, AB (100)*	Auto, 3RB, Snapfire
GAK 19 Assault System (1850c)	5	12.7mm	D12	1	150/300/600	25	Su*, Scp*, Rcl-B x2*, LP*, UV*, Rcl-B	Heavy, Snapfire
GAG60 'Driller' (2000c)	20	12.7mm	D12+1	3	100/200/400	25	—	Auto only (no single shot), High velocity (+2 AP), Heavy
GAG60 'Driller' Bolt	12	GAG Bolt	D6	1	20/40/80	—	—	Silent and flashless (-2 to Notice)
MAL Assault Cannon (2150c)	20	12.7mm	D12	1	180/360/720	28	LP*, Rcl-B	Semi-Auto, Heavy

Key: AP: LP: Laser Painter, Rcl-B: Recoil Baffling, Scp: Scope, Si: Silencer, Su: Suppressor, *: Free with weapon

"Easy as shooting vevs in a barrel." - Johnny Automatic, SCL 3B, interviewed about his 10th consecutive win on Gorezone's Beat the Sniper Special.

Sniper Rifles

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
CAF R7 'Wild Boar' Hunting Rifle (400u)	6	CAF 5mm	—	1	45/90/180	9	—	Snapfire
FEN93 GAG (800c)	10	12mm	D10	1	75/150/300	6	Si, Su, Scp, Rcl-B	Semi-Auto
FEN 30-30 'Trueshot' Sniper Rifle (1100c)	1	8mm Long	D10	1	900/1800/3600	10	Su*, Scp*, LP*, Bi*	Snapfire
FEN 'TRI' Sniper Platform (1450c)	1	12.7mm	—	1	1200/2400/4800	18	Si*, Su*, Scp*, LP*, IR*, UV*, 5m Remote*	Heavy, Emplacement Weapon (No move)
FEN 400 'Surekill' Sniper Cannon (2000c)	5	17mm	D12+2	1	550/1100/2200	48	Scp*, Rcl-B*, LP*, Bi*	Heavy, Snapfire

Key: AP: LP: Laser Painter, Rcl-B: Recoil Baffling, Scp: Scope, Si: Silencer, Su: Suppressor, *: Free with weapon

Shotguns

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
KPS 'Mangler' AS (900c)	10	10g	D12	3	10/20/40	9	Scp, Rcl-B, LP	Auto
10-10 Bullyboy (200c)	8	10g	D10	1	10/20/40	7	Scp, Rcl-B, LP	—
AGB 'Chopper' (1700c)	24	Chopper Pack	D10	1	20/40/80	9	LP	Heavy

Key: AP: LP: Laser Painter, Rcl-B: Recoil Baffling, Scp: Scope

Pistol and SMG Ammunition

Calibre	Standard	AP	HEAP	HP (Armour doubled)	HESH (Armour doubled)	HOT (Stuns target)
CAF 5mm	1D6	—	—	—	—	—
8mm Long	2D6 (AP1)	2D6 (AP5)	2D6+2 (AP5)	—	—	—
9mm BLA	2D6-1 (AP2)	2D6-1 (AP6)	2D6+1 (AP6)	2D6+5	—	—
10mm Auto	2D6	2D6 (AP4)	2D6+2 (AP4)	2D6+6	—	2D6-1
12mm	2D8	2D8 (AP4)	2D8+2 (AP4)	2D8+6	3D8+6	—
12.7mm	2D8+1	2D8+1 (AP4)	2D8+3 (AP4)	2D8+7	3D8+7	—
17mm	2D10+2 (AP2)	2D10+2 (AP6)	2D10+4 (AP6)	2D10+9	3D10+9	—

Rifle Ammunition

Calibre	Standard	AP	HEAP	HP (Armour doubled)	HESH (Armour doubled)	HOT (Stuns target)
CAF 5mm	1D8	—	—	—	—	—
8mm Long	2D8 (AP2)	2D8 (AP6)	2D8+2 (AP6)	—	—	—
9mm BLA	—	—	—	—	—	—
10mm Auto	2D8 (AP1)	2D8 (AP5)	2D8+2 (AP5)	2D8+7	—	2D6
12mm	2D10 (AP1)	2D10 (AP5)	2D10+2 (AP5)	2D10+7	3D10+7	—
12.7mm	2D10+1 (AP1)	2D10+1 (AP5)	2D10+3 (AP5)	2D10+8	3D10+8	—
17mm	2D12+2 (AP3)	2D12+2 (AP8)	2D12+4 (AP8)	2D12+10	3D12+10	—

Shotgun and Exotic Ammunition

Ammo	Damage
10g Shot	4D4+2/3D4/2D4
10g Slug	2D8 (AP2)
Vibrodisc	2D8+2 (AP4)
Chopper Pack	4D4+2/3D4/2D4 (AP4)
GAG Bolt	2D10+3 (AP6)

"Ere this stoff is funni, like tinfoil. Mmm... tastes gud!" - Ground Zero, Chagrin Stormer SCL9-CK, on Body Blocker armour

Armour

Armour	Protection	Covers	Notes
Striker Motorcycle Protection (100u)	1	All except Head	Concealable
CAF Padquill Flak Vest (20c)	2	Torso	Concealable
Velkra Techwear (275c)	1	All except Head	Appears as Clothing (Concealable).
Velkra Sigerson Street (425c)	2	All except Head	Appears as Clothing (Concealable).
KAV Clothing (600c)	3	All except Head	Appears as Clothing (Concealable).
Arducci Hypnowear (900c)	3	All except Head	Appears as Clothing (Concealable). Generates pretty hypnotic patterns which may grant +2 to Smarts tricks at GM's discretion.
Worksmart (1700c)	4	All except Head	Appears as Clothing (Concealable). Personally tailored.
PP644 Body 'Blocker' (400c)	4	All	Ad, AF, Hs
Deathsuit (750c)	5	All	Retractable helmet. Deathsuit Bond edges increase protection and add 'armour systems'.
PP7 Exo-Armour (750c)	5	All	Ad, AF, Hs, FE. Requires Strength D6 (has no Power Chassis).
PP8 Exo-Heavy (1250c)	6	All	Ad, AF, Hs, FE, PC
PP9 Exo-SUPER (1500c)	7	All	Ad, AF, Hs, FE, PC
PP10 HARD Armour (1750c)	8	All	Ad, AS (2hr), Hs, FE, PC
PP70 Powercell (2000c)	9	All	Ad, AS (2hr), Hs, FE, PC
PP100 Crackshot (3000c)	10	All	Ad, AF, LM, Hs, FE, PC
PP112 Silverback (4000c)	10	All	Ad, AF, Hs, FE, HuD, JJ, OC
PP104 Dogeybone (5000c)	11	All	HuD, Ad, AS (10hr), Hs, FE, HPC, Heavy
MAL Shock Armour (10000c)	14	All	Has own physical Traits (Strength D12+4, Agility D10), Heavy, Ad, AS (10hr), HuD, Hs, FE, LM
ECM Cloak/Suit (75c/100c)	0	All	Prevents detection by electronic sensors and IR sensors (-2 to Notice when using such devices)
Cold Suit (50c)	0	All	Prevents detection by IR sensors and keeps wearer cool. (-2 Notice with IR sensors. +2 vs. heat fatigue.)
Camisneak Cloak/Suit (150c/200c)	0	All	-2 to (visual) Notice rolls
FEN 270671 Scout Helm (1000c)	8	Head	AF, HuD, IR/UV, Ad, Hs, LM, + 20 slots for other sensors and widgets
Seraphim Defender (350c)	-	-	Shield. +1 Parry. +2 Protection vs. ranged shots provided user didn't attack with it last action.
Seraphim Defender II (900c)	-	-	Shield. +1 Parry. +2 Protection vs. ranged shots provided user didn't attack with it last action.

Key: Ad: Anti-dazzle, AF: Air Filter, AS (Xhr): Air Supply (hours), FE: Fully Enclosed, Heavy: Heavy Armour, Hs: Headset Communicator, HuD: Heads-up Display, JJ: Jump Jets, OC: Overturn Chassis, PC: Power Chassis, HPC: Heavy Power Chassis, LM: Lamp Mount

Bullet Tax

Calibre	Standard	AP	HEAP	HP	HESH	HOT
CAF 5mm	1u	—	—	—	—	—
8mm Long	2c	5c	6c	—	—	—
9mm BLA	2c	5c	6c	7c	—	—
10mm Auto	1c	4c	5c	6c	—	15c
12mm	3c	6c	7c	8c	10c	—
12.7mm	3c	6c	7c	8c	10c	—
17mm	8c	10c	11c	12c	14c	—
10g Shell	3c	—	—	—	—	—
10g Slug	4c	—	—	—	—	—
Chopper Pack	3c	—	—	—	—	—
Vibrodisc	5c	—	—	—	—	—
GAG Bolt	25c	—	—	—	—	—

Vehicles

Vehicle	Skill	Acc/Top Speed	Toughness	Crew	Notes
Civilian Commuter Motorcycle	Drive	12/24	8 (2)	1+1	—
Civilian Car	Drive	10/24	10 (3)	1+4	Airbags
Civilian Taxi (Blue Cab)	Drive	12/26	14 (6)	1+6	—
Keshang	Athletics	22/42	5 (2)	1	Provides armour +2
Augustus Luxury Car (10000c)	Drive	18/38	17 (3)	1+4	Airbags, Luxury Features
Calaharvey Urbaniser Motorcycle (1000c)	Drive	20/40	10 (2)	1+1	Off Road Wheels, Reinforced Frame
GA 'J' Personal Transport Jeep (14000c)	Drive	18/40	15 (3)	1+5	Four Wheel Drive, Reinforced Frame
BLA 'Pandora' Multi-Task Trike (15000c)	Drive	18/36	15 (2)	1+1	Off Road Wheels
FEN 0227 'Battle Taxi' APC (125000c)	Drive	5/18	25 (10)	1 +1 gunner +10	Heavy Armour, Four Wheel Drive, 'Power Reaper' Machine Gun
FEN 4461 Mk VI 'Hammer' APC (150000c)	Drive	5/22	27 (12)	1 +1 gunner +10	Heavy Armour, Four Wheel Drive, 'Prometheus' Grenade Cannon
SCAF Helibike (125000c)	Pilot	20/80	15 (2)	1+1	Climb 40
FEN 3497 'Kilcopter' Helicopter (450000c)	Pilot	20/50	19 (4)	1 +1 gunner +4	Climb 20
FEN 5009 'Stingray' Dropship (4000000c)	Pilot	10/180	30 (10)	1+ 3 gunners +100	Cargo: 1 APC + 4 SCAFs, Climb 15 (Dive 30)

SHIVER Firearms

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
GA 9442 Browbeater	300	BB	—	5	15/30/60	4	—	Auto
GA 9443 Mini-Browbeater	100	BB	—	5	10/20/40	2	—	Auto
Dispersal Smoke Grenade Dispenser	6	40mm grenade	—	1	15/30/60	8	—	—

DarkNight Firearms

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
DN74 Auto-Pistol (2000u)	20	10mm	—	1	12/24/48	1	Si, Su, Scp	Semi-Auto
DN80 SMG (6000u)	40	10mm	D6	3	15/30/60	3	Si, Su, Scp	Auto
DN90 Shotgun (3500u)	8	10g	D8	1	5/10/20	5	—	Sling (+2 Stealth to conceal under long clothing)
DN100 Assault Rifle (13000u)	25	10mm	D8	3	20/40/80	6	Si, Su, Scp	Auto

Thresher Firearms

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
FLAY AUTO Pistol	14	11mm	D8	1	15/30/120	2	LP, Rcl-B, Scp	Semi-Auto, Usually HEAP ammo
SHEER Assault Rifle	40	11mm	D12	3	30/60/120	6	LP, Rcl-B, Scp	Auto, 3RB, Usually HEAP ammo
VAPH III Assault Cannon	100 (snail)	14mm	D12+6	5	80/160/320	10	LP, Rcl-B, Scp	Auto, Usually DU ammo
Thresher Cannon	500	17mm	D12+10	5	10/180/360	25	LP, Rcl-B, Scp	Auto, Usually DU ammo

War World Firearms

Weapon	Clip	Calibre	Min. Str.	ROF	Range	Wt.	Add-Ons	Notes
FEN 24 Warmonger	40	11mm	D10	3	28/56/112	7	Si, Su, Scp, LP, Rcl-B	Auto, 3RB
FEN 25(04)	40	40mm Grenade	—	1	10/20/40	3	—	Underslung gauss grenade launcher

SHIVER Armour

Armour	Protection	Covers	Notes
Dispersal Riot Shield	–	–	+2 Parry. +2 armour vs. ranged shots if didn't attack last action

DarkNight Armour

Armour	Protection	Covers	Notes
DN Ablative Flak Vest (250u)	4	Torso	Concealable
DN Ablative Flak Jacket (500u)	4	Torso, arms, legs	–
DN 'Resigel' Bodysuit (5000u)	6	All except head	Concealable
DN Body Armour (4250u)	5	All	–
DN Power Armour (25000u)	11	All	AS (2hr), Hs, PC

Thresher Armour

Armour	Protection	Covers	Notes
Endeavour Powered Infantry Armour	8	All	JJ, Ad, AS (2hr), PC
One-Way True Powered Armour	10	All	JJ, Ad, AS (2hr), PC
Close Nitt Personal Power Armour	12	All	JJ, Ad, AS (2hr), HuD, SS, Ns, HPC
First Step Heavy Powered Armour	18	All	JJ, Ad, AS (10hr), HuD, Ns, HPC Heavy
SARGE Battle Armour	24	All	JJ, Ad, AS (10hr), HuD, Ns, HPC, Heavy

Key: Ns: Night Sight (UV - ignores penalties or Dim or Dark conditions), SS: Stealth Systems (-2/-4 to Notice rolls)

Thresher/War World Ammunition

Calibre	Standard	HEAP	Depleted Uranium
11mm Pistol	2D6+1	2D6+3 (AP4)	3D6+3 (AP3)
11mm Rifle	2D8+1 (AP1)	2D8+3 (AP5)	3D8+3 (AP4)
14mm Pistol	2D10 (AP1)	2D10+2 (AP5)	3D10+2 (AP4)
14mm Rifle	2D12 (AP2)	2D12+2 (AP6)	3D12+2 (AP5)
17mm Pistol	–	–	3D10+3 (AP5)
17mm Rifle	–	–	3D12+3 (AP7)



Ebb

Ebons believe there is a single formula underlying all of reality which constantly re-balances itself in search of stability. By concentrating on formulas of their own, Ebons and their dark relatives, the Brain Wasters, are able to affect the fabric of reality by force of will alone. In game terms, this is represented by both these races starting with the Ebb Control arcane background which allows them, just like a Savage Worlds' wizard, to use powers (renamed 'glyphs') by spending power points (renamed 'Flux') and rolling their arcane skill (called 'Formulae').

Learning Glyphs

For Ebons, learning glyphs is slightly more complicated than just picking those they want with the New Power edge. Nearly all the powers from the Savage Worlds' rulebook are available as glyphs, but in this conversion they have been divided up into lists called affinities, with each affinity containing four or more glyphs.

To gain both affinities and glyphs, Ebons must buy edges. As well as opening up glyphs, each affinity also provides a minor Ebb effect – such as dimming lights or lighting small flames – which the Ebon can use at will, without spending Flux (although a Formulae roll is still necessary). These minor effects work at a range of up to the character's Spirit in yards unless otherwise specified.

Additionally, unless the character is a SLA Operative and owns a deathsuit, they must obtain an illegal Glyph Card in order to learn a new glyph. At minimum, this requires a Streetwise roll but should probably be an adventure in itself.

At character creation, Ebons have the Affinity Training edge for two affinities and so possess one glyph from each.

Manifesting Glyphs

Glyphs come in two forms. They can either be on Glyph Cards or integral to an Ebon's Deathsuit. However, as the SLA Industries Ebon-supplying sub-company Dark Lament no longer produces Glyph cards, most characters will use the Deathsuit option. Besides, searching through a pack of cards before you can blast the surge of carriers bearing down on you is hardly the practical option (although one Rogue and Rival Company Operatives are still forced to use).

Just as in standard Savage Worlds rules, to manifest a glyph, the player spends the requisite Flux and rolls their Formulae skill. Success means the effect takes place and raises increased the power's potency or reduce the cost as usual. Also just as in the standard rules, on a failure Flux is still lost.

Quick Reference

Affinities: Lists of Glyphs with similar theme

Deathsuit: Second skin that stores glyphs and flux, prevents backlash, provides armour and changes colour at will.

Ebb Control: Arcane Background

Formulae: Arcane skill

Flux: Power points

Flux Gem Matrix: Device for storing flux

Glyph: Power (as in Spell, Miracle, Super Power, etc.) from the Savage Worlds rulebook

Glyph Card: Item allowing a Glyphs to be manifested (unnecessary with a Deathsuit)

Kickback: Miscalculating the formula on a Glyph. An Ebb User is Shaken if his Formulae die comes up 1.

Manifest: Cast

Science Friction: Items allowing additional effects of Glyphs to be used.

Science Friction

An Ebon may not use any "additional effects" from a glyph without possessing the Science Friction item related to that glyph's affinity. *Additional effects are anything that requires a raise or costs additional flux (power points).*

For example, the Bolt glyph is within the Blast affinity. Without a flintlock, a character cannot create additional or more damaging bolts.

Kickback

If the Formulae dice comes up 1 when manifesting a glyph (regardless of the wild die's result), the Ebon suffers kickback. If they used a Deathsuit for the manifestation, they are instantly Shaken and must recover normally.

If they used a Glyph Card, the effect is much more serious. Make a Vigour roll. On a success one die-type is permanently lost from the character's Formulae skill. On a failure, one die-type is also lost from the character's Spirit. For this reason, it is incredibly rare to find an Ebon without a deathsuit and it is strongly suggested that all characters buy one with their starting credits.

Getting Close

When an Ebon or Brain Waster reaches Veteran level, they start 'Getting Close'. The opportunity to evolve into a Ne-canthrope will soon be on them.

Unless they take the drug White Noise, they become affected by a new Hindrance: Dream Daemons. See the Hindrances chapter for details.

Necanthropes

Becoming a Necanthrope is left to GM fiat. However, the character should be of at least Legendary level before they can make the choice to enter the White and other Necanthropes, sensing their decision, appear to collect them.

Ebb Edges

The standard power edges are unavailable to Ebons, Brain Wasters and Necanthropes. Instead they should choose from the Ebb edges found in the Edges chapter.

Ebb edges are divided into two groups: core edges and affinity edges. Any Ebon may take the core edges but the rest require their associated Affinity to have been opened, and most also have other prerequisites.

"What is an affinity, Child? What is love or hate or jealousy? Just as we group our feelings together that they do not overwhelm us with possibility, our glyphs are constrained by affinities that we may learn to appreciate the possibilities of each." Vortex, Necanthrope, SCL 3B

Affinities

Blast

Also called **Force Ebb Kinetic**, Blast is the most used and definitely the most dangerous affinity. It allows Ebb Users to create and shape physical forces to unleash upon opponents. An Ebon's most powerful emotions fuel these attacks, sometimes leaving nothing standing.

Related Edges: Blaster (N), Master Blaster (H)

Science-Friction Item: Flintlock

Related Glyphs: Crack Glass/Ice (Free), Static Shock (Free), Bolt (N, Modified), Blast (S, Modified), Charge (V, New)

Blue/Red Thermal

Also called **Glacier/Inferno**, Blue/Red Thermal allows an Ebb User to manipulate forces as old as the world itself – cold and fire. Masters of this affinity can survive in even the harshest environments and turn temperature into a deadly weapon.

Related Edges: Thermal Ball (S), Freezing Blast (S)

Science-Friction Item: Thermal Gauge

Related Glyphs: Cigarette Lighter (Free), Chill Drink (Free), Resist Cold & Heat (N, Modified), Create Cold & Heat (N, New), Ice Blade (N, New), Burst (N)

Communication

Also called the **Voice of the Ebb**, or telepathy by the public. Ebon knowledge of this affinity explains the cold recep-

tion that they sometimes receive. People are afraid their every secret, dream and fear will be unearthed and used against them. Often they are not far from the truth.

Related Edges: Charm/Menace Aura (S)

Science-Friction Item: Distracter

Related Glyphs: Notice Me (Free), Speak Language (N), Mind Probe (S, New), Conversation (S, New), Puppet (V), Thought Plant (H, New)

Detect

Also called **Ebb Awareness**, this affinity allows an Ebb User to find other Ebons and gives them formidable investigation skills as well. Masters of this affinity are able to track even the most cunning foe, and death itself can't hide its secrets from them.

Related Edges: Defensive Precognition (V)

Science-Friction Item: Pathfinder

Related Glyphs: Sense Ebon (Free), Formulation (N, New), True Track (S, New) Impression (V, New), Death Seek (H, New)

Enhancement

Also called **Augmentation of Ebon Energies**, Enhancement deals with physical manipulation of the Ebb User's own body. With its help it is possible to become stronger and faster, to grow in height and even transform your own body into something more... progressive.

Related Edges: Ebb Enhancement (Teeth & Claws) (S), Ebb Enhancement (Extra Limb) (H)

Science-Friction Item: Pineal Stim

Related Glyphs: Perfect Health (Free), DNA Hallmark (Free), Boost Trait (N, Modified), Speed (N), Physical Manipulation (V, New), Ebb Beast (V, New)

Healing

Also called **The Art of Healing and Purification**, Healing is one of the most precious and important affinities. With its help, the Ebb User can stop bleeding, repair damaged tissue and speed the natural healing process a thousand-fold. Masters of this affinity can heal souls as well bodies and even raise a recently deceased being from death.

Related Edges: Medikit Bond (S), Precognitive Healing (V)

Science-Friction Item: Ebb Medikit

Related Glyphs: Heal Minor Bruises/Plants (Free), Healing (N, Modified), Regeneration (S, New), Greater Healing (V, Modified)

Illumination

Also called **Ebb Illumination**, this affinity deals with light and the ability to either project it or hide it away. Adepts of this affinity can disappear from plain sight and can cause even the darkest depths to be illuminated as if by daylight.

Related Edges: Enlightenment (V), Glyph Creation (Necanthrope)

Science-Friction Item: Illumination Gem

Related Glyphs: Dim/Flicker Lights (Free) Light (N, Modified), Ebon Eyes (N, New), Obscure (N), Invisibility (S, Modified)

Protect

Also called **Ebon Guard**. Before Dark Lament created the Deathsuit, Ebon powers in that affinity were all but dormant. That all changed when the Deathsuit became much more than mere armour. Now it's almost a living being. Sometimes the only one that an Ebb User can call his friend – it is loyal, caring and will never leave him, even after his death.

Related Edges: Deathsuit Bond (Light) (N), Deathsuit Bond (Medium) (S), Deathsuit Bond (Heavy) (V), Deathsuit Bond (Super) (H), Deathsuit Bond (Angel) (L), Deathsuit Graft (Vigour) (N), Deathsuit Graft (Strength) (N), Deathsuit Graft (Agility) (N), Interdermalise Deathsuit (V), Living Suit (H), Soothing Touch (N)

Science-Friction Item: Deathsuit

Related Glyphs: Deathsuit Maintenance (Free), Armour (N, Modified), Deflection (N, Modified), Heal Deathsuit (N, New), Suck Flux (S, New)

Reality Folding

Also called **Ebb Manipulation**, Reality Folding is the least understood but one of the most effective affinities. It allows Ebb Users to fold the fabric of reality, to instantly travel small and great distances, and even guide gigantic Dark Lament foldships to the remotest corners of the known universe.

Related Edges: Jump Recovery (V), Improved Jump Recovery (H), Mass Port (H), Improved Mass Port (L)

Science-Friction Item: Vector Box

Related Glyphs: Fold Object (Free), Wall Walk (N, New), Quickness (S), Teleport (S, Modified), Jump Port (V, New)

Senses

Also called **Sense Perception**. The ability to remove and restore senses is one of the most controversial affinities. Initially, this affinity was used for curing lost senses and enchanting natural ones but with Brain Waster influence growing all the time, its abilities and Glyphs have become more cruel and aggressive in nature, aimed at helping an Ebb User survive in the hostile world they inhabit.

Related Edges: Ebb Backlash (V), Ebb Backlash Mastery (Necanthrope)

Science-Friction Item: Jade Probe

Related Glyphs: Enchant Senses (Free), Lower Trait (N, Modified), Stun (N, Modified), Fear (N), Audio/Video Projection (S, New), Mind Block (S, New)

Telekinesis

Also called **Force Focus**, this affinity deals with moving things around by force of will. Ebb Users trained in this field have the ability to fly and to protect themselves using mol-

ecules of air animated to do their bidding. More vicious ones dominate their opponents by picking them up before smashing them against the walls and other hard surfaces.

Related Edges: None

Science-Friction Item: Focus Gem

Related Glyphs: Lift Small Object (Free), Entangle (N), Barrier (S), Telekinesis (S, Modified), Fly (V)

Gore Canon

Also called **Celrydreahad** (pronounced "SEELREE-DRI-HAD"). This is not one of the 'natural' Ebon affinities that was developed over thousands of years. It's something much newer, much more progressive; created by the first Ebon to return from the White - the first Necanthrope - Preceptor Teeth.

Its abilities and powers are focused on a hideous and disturbing science-friction weapon called the gore cannon, which Preceptor Teeth created and personally awards to all new members of the Necanthrope race. This biogenetic nightmare can be best described as a manipulation chamber which changes flux into a vile substance known as Psycho-Reactive Ebb Matter.

Related Edges: Sentient Gore Cannon (L), Interdermalised Gore Cannon (L), Living Gore Cannon (L)

Science-Friction Item: Gore Cannon

Related Glyphs: Unnerving Presence (Free), Gore Cannon Attack (L, New)

Free Glyphs

Cigarette Lighter (Blue/Red Thermal)

Turns one finger into a cigarette lighter – the number one reason for house fires in Ebon families with Brain Waster offspring.

Chill Drink (Blue/Red Thermal)

With concentration and success on a Formulae roll, an Ebon with this glyph can create a small ice cube to chill his drink or stop his ice cream from melting.

Crack Glass/Ice (Blast)

A favourite bar-room joke of most Brain Wasters, this free ability can make thin glass or ice crack if Ebb User succeeds on his Formulae roll.

The range is the Ebb User's Smarts trait.

Deathsuit Maintenance (Protect)

The Ebb User can keep his most precious science-friction item from becoming dirty and dented with the use of this free ability. Success on his Formulae skill roll will clean the deathsuit from dust and water marks, while a raise will remove minor dents and scratches.

Trappings

An Ebon's internal emotional state provides much of the source of their power. As such each Ebon's temperament colours the appearance of the Glyphs he manifests. Players can choose to add a minor tweak for each Glyph when it is learnt and use that trapping every time the Glyph is manifested. For example, an Ebon creating a light source can make it a brightly coloured ball of light or even have the light come from his eyes, projector style. These effects can only change when an Ebon or Brain Waster 'evolves' into a Necanthrope.

Gore Cannon effects are disturbing, and don't look even remotely like Glyphs from the 'natural' affinities, and their glyphs should follow a similar theme. For example, a Bolt created by a Necanthrope touched by insanity might look like a spectral screaming skull while Entangle could look like hideous black roots emerging from the asphalt to grab their victim.

Armour	By channelling flux into his deathsuit, the Ebb User makes it tougher.
Barrier	The Ebon manipulates air molecules to create an invisible wall.
Blast	Kinetic force affects area in a grenade-like explosion.
Bolt	Kinetic force created by Ebon is sent towards his enemies, like a giant, invisible sledgehammer.
Boost Trait	The body's cells to become tougher, stronger or faster.
Burst	Fire erupts from the Ebon's open palm.
Deflect	The Ebon's deathsuit hardens at the last split-second, protecting him from harm.
Entangle	Invisible bonds form around the target.
Fear	A frightening image is planted in the target's mind.
Fly	By hardening its molecules, the Ebon can walk on air.
Greater Healing	Must touch the bare skin of a wounded person for the Glyph to succeed.
Healing	Must touch the bare skin of a wounded person for the Glyph to succeed.
Invisibility	The Ebb User manipulates the light and shadow to make himself completely invisible.
Light	A source of light is created, emitting from somewhere on the Ebon's body (often the palm).
Lower Trait	The Ebb User disrupts a target's nerve centres for a brief period of time.
Obscure	The Ebb User manipulates the light sources in the area to create pitch darkness.
Puppet	Must achieve eye contact with the Glyph's target to initiate an opposed roll.
Quickness	By folding in and out so fast that to the naked eye they seem to act in slow motion, the Ebon can move with astonishing speed.
Resist Cold & Heat	The Ebon can withstand, or allow others to survive in, extreme heat or cold
Speak Language	The Ebb User can understand and speak in language unknown to him as long as he maintains an eye contact.
Speed	Oxygen and nutrients are shifted to the muscles allowing movement at incredible speeds.
Stun	Overloads a target's muscle-control mechanisms for a brief period of time.
Telekinesis	Objects or living beings can be moved by force of will.
Teleport	The Ebon folds instead of his normal movement.

This ability cannot repair major damage – use the Heal Deathsuit glyph for that.

Enchant Senses (Senses)

With this free ability, the Ebb User can give a brief boost to his sensory receptors.

Once per session, before making a Notice skill roll, player can announce that he wishes to boost one of his major senses – hearing, sight, smell or taste (player decision) and receive +2 bonus for that roll (if the sense he boosted would have been helpful in his present situation).

Dim/Flicker Lights (Illumination)

The Ebb User can dim lights slightly, or make light sources around him flicker for a brief moment, with a success on his Formulae skill roll. This affects light sources in a medium-burst template. With a raise, it affects light sources in the large burst template.

DNA Hallmark (Enhancement)

This is the only ability from Enhancement that works on others. DNA Hallmark, also called DNA Tattoo, is a fast and pain-free process. With a success on his Formulae roll, the Ebb User can alter the DNA in a subject's skin cells to create a picture of his liking. Complex drawings require him to have some artistic talent, but in any case you'll get a tattoo that will stay with you for life (and even can be inherited by your children, if you are lucky – or not).

A DNA Hallmark is 3-9 cm squared in size.

Fold Object (Reality Folding)

With this free ability the Ebb User can perform a favourite trick of stage magicians – palming a small object – but instead of manual dexterity and smooth talk, the Ebb User uses his knowledge of Ebb to perform the trick. With a success on his Formulae roll, he can make small object (about ½ lb.) disappear into an extra-dimensional pocket for the duration of his Smarts trait in minutes.

Heal Minor Bruises/Plants (Healing)

This free ability allows the Ebb User to instantly heal minor bruises, scratches or scars, as well as broken plants, with a success on his Formulae roll. This provides no in-game mechanical benefits but can be useful if the Ebb User wants to show compassion.

Lift Small Object (Telekinesis)

The Ebb User can lift a small object (no more than 10 grams in weight per success and raise on a Formulae roll) into the air and move it to the maximum distance of his Smarts trait.

Notice Me (Communication)

In fact, this is not even telepathy, just a simple projection of the Ebon's emotional aura upon a (sometimes) unsuspecting person. A disturbance in the target's emotions causes them to look around for the source and notice the Ebon. This ability needs a success on a Formulae roll to succeed.

Perfect Health (Enhancement)

Perfect Health works just like it sounds – the Ebb User has good hair, strong teeth and nails and is a generally healthy-looking fella (or gal). This provides no in-game mechanical bonus. It's simply an awesome thing to have.

Sense Ebon (Detect)

The Ebb User can sense the emotional aura created by Ebb powers.

Every Ebb User is a unique individual and so are their auras. Ebons refer to this as the 'scent'.

'Scent' left after an Ebb power's manifestation lasts for 6 hours before it fades away. For each raise on the Formulae roll, this time increases by 2 hours.

The range of this ability is Ebb User's Smarts trait.

Static Shock (Blast)

The Ebb User can cause a slight static shock by touching a living being and rolling a simple success on his Formulae skill.

Unnerving Presence (Gore Cannon)

A Necanthrope can announce his arrival without words if he wishes. Within a large-burst area template (centred on himself), every living being will feel disturbed. It could be a headache or toothache or bad taste in the mouth, even the water in their glasses turning blood red and congealed.

The particular effect is decided then the Necanthrope first uses this power and can't be changed afterwards. This ability is free and can be turned on and off at will.

Modified Glyphs

Many of the glyphs used by Ebons and their dark cousins differ from those in the Savage Worlds rulebook only in their trappings. Others are modified slightly to better represent Ebb powers as represented in the SLA Industries original rules. Be sure to check both this section and the table of trappings whenever a power from the Savage Worlds rulebook is bought as a glyph.

Armour (Protection)

This glyph requires a deathsuit.

Barrier (Telekinesis)

The barrier is barely visible, being no more than very thick air. Slow moving objects and people can pass through it by spending their entire movement for a round and an action (although they can perform other actions if they take a multi-action penalty, as usual), while fast objects and running people are in for the surprise.

Ebb Users can make their barriers tougher by spending additional **Flux**: 4 flux raises the Toughness to 15, 6 flux gives 20 Toughness, and, finally, 8 flux provides a formidable 25 Toughness.

Blast (Blast)

Doubling the flux cost causes the Blast to do Heavy damage.

Bolt (Blast)

Doubling the flux cost causes the Bolt to do Heavy damage.

Boost Trait (Enhancement)

Renamed from Boost/Lower Trait.

Unlike the power from original Savage Worlds rulebook, this glyph can only affect the caster.

It is, however, more efficient. The duration increases to 5 (1/rnd).

Lower Trait is separate glyph in the Senses affinity.

Burst (Blue/Red Thermal)

With a raise, targets are at -2 to jump out of the area of effect.

For 2 additional flux, the temperature of the blaze can be raised, causing targets to catch fire on a 5-6 on a D6; for 4 flux, they catch fire on a 4-6.

Deflection (Protection)

Requires a deathsuit.

Fly (Telekinesis)

May fly Spirit yards a round and may roll Spirit as a 'running die' if he does nothing but fly in the round.

Greater Healing (Healing)

Must touch the bare skin of a wounded person for the glyph to succeed.

Body System Purification: For 10 flux, an Ebb User can purify a target's body of toxins and drugs.

This is a long and painful process which requires total concentration for 4 hours straight. No other actions can be taken by Ebon or his patient while Body System Purification is performed.

Success on a Formulae roll negates mild toxins, removes addictions to soft or medical drugs and removes any Withdrawal fatigue levels. A raise is required to treat deadly toxins or remove addiction to combat drugs.

Each subsequent attempt to purify the same character within one year (or half a year for Wraith Raiders, with their boosted metabolism) must score an additional raise to succeed.

Retardation of Psychosis: For 20 flux, the Ebb User can cure a target of psychoses or phobias.

This is a long and exhausting process, as the Ebon tries to clean his patient's memories and create mind blocks so the psychosis can be isolated. Some Ebb Users refers to this process as 'opening and closing emotional doors'.

The process itself takes no less than 8 hours and requires total concentration. No other actions can be taken by Ebb User or his patient while Retardation of Psychosis is performed.

Success on a Formulae roll halts the effects of a phobia or psychosis-based minor hindrance. A raise is required to cure

a major hindrance. Regardless of what level of hindrance is cured, the patient must spend his next advance to buy it off or the 'doors' are opened again, this time for life.

Resurrection: By spending 35 flux, the Ebb User can try to use the most powerful of the healing abilities to bring a recently-deceased person back to life. Ebons point out that even they are powerless against "true death" and can only save those persons who are still "spiritually alive" (Dead less than a number of minutes equal to patient's Spirit trait).

Even if the person is not "truly dead" by Ebon standards, it requires a great force of will to bring them back, the Ebb User putting his own sanity at risk by attempting it.

By touching the glyph's target, the Ebon sees into his patient's rapidly dying mind, desperately trying to find a spark of life strong enough to give the dead person a much-needed second chance. If he finds one, he can try to return them to life, but it expends a considerable part of his own life force to do so.

If the Ebb User is willing to take this grave risk, he rolls his Formulae skill. A simple success will bring the patient back, but his and the Ebb User's Spirit traits are lowered by one die, permanently. On a raise only the patient's Spirit is lowered, and with two raises, neither suffers Spirit loss.

Ebons and Brain Wasters as well as Vevaphons can be brought back by the use of this glyph but each subsequent Resurrection requires an additional raise to succeed.

Healing (Healing)

Must touch the bare skin of a wounded person for the glyph to succeed.

Invisibility (Illumination)

Only the Ebb User and his deathsuit, as well as items he is holding can be made invisible.

Choose either normal vision or UV/IR. For double Flux, the Ebb User is invisible to both options.

Light (Illumination)

Light is emitted from the Ebon's body (usually his palm).

Star Orb: For 2 flux, the Ebb User can create a small orb made from light that shoots very fast vertically until it reaches 500 meters. It then explodes into myriad shards, each giving a bright glow. This glow is enough to light up the area in a 48 yard radius centred on a caster, for the Ebb User's Smarts in minutes. The light is as bright as a flashlight.

Nova Orb: For 5 flux, a more potent version of Star Orb can be created which explodes in a powerful surge, creating artificial daylight in a 1km radius centered on the caster.

Lower Trait (Senses)

Renamed from Boost/Lower Trait.

Unlike the power from the Savage Worlds rulebook, this glyph can only lower an opponent's traits.

It is, however, more efficient. The duration increases to 5 (1/rnd).

Boost Trait is a separate glyph from the Enchantment affinity.

Quickness (Reality Folding)

This glyph can affect the Ebb User only.

Resist Cold & Heat (Blue/Red Thermal)

Renamed from Elemental Protection.

Only works against heat and cold.

Protection can be extended to other, willing subjects by spending the initial flux cost again for each subject protected (double flux for one additional subject, triple for two, etc.)

Doubling the initial flux cost also gives half damage from direct heat or cold damage, tripling it gives complete immunity.

Obviously this can get very expensive – providing complete immunity to just one additional person would multiply the cost by six.

After the initial cost is inflated, it is no more expensive to maintain than if just the Ebon were protected.

Stun (Senses)

The Ebb User may strike at nerve centres rather than trying to paralyse the muscles. By doubling the flux cost, targets must use their Spirit trait instead of Vigour to resist being stunned.

Telekinesis (Telekinesis)

Double flux may be spent to double the maximum weight allowance of this glyph or triple flux to triple it.

Teleport (Reality Folding)

If the Ebb User wants to fold a companion of Size +2 or more, they count as two companions for the determination of any fatigue cost.

New Glyphs

Audio/Video Projection

Affinity: Senses

Rank: Seasoned

Flux: 3

Range: Personal

Duration: Smarts x 10 Minutes

With the use of this glyph, you can record your live experience into digital format. To make this happen you need two things: a data disk, or slug, which you must be touching, and concentration.

Using Audio/Video Projection requires focus on the objects and sounds to be recorded, so any other actions taken while this glyph is in effect suffer multi-action penalty.

Audio/Video Projection

"It's not just any combat footage. You're really there: touching, feeling, suffering through the whole freaking mess, plus the terrorist's lead girl is one sexy bitch, I tell ya. Raw and uncut, coming straight from my own cerebral cortex. So, we got a deal?" - Flatline, Brain Waster, SCL 8B, Mean Guns squad, seeking an exclusive deal with a 3rd Eye Program Director.

A success allows audio information to be recorded, a raise allows video, too. The maximum time of a recording is your Smarts x 10 minutes.

If the Ebb User botches his Formulae roll, the information he records is corrupted and unreadable.

Charge

"That's not a jolt glove... THIS *ZzzzzCrackHiss* is a jolt glove. And it doesn't even need batteries." - Flense, Brain Waster, SCL 6, unimpressed by a squad mate's new weapon.

Charge

Affinity: Blast

Rank: Veteran

Flux: 5

Range: Touch

Duration: Special

This was one of the first offensive glyphs brought about by the conjunction of Ebon and Brain Waster schools of learning.

This ebb power sends an strong electric charge through the victim's body. Static electricity plays over the Ebon while manifesting, there's a crack of lightning as he strikes and the smell of ozone lingers in the air around the victim for minutes afterwards. Singed clothes and hair standing on end are not uncommon.

The Ebb User needs to make a touch close combat attack (usually with a +2 bonus) and, if successful, targets not immune to electricity take D6 damage and must make a Vigour roll with a -2 penalty (-4 with a Raise) or be knocked Prone and become Shaken. They cannot roll to recover from being Shaken for D6 rounds.

Conversation

Affinity: Communication

Rank: Seasoned

Flux: 3+

Range: Smarts multiplied by 10 miles

Duration: 5 (1/round)

The Conversation glyph allows the Ebb User to communicate with other living beings across great distances. Communication is two-way and no words need to be spoken aloud, as the conversation takes place mentally. It does, however, require concentration, and any other action taken by the Ebon while conversing suffers a multi-action penalty.

Attempting to contact an Ebb User grants a +2 bonus to the Formulae roll, +4 if the Ebb user also possesses the Conversation glyph.

To converse with someone in your line of sight a simple Formulae roll is all you need.

To reach someone outside your line of sight but who is well known to you requires a raise. To reach someone unfamiliar requires two raises.

If your contact is not within range, the power fails automatically and the flux is still spent.

A botched Formulae roll means that you are unable to reach your contact and can't try again until the next day.

The range of this power can be increased by spending additional power points (double the cost will double the maximum range, triple the cost will triple it, etc).

Create Cold & Heat

Affinity: Blue/Red Thermal

Rank: Novice

Flux: 1-5

Range: Varies

Duration: Varies

This glyph allows Ebb User to dramatically change temperatures.

Note that the Ebb User is not immune to the effects of his own glyph and must use Resist Cold & Heat if he wants to be sure that no harm will come to him or his allies.

This glyph can be used in 3 different ways:

Area: By spending 3 flux, the Ebb User heats or cools the immediate vicinity dramatically. This affects a medium burst template, large on a raise, centred on the Ebb User. Everyone within the area (including the Ebb User - unless he has activated Resist Cold & Heat) must roll Vigour at -2 or gain a fatigue level. Rolling a 1 on the Vigour die causes the target to be Shaken as well. Each turn a target remains in the area, they must make another Vigour roll.

While the effects of the heat and cold version of this usage are essentially the same, the Ebb User should state whether he's freezing or frying those around him as some targets (notably Wraith Raiders) may have resistances or susceptibilities to a particular element.

Duration is 3 (1/rnd).

Object: By spending 1-5 flux, liquids can be made to freeze or boil (one pint per flux spent) and solid materials can be softened or frozen to such degree that they become fragile and break easily (1 cubic foot per flux).

Raises on attack rolls against solid objects inflict more damage (1D6 per flux spent) and damage dice can Ace. Be careful, though: Anyone who tries to attack these objects with their bare hands will also take 1D6 damage per flux spent.

This effect cannot target objects in another's possession or more distant than the Ebb User's Smarts trait in yards. Also, the Ebb User must be able to clearly see the object he is trying to affect.

Duration is 3 (1/rnd).

Ignite: By spending 2 flux, the Ebb User can spontaneously ignite a flammable object.

The initial burst of flame is impressive - anyone in a medium burst template catches fire on a roll of 6 on a D6 and takes D10 damage.

Used on highly-flammable objects such as oil, the results are spectacular. Anyone under a large burst template catches fire on a roll of 5-6 and also takes 2D10 damage.

Also, while only one cubic foot is ignited initially, fires not exposed to Mort's ever-present downpour are likely to spread unless tackled (see page 97 of Savage Worlds).

This effect cannot target objects in another's possession or more distant than the Ebb User's Smarts trait in yards. Also, the Ebb User must be able to clearly see the object he is trying to affect.

Death Seek

Affinity: Detect

Rank: Heroic

Flux: 10

Range: Touch

Duration: Smarts x Minutes

This glyph is most powerful of all Awareness abilities. With a successful Formulae roll the Ebon can probe a dead person's mind, searching his fading memories in an attempt to find information. The person in question should be recently deceased (1 hour or less) and his brain must not be damaged or the glyph fails automatically. The Ebon can view images of events from the glyph's target recent past, no farther back than 24 hours ago. These images are events as the dead person remembers them, and, like any other memory, they can be false or misleading.

The GM will determine how accurate and appropriate the information is, but, as rule of thumb, for each raise, the Ebon can view one event he wants to see in as much details as possible.

If the Ebb User botches his Formulae roll he fails to learn anything and nightmares that creep out of a dead man's skull haunt him for 1D6 nights.

Ebb Beast

Affinity: Enhancement

Rank: Veteran

Flux: 5 (or 7)

Range: Self

Duration: 3 (1/round)

This glyph works as the Shapechange power in the Savage Worlds rulebook with the following changes:

- 1) The Ebon may only take on the Ebb Beast form. This costs 5 flux. At Legendary rank, he may instead take on the Ebb Demon form for 7 flux.
- 2) The Ebon's deathsuit grows to cover his new form.
- 3) The Ebon may not use glyphs while in Ebb Beast (or Demon) form, although glyphs already in effect may be maintained.
- 4) Ranged combat is impossible.
- 5) On a raise, the Ebb user completely loses themselves in their new form. They become fearless, automatically passing all Guts checks and becoming immune to Intimidation tests

Ebon Eyes

"Crap! Where are we? My flashlight's broken. I can't see a freaking thing!"

"Trust me. You don't want to."

Operatives Mickey O'Malley and Flatline, Mean Guns squad, after an unfortunate fall into car-rien's nest in Lower Downtown.

of will.

Ebon Eyes

Affinity: Illumination

Rank: Novice

Flux: 3

Range: Personal

Duration: Smarts x minutes (1/10 minutes)

With the use of this glyph it is possible for an Ebb User to see even in darkest places without attracting unwanted attention to himself.

With a success on a Formulae roll, the Ebb User can see clearly in Dim and Dark conditions, while a raise allows him to see even in Pitch Darkness without penalty.

If the Ebb User botches his Formulae roll, extra sensory information overloads his sight centres and he is temporarily blinded for D6 rounds.

Formulation

Affinity: Senses

Rank: Novice

Flux: 2

Range: Smarts x yards

Duration: 1 round

The ebon can analyse recent Ebb use in his immediate area. He gains one piece of information each round to a maximum of one per success and raise on the Formulae roll. Information is gained in the following order:

Ebb Beast

Attributes: Agility D8, Strength D12, Vigour D8

Skills: Athletics D8, Fighting D10, Intimidation D10

Pace: 8 (D10), **Parry:** 7 **Toughness:** 7

- Bite/Claw: Strength+3 (AP1)

- Size +1

- Go For The Throat

- Berserk

Ebb Demon

Attributes: Agility D10, Strength D12+2, Vigour D12

Skills: Athletics D8, Fighting D12, Intimidation D12

Pace: 8 (D6), **Parry:** 8, **Toughness:** 10

- Bite/Claw: Strength+4 (AP2)

- Size +2

- Improved Frenzy

- Hardy

- Fear

- Berserk

1) Approximate total flux used (under 5, under 10, under 15, etc.).

2) Number of different affinities used.

3) Number of different Ebb users active recently.

4) Race of each Ebb User, one per success/raise.

5) General description of each Ebb user, one per success/raise, highest Rank first (sex, eye colour, hair colour, height, build, whether they wore a deathsuit).

6) Affinities used by each Ebb user, one Ebb user per success/raise.

If this glyph is immediately re-manifested, the Ebon may continue gathering information where she left off.

Heal Deathsuit

Affinity: Protect

Rank: Novice

Flux: 3

Range: Touch

Duration: Instant

This glyph allows the Ebon to restore one point of damage to a deathsuit. On a raise, it heals 2 points. This glyph can heal deathsuits other than the Ebon's own.

Ice Blade

"Har! Only a flesh wound..." *CRACK*

Last words of John Travis, notorious Ex-War Criminal.

Ice Blade**Affinity:** Blue Thermal**Flux:** 3**Rank:** Novice**Range:** Personal**Duration:** 3 (1/round)

This glyph creates a wickedly-sharp blade of ice, doing Strength +4 damage (Strength +4, AP2, on a raise). The blade is frozen to the character's hand and cannot be dropped without ending the glyph's duration. Disarming the character of an ice blade requires the blade to be destroyed.

In addition, after Ice Blade hits, but before rolling for damage, the Ebon can shatter the blade inside the target, (hopefully) causing serious internal injuries. This manoeuvre adds additional 4 points to damage total, and ends the glyph.

If the Ebb User spends double amount of flux, his Ice Blade does Heavy damage.

A botch on the Formulae roll creates an Ice Blade that does no damage and shatters on the slightest impact.

Impression

"We are close to him now. I can see the person he was talking to, I can smell his fear. He cannot escape us. Soon we shall return him. Come."
- Dark Finder Siren, SCL [D-NOTICE], pursuing escaped feral ebon Fritz Dupree

Impression**Affinity:** Detect**Rank:** Veteran**Flux:** 5**Range:** Smarts x Yards**Duration:** 2/round

This glyph works much like Formulation but the Ebb User's awareness is raised to such level that he can reconstruct incidents that have happened in the immediate area around him in the last 12 hours. Range is his Smarts in yards.

The Impression glyph requires concentration and any other action taken by Ebb User while it is in effect suffer a multi-action penalty.

One piece of information is revealed per success and raise. The information received this way can be as vague or clear as your GM may see fit, but the more flux the Ebb User spends reconstructing the past, the better result he will get... usually.

Here is the basic list that you and your GM can use as a guideline for a trip down a memory lane:

1) Any distinguishing features about the area that have changed.

2) How many people were in the area.

3) What size they were and what clothes they wore.

4) Any loud or unusual noises that took place.

5) Brief extracts of conversations that took place in the area.

6) Flickering images of people's faces and their basic emotions

7) Nearly complete conversations or recognizable faces of the people that were in the area.

If this glyph is immediately re-manifested, the Ebb User may continue gathering information where he left off.

If the Ebb User botches his Formulae roll, he reconstructs one or more pieces of the information wrong, your GM will decide which.

Jump Port

"Am I afraid to leave our world in the search for something that is both unknown and very likely dangerous? They say every atom in our bodies was once part of a star. So maybe we are not leaving... maybe we are going home." – Jerome K. Jerome, Ebon Navigator, SCL 5F.

Jump Port**Affinity:** Reality Folding**Rank:** Veteran**Flux:** 10/20**Range:** Ebb User's Smarts x 10 miles, or the foldship the Ebon is aboard.**Duration:** Instant

This is the ultimate folding ability, and can be used in two ways, both allowing the Ebb User to fold across the great distances.

For 10 flux, he can fold himself (and only himself) to a maximum distance of his Smarts x 10 miles. If the Ebb User is very familiar with his destination, he requires only a simple success on his Formulae roll. If he is not, he needs a raise to pull this off. Folding to an unknown place fails automatically.

If the Ebb User fails his roll he is Shaken, while if he rolls 1 on his casting die, regardless of the wild die, he suffers D8 damage which bypasses armour in addition to being Shaken.

At Heroic rank, the Ebb User can apply to Dark Lament for training in the art of Foldship piloting. Not all applicants are approved, but those who are have a chance to fulfil a life-long dream of the Ebon race - to reach the stars.

By spending 20 Flux, this glyph allows the Ebb User to transport an entire ship across the universe. Foldship pilots are highly valued by SLA. Any Ebon capable of manifesting

this glyph should expect to receive both additional respect and additional scrutiny from their employer.

Mind Block

"Your mind is like an open book, Fritz'... Well, it's a closed book now, you old bitch. See you in hell!" – Fritz Dupree, Feral Ebon, on the run from Dark Lament's Correction Facility for Gifted Ebon Youngsters.

Mind Block

Affinity: Senses

Rank: Seasoned

Flux: 3

Range: Personal

Duration: 1 Hour (1/Hour)

This glyph effectively shuts off the Ebb User's mind to any form of Ebb-based detection.

While Mind Block is in effect, "active" searching – such as using the Pathfinder sci-fri item or glyphs like Conversation and True Track – requires an opposed Formulae roll to succeed.

"Passive" detection – like Formulation or Impression – works, but the results are even more blurry than usual.

In addition, Mind Block can help somewhat against Ebb-based interrogation, mind reading or control powers – you receive +2 bonus on opposed checks with someone who tries to get the information out of you, or tries to make you do some things you don't want to do.

If the Ebb User botches his Formulae roll, he sets his block all wrong and instead of making himself unnoticeable, attracts his pursuers like a sharks to wounded prey.

Mind Probe

"You gotta watch out for these white-eyed freaks, Jason! They'll fuck your brains inside out, man, and read all those dirty thoughts of yours!"

"Why some Slop freak wanna know about me fantasising about yo' momma, huh?"

"Why you..."

Overhead in "Ugly Bob's Place" bar, Downtown, Krosstown Traffic territory.

Mind Probe

Affinity: Communication

Rank: Seasoned

Flux: 2

Range: Smarts

Duration: 3 (1/round)

Mind Probe allows the Ebb User to read another's thoughts. It requires concentration and any other action taken by the Ebon while using Mind Probe glyph suffers a multi-action penalty.

Make an opposed Formulae vs. Smarts roll with the victim. Failure means that target realizes that you have tried to do something unnatural with his brain and reacts accordingly. Success let you read their surface thoughts and understand their immediate intentions but target still realizes that something is wrong. A raise allows you to search their brain for old memories (even ones forgotten or considered trivial by the victim) and long term plans, but the victim still feels your presence in his brain. With two raises, they don't even notice anything.

With the GM's Permission you can read the victim's surface thoughts unnoticed with just a raise on the opposed roll.

Botching the opposed roll means that the victim's mind was too complicated for you to understand. You are ejected from his conscience and suffer a severe headache. Gain a fatigue level that only passes away after one hour of rest.

Physical Manipulation

"Stand up, Shorty! I a'int done with you yet!"

– Jingo, Brain Waster, SCL 6B, downing a 7½ foot tall mutant carrier with a single blow.

Physical Manipulation

Affinity: Enhancement

Rank: Veteran

Flux: 5

Range: Personal

Duration: 3 (1/round)

This glyph gives the Ebb User the ability to grow or shrink dramatically in size for a short period of time. His deathsuit (if he wears one) grows with him while other equipment does not.

Success on a Formulae roll grants the Ebb User +1 Size, which in turn gives him +1 Toughness, +1 die-type of Strength and increases carrying capacity for the duration of the glyph. A raise boosts the size increase to +2.

Alternatively, he can reduce himself in size, suffering -1 Toughness and -1 die-type of Strength for each size decrease but gaining +2 to Stealth rolls for each size decrease and being able to fit into small spaces.

If the Ebb User botches his Formulae roll, he fails to change and feels intense pain in muscles and joints, giving him 1 fatigue level that fades away after at least 2 hours of rest.

Regeneration

"OK, I'm out of ideas. Anyone got anything? Hyde? Levi? Campbell? Appleby?"

"Got it, Sarge! Why don't we aim for something they can't grow back."

Thresher Platoon #453-P, Hadley's Wolves, before their assault on a SLA base on Cyrix

Regeneration

Rank: Seasoned

Affinity: Healing

Cost: 5/10

Range: Personal

Duration: Instant/24 hours

Ebb Users with this glyph are highly valued in the war against Thresher. Even depleted uranium rounds are not enough to stop them - they just retreat and continue harassing the enemy again within hours of the first encounter.

This glyph causes the body's natural healing process to be dramatically accelerated. It works like the Healing power but the Ebon can restore wounds more than one hour old, can heal DU wounds after an hour has expired and the Ebb User can only heal himself. This costs 5 flux.

For 10 flux, the Ebon can try to remove permanent wounds - this process takes 24 hours but each raise halves the time required.

Suck Flux

Affinity: Protect

Rank: Seasoned

Flux: 1

Range: Touch

Duration: Instant

By touching another Ebb User, the Ebon can draw some of their flux into himself (or his deathsuit). On a success, 3 flux are taken, 6 on a raise. Unwilling targets oppose the Formulae roll with a Formulae roll of their own.

Thought Plant

Affinity: Communication

Rank: Heroic

Flux: 10

Range: Touch

Duration: Permanent

This has a potential to be the most dangerous glyph from the Communication affinity. The Ebb User can wipe the parts of the glyph's target memories and replace them with the ones of his own creation.

He just needs to touch bare skin and win an opposed roll between the target's Spirit and his Formulae.

Minor alterations - like wiping the memories of a man's presence - can be achieved with a simple success and

Thought Plant

"Go fuck yourselves, you bastards! I won't tell you a fucking thing, you... Hey! Who's this guy? Woah! What are you do..... AAAAARGH!!! "

(One hour later)

"Now, Mr. Sirniketch, this terrorist cell you were about to tell us about, and the money you, um, owe me..."

Shiver Station TF-901, Interrogation Room #3, security camera footage, later confiscated by Cloak Division.

just a few seconds of time, while deeper changes need at least one raise and an amount of time defined by the GM, who also decides how much memory can be altered. Usually, very personal memories, like parents, a wife, or loved ones can't be touched, but even this can't be guaranteed.

Changes are permanent, and with this glyph, friends can be made into enemies; lovers can be made into killers and the loyal - turned traitors.

Targets of this glyph usually can't remember the brain washing process (unless a particularly cruel Ebon - or, more likely, Brain Waster - wants them to) but they do suffer a Stress fatigue level that, until removed, allows other Ebons to feel a slight "scent" of flux surrounding the glyph's victim.

If the Ebb User botches his Formulae roll he replaces parts of his target's memory with ones of his own, pasting his memories into his target's mind and replacing them with his own.

True Track

Affinity: Detect

Rank: Seasoned

Flux: 5

Range: Personal

Duration: 1 Hour (2/Hour)

This glyph creates the link between the Ebb User and another person, allowing Ebb User to follow the 'scent' left by his target. To use the glyph an item which belongs to the person is required, the more personal - the better. It's the emotional attachments that count, so possessing a beloved blade of a serial killer would get +4 bonus to a Formulae skill roll, while more mundane personal items would give little or no bonus and hated ones will impose penalties.

The use of this glyph requires concentration and any other actions taken while True Track is in effect suffer multi-action penalty.

Ebon can follow 'scent' as long as he still has flux to spend or his concentration breaks, and can resume his pursuit later, but each additional attempt to use the same item to create a

link require an extra raise on his Formulae roll. (Two attempts require one raise, three attempts require two raises, etc)

If the Ebb user botches his Formulae roll, he confuses the 'scent' and follows a totally different person.

Wall Walk

Affinity: Reality Folding

Rank: Novice

Flux: 3

Range: Personal

Duration: 3 (1/round)

A series of very small manipulation equations in rapid succession makes the Ebb User appear to flicker, as they fold the fabric of space millions of times per second.

The Ebb User can walk through solid, non-living objects. This has no effect on fast-moving objects such as weapons but walls, floors and furniture are no problem and it is easy to get 90% cover by remaining inside a solid object. The Ebb User moves at half their Pace on any round they pass through an object. If they are still inside one when this glyph expires they are ejected in a random direction and become Shaken.

Also, the Ebb User gains no ability to see through the objects they're passing through. Spending more than a single turn moving while entirely immersed can be disorientating and GMs may require a Smarts roll for the Ebb User to retrace their steps or emerge exactly where they intended.

With a raise, the Ebb User may move at their full Pace while inside objects and gets a +2 bonus to Smarts rolls to resist disorientation.

Necanthrope Glyphs

Gore Cannon Attack

Affinity: Gore Cannon (Celrydreadhad)

Flux: Varies

Range: Varies

Duration: Varies

The Necanthrope's gore cannon is feared by all who face it, and rightly so. To attack with their gore cannon, the Necanthrope simultaneously uses two offensive powers against a single target.

Choose a glyph from list one and one from list two. The Necanthrope does not need to have the glyphs in question, although if the Necanthrope does have the glyph for both powers, add +2 to the Formulae roll.

Both flux costs must be paid but only a single Formulae roll is necessary. Both effects must share a target and centre of effect.

The Necanthrope must also have a gore cannon science friction item, although no other science friction focus is necessary to use additional effects from the two chosen powers.

List One: Bolt, Blast, Burst, Ice Blade

List Two: Obscure, Stun, Fear, Entangle

Gore cannon attacks appear as horrific nightmares-made-real. Even the weakest attack should leave witnesses sleepless, while the most powerful can permanently fracture the psyche of those who behold them.

Remember - every Necanthrope is unique. Be creative with your descriptions.

Glyph Creation

Those Necanthropes who have mastered the Ebb Illumination affinity can be trained in the rare art of creating glyphs.

Creation of a totally new glyph is beyond the limits of any single being and requires a years of study and experimentation, taking the dedication of thousands of Ebb Users during that time, but it takes only a single Ebb User to manifest an existing glyph and inscribe it on an appropriate object, to be later reused.

Yet, while any individual Necanthrope can only create a pale copy of his own powers, their collective efforts can achieve much more – a fantastic fusion of art and technology, approved by the first Necanthrope, Preceptor Teeth, and produced exclusively by his child, Dark Lament.

Creating Science Friction Items

Ebb Users can inscribe glyphs by infusing their own flux onto an object, much like the ancient Ebons who protected their tribe's caves and imbued killing powers into their crude weapons by shamanistic rituals and rock carvings.

To do so, he must first find, or make himself an object that can hold the spirit of the glyph. This object must be simple in design, like a (non-powered) hand-to-hand or ancient black powder weapon and symbolically appropriate for the glyph. If neither of these requirements are met the inscription automatically fails.

Also, only glyphs from 'natural' affinities can be inscribed. It's impossible to imbue an object with the freakish powers of Celrydreadhad.

With the object before him, he attempts to inscribe a glyph he knows into it by spending the flux needed to manifest the glyph, as well as any additional effects costing more flux.

He then starts work on his glyph. This takes him a day for every flux point he wishes to invest in his creation.

At the end of that time, he makes a Formulae roll and needs at least a raise to successfully complete his inscription, or just a simple success if he inscribed his glyph on material bought from Dark Lament for that purpose (at the cost of 100 credits per flux point needed). If he fails this roll, his inscription has failed and all the time and materials he used are wasted.

Optional Rule: Psycho-Reactive Ebb Matter

Facing a necanthrope is not pleasant, and certainly not the safest thing in the World of Progress to attempt. Not only do their gore cannons allow them to fire two simultaneous Ebb attacks against opponents, but these Ebb powers are fuelled by another type of flux entirely: Psycho-Reactive Ebb Matter.

The powers below replace the default “natural” Glyphs that are combined into a Gore Cannon Attack.

Flesh Friction (Bolt)

Considered to be one of the most devastating Ebb abilities ever created, this power modifies psycho-reactive Ebb matter into a vile substance known as “ooze”, vicious gloop that seeps through armour and clothes alike and affects its victim both physically and mentally.

Necanthrope can launch up 3 Flesh Friction bolts at a time, each costing 10 flux. This attack ignores any armour, and can only affect living beings, not structures. The damage is quasi-real, being the vicious mix of a person’s nightmares, physical pain and Necanthrope’s own dark thoughts.

After damage is rolled, the Glyph’s target can try to shake it off by rolling his Guts skill and removing one Wound for each success and raise (wound penalties do apply to this roll). If the target was under influence of drugs that negate Guts rolls (such as Ultraviolence or KickStart), he still rolls his Guts but receives a +4 bonus.

Being “mortally wounded” by a Flesh Friction attack almost always means that the target develops some sort of phobia or psychosis instead of a crippling injury, while those who “die” succumb to the call of madness and are rendered completely insane.

Optional Rule: To speed up play, GMs may decide to use the Glyph’s target’s Guts skill for determining their Toughness trait, rather than their Vigour. Those under the effects of drugs that negate Guts rolls altogether receive +4 to their “Mental Toughness” trait.

Red Rain (Blast)

The Necanthrope’s Gore Cannon fires small pieces of “ooze” into the area, making it hell on Mort for a short period of time. Those lucky enough to not get caught in the shower of syrupy red liquid called it “Red Rain”, while those who survived it and remain sane prefer to say nothing about the experience.

The damage from this attack follows the same mechanics as in Flesh Friction. The Necanthrope can cover the area of Medium-Burst template for 10 flux, raise the damage of his Glyph by one die for another 10 flux, and finally, affect the area of large burst template for another 10 flux.

Ghost Fire (Burst)

This ability allows the Necanthrope to manipulate the psycho-reactive generator of his gore cannon to fire a blast of “ooze” in a liquid form. For an additional 5 flux, every affected target under the flame template is also covered in a strange liquid substance that deals additional damage on the roll of 1 on 6 sided die, much like in catching fire rules. Unlike these rules, this ooze can’t exhaust and has to be scraped off to cease functioning.

Stinger (Ice Blade)

This works like the Glyph from Blue/Red Thermal affinity, but the blade is extended from the gore cannon rather than the Ebb User’s arm. In some cases it’s not even a blade any more but a giant jaws or a drill covered in viscous slime. The game effects of this Glyph, remain the same as original, but with different trappings, damage is no longer caused by extreme cold.

Additionally, by spending 10 additional flux when the blade is first created, the tip of the blade can carry a paralyzing liquid. If he Shakes a target, they must make a Spirit roll with a -2 penalty or fall prone and become helpless for D6 rounds.

There’s the Drain. This ability looks as bad as it sounds. If Necanthrope causes a wound with an attack, the gore cannon literally bites into the target’s flesh, sucking their blood to feed itself and its master. By spending an additional 10 flux, the Necanthrope heals a wound of his own, or, if he is in full health, can temporally gain an extra “phantom” wound level, that stays with him for one hour before fading away. The Necanthrope can have only one phantom wound level at any time and it counts towards his number of wounds when rolling on the Knockout Blow table.

Pitch Black (Obscure)

This ability targets victims’ minds rather than sight. For an additional 3 flux, the Necanthrope can make all targets under the large burst template roll their Spirit trait with a -2 penalty. Those who fail have their nerve centres disrupted and are blinded until they leave the affected area. Those who roll 1 on their Spirit die are blinded for an additional D6 rounds.

Intrusion (Stun)

This is one of the less-devastating, mind-affecting attacks that a gore cannon can perform, usually called upon by Necanthropes who want their targets alive rather than dead and mad. By manipulating psycho-reactive Ebb matter, the gore cannon can project negative charged particles of his

own consciousness towards his victims.

By spending 3 additional flux he can affect a large burst template, and affected targets must roll their Spirit trait, rather than Vigour, to resist.

Psychovirus (Fear)

This ability targets the Necanthrope's opponent's mind with a negative emotional charge, causing them to lose their calm and composure. This may have no immediate effect, but leaves his targets open for more deadly psychic attacks later.

By spending 5 additional flux, the Necanthrope rolls Formulae and grants a penalty of -2 for each success and raise to every target's Guts skill. This lasts 24 hours.

Bone Crush (Entangle)

This ability allows to the Necanthrope to deal damage to his entangled foe. If the Necanthrope wins the opposed roll with the raise he can apply extra pressure against his target(s) for an additional 5 flux. This damage is applied just as in the usual grappling rules, but the Necanthrope's Formulae skill is used in place of his Strength trait. The Necanthrope can continue to apply damage as long as he continues to win the opposed rolls with at least a raise but it costs him 5 flux each time.

If everything goes well, the Ebb User gets himself an item capable of manifesting the power of Ebb.

Using Science Friction Items

To use an item he has created, the Ebb User needs to make a Formulae roll while holding the item. If successful, the inscribed glyph is manifested into reality with the effect paid for at creation.

There are few drawbacks, however:

1) The Ebb User doesn't regenerate the flux he spent to create the glyph while the item still exists, and even after he disassembles his creation (or it's destroyed), he only regenerates one point of this "borrowed" flux a day.

2) If the Ebb User ever rolls 1 on his Formulae die (regardless of wild die) when using the item, the glyph exhausts immediately. Rolling snake eyes causes the glyph to explode in a bright flash of pure Ebb energy causing 3D6 damage within a small burst template.

Any being capable of manifesting glyphs can use such an object but since they are not familiar with its design secrets, the glyph will exhaust and stop working on the roll of 1-2 on their casting die.

If the glyph creator dies while his glyph objects are still functioning, their power fades in time, ultimately making them useless. The chance of the glyph exhausting increases by 1 point per year after their creator's death, or 1 point in 10 years if they are inscribed on Dark Lament material.

Guardian Glyphs (see below) gain a -1 penalty to their Formulae roll for every 10 years, or 1 point per 100 years if they are inscribed on material acquired from Dark Lament.

Guardian Glyphs

Glyphs can also be inscribed on a solid surface, such as wall or archway, and work on a specific trigger that is decided at the time of their creation. These are known as Guardian Glyphs. The description of the event that triggers a Guardian

Glyph can be as simple as "anyone who enters the room" or more complex: "a lame, human albino male with a strange looking sword". In any case, if the conditions are met, the Guardian Glyph will activate, using the Formulae skill of its creator at the time of its creation (if a roll is necessary) and is exhausted immediately afterwards.

Glyph Pillars

These huge monolithic structures covered in intricate glyphs first appeared in every slop's favourite hangout – The Pit – to minimize the collateral damage inflicted by large numbers of Ebons and (especially) Brain Wasters "relaxing" after a hard day at work. Designed and created in Dark Lament laboratories, these pillars absorb flux energy at the same moment it's summoned by an Ebb User, causing manifestation to fail.

Regaining flux is impossible while within a glyph pillar's affected area, and any formulation made by Ebb Users fail automatically, although the flux is still spent in the attempt.

In addition, glyph pillars negate any "active" Ebon edges such as Charm Aura or Defensive Precognition. "Passive" edges, like Deathsuit Bond or Deathsuit Graft, however, work as normal.

Optional Rule: Distractions

In the original SLA rules, Ebons and Brain Wasters found it more difficult to manifest their powers in situations where concentration was difficult. After all, Ebb use is basically advanced theoretical mathematics, and even the cleverest mathematicians would have trouble working out algebra while a Thresher powersuit charged down on them.

GMs who wish to keep this aspect of Ebb use should apply distraction penalties to Formulae rolls (see box).

Inner Calm

Requirements: Seasoned, Ebb Control (Ab), Formulae D8+, Guts D6+

Manifesting Ebb glyphs requires constant concentration from the Ebon. In non-stressful situation it's not much of a problem but when the need arises to calculate in the middle of the fire fight, most ebb users find themselves in trouble. Your mastery of Ebb should get you out of these troubles alive and kicking. Ignore penalties to your Formulae rolls caused by distractions.

Tranquillity

Requirements: Veteran, Ebb Control (Ab), Formulae D10+, Guts D8+

Even the harshest environments can't make you lose your concentration long enough for Ebb equations to fail. You may ignore penalties to Formulae rolls caused by distractions, wounds or fatigue.

Optional Rule: Faster Ebb User Advancement

Ebb Users have the potential to be incredibly powerful. Their glyphs cost nothing to use and allow them to do things other characters cannot achieve even with the most advanced technology, they have access to a vast array of useful edges and still get access to all the goodies mundane characters do.

However, while they have many unique options available to them, Ebb Users have to buy with edges many things other characters can stump up cold hard credits for, and many of those edges have several tiers of prerequisites. This can lead to high rank characters not having as many glyphs or advantages as their experience might suggest.

To ensure that Ebb Users are able to take advantage of the options allowed to them, generous-feeling GMs may wish to grant the Affinity Training edge free at each Rank after Novice.

Less generous GMs can just grant it once, upon reaching Veteran, as recompense for gaining the Dream Daemons hindrance.

Distraction Penalties

Penalty	Situation
0	Non-stressful situations. No immediate threats to safety or loud noises.
-1	Stressful situations. Loud noises. Machinery or fighting in the immediate vicinity.
-2	Dangerous situations. The Ebb User was attacked since their last action.

Polymorph

This is the arcane ability used by vevaphons to shapechange. All vevaphons have this arcane background. They begin play with 15 power points, all the powers listed below and can purchase any of the standard power edges from the Savage Worlds rulebook to increase their shapechanging powers (except New Power as they already have every power).

The arcane skill for vevaphons is Polymorph. It is governed by Vigour

Powers

Armour

Cost: 3/2/1

Range: Self

Duration: 3 (1/round)

Effect: Make a Polymorph roll. A success gives the vevaphon another +2 armour, a raise gives +4.

Boost Trait

Cost: 4/3/2/1

Range: Self

Duration: 3 (1/round)

Effect: By moving muscle, cartilage, bone and nerve clusters from one location to another where they will be more effective, the vev can increase any one of the following traits, Strength, Agility or Vigour. A success on the Polymorph roll increases the chosen trait by 1 die-type, or by 2 die-types on a raise.

Smite

Cost: 3/2/1

Range: Self

Duration: 3 (1/round)

Effect: The vev makes a Polymorph roll: a success raises their damage to Strength +D10 with their natural weapon or grants another weapon at Strength +D6 (two weapons, each doing Strength +D6 damage). A raise increases the damage of a single natural weapon to Strength +12+1 or provides the vev with two weapons, each of which to Strength +D8 damage.

Mimic

Cost: 4/3/2/1

Range: Self

Duration: Until they change back.

Effect: The vev can alter its shape to form rudimentary clothes and shapes. It can make itself look like a humanoid but not a specific person; up close these forms will always show themselves as fake - clothes will meld with flesh and hair will be blocky and have a plastic look to it. Even in darkly lit areas the viewer is allowed a Smarts roll at -2.

The vev can reduce its size but not its volume and could easily squeeze through a vent but not to the point it could slip under a door or through a keyhole.

Each raise on the Polymorph roll gives an indication of the quality of the form and reduces the cost by 1 (raises *can* reduce the cost to 0).

Healing

Cost: 4/3/2/1

Range: Self

Duration: Instant

Effect: The vev can boost the effect of its natural healing abilities. At the cost of an action, the required power points and a successful Polymorph roll, they can heal one wound. On a raise they reduce the cost by 1 (this *can* reduce the cost to 0 for Heroic and Legendary vevaphons).

If incapacitated through physical damage, provided the vevaphon has sufficient power points, this power will automatically activate each round until they regain consciousness.

Special Rules

A 1 on the Polymorph dice indicates that the vev has lost control of its morphing ability and becomes Shaken while it tries to regain control of its shape. It may spend a Benny or make a Spirit roll to recover each round, as usual.

The cost of Polymorphic powers decreases by 1 for each rank the vevaphon reaches to a minimum of 1.

Drugs

Many operatives make use of the drugs SLA manufactures, gambling on avoiding addiction for the rewards of increased combat effectiveness or just being able to blot out the things they see and do during the course of their employment.

SLA drugs come in three types: combat, soft and medical. Combat drugs provide the most dramatic results but are highly addictive. Soft drugs are designed largely for relaxation or, at least, not to be used in the field, and it's rare to become addicted to them unless use is very heavy. Finally, medical drugs are barely addictive at all and are the only type of drug allowed to civilians.

The Hit

Drugs do not take effect immediately, even injected drugs taking a few seconds to circulate in the operative's bloodstream. The time a drug takes to become effective depends on the delivery method, as follows:

Ingested: 10 rounds

Smoked: 5 rounds

Injected: 1 round

These are full round delays. After injecting UV, for example, a character must wait until their next action before feeling the effects (and so doesn't get to ignore their wound penalties when making the addiction roll). Needless to say, waiting for your KickStart to kick in while taking punishment from a Thresher powersuit or mob of carriens can be a terrifying experience.

It is not possible to take cocktails of drugs or to increase the effects by taking multiple doses.

Any time a character takes a new drug while still under the effects of another, the previous drug is immediately neutralised. The only exception to this rule is KickStart, which works in addition to existing drugs and where multiple doses allow multiple Vigour rolls to heal wounds when it kicks in.

Addiction

Every time a dose of a drug is taken, the player should make a Vigour roll for their character with a bonus that depends on the type of drug being taken.

Combat: 0

Soft: +1

Medical: +2

If the Vigour roll is failed, the user has become addicted.

Once addicted, one or more doses of the drug must be taken every day or the character is plunged into Withdrawal (see below). How many doses depends on the drug and is listed on the addiction line of the drug's description. Some, such as Rush and Ultra Violence, are marked as Continuous.

Drugs Quick Reference

- 1) Take the drug. With an auto-injector this is a free action, otherwise, for injected drugs, it's one action to get the drug out and one to shoot up. You can probably do both in a round if you don't attempt anything else.
- 2) Check for addiction. Roll Vigour with a +2 for medical drugs, +1 for soft and no bonus for combat drugs. Fail and you're addicted.
- 3) Wait. Injected drugs don't take effect this round. You gotta wait until your next action. Hope it wasn't urgent.
- 4) Still alive? Then party like it's 899.

They must be taken for at least 12 hours out of every day once addiction sets in.

Frothers, with their innate +2 bonus to avoid addiction, can never become addicted to soft or medical drugs unless they have some other penalty to Vigour rolls in effect and have a good chance of avoiding addiction to even combat drugs most of the time. Keeping up with a Frother on a drug binge is a VERY BAD IDEA.

Withdrawal

Upon entering into Withdrawal, a character immediately becomes Fatigued, receiving a single level of 'Withdrawal fatigue' for soft or medical drugs, or two levels for combat drugs. Fatigue caused by Withdrawal may only be removed in one of two ways. Either the character takes the drug again, in which case all Withdrawal fatigue from that drug is immediately removed, or they manage to ride out their cold turkey by removing their Withdrawal fatigue levels with Vigour checks.

At the end of each week of Withdrawal, the character makes a Vigour check (modified by the drugs addictiveness modifier and any fatigue or wound penalties) to remove a level of Withdrawal fatigue, only breaking their addiction when the last fatigue level has been successfully removed.

Spending a long time in Withdrawal can affect a character permanently. A natural 1 on the Vigour dice when rolling to remove Withdrawal fatigue gives the recovering addict the Habit hindrance, lowering their Charisma by 1. 'Snake eyes' instead gives them the Mean (Haggard) hindrance, lowering their Charisma by 2.

Optional Rule: Building Up Resistance

Once a character is addicted, GMs may wish there to be a chance they grow resistant to the drug they're taking. At the end of each session, the character should make a Vigour roll for each drug they're addicted to. On a failure, the number of doses they need to take for it to have an effect (and to count as satisfying their addiction) increases by one, rising to 2 on the first failure, then 3, and so on.

Combat Drugs

These drugs are the most powerful, but also the most addictive. Rolls to avoid addiction (and to recover if you do become an addict) receive no bonus. Withdrawal causes 2 fatigue levels.

Barezark (20c)

Ever wondered what happens when an adrenal gland is accelerated by a factor of 50?

Duration: 1 hour

Addiction: 4

Effects:

- 1) +2 damage, +2 armour piercing in close combat
- 2) Fearless: Automatically pass all Guts checks and immune to Intimidation tests of wills.

Metaboost (25c)

All the benefits of Stormer regeneration in a handy pill-form. Humans/frothers only.

Duration: 10 minutes

Addiction: 10 (!)

Effects: Gain a free soak roll to remove a wound every 30 seconds (5 rounds). Also, should the user need to roll on the Permanent Injury Table, he gains +2 to his Vigour check when seeing if the injury is permanent or not.

Rush (15c)

Be harder, faster, better, stronger (as the drug's tagline goes) with SLA's first, and some would say best, combat drug. Rush is still widely used by operatives and SLA troops (especially those put off by the two year life expectancy of UV users – not that 7 years is much better).

Duration: 6 hours

Addiction: Continuous

Effects:

- 1) +2 bonus to recovering from Shaken
- 2) Ignore up to -2 of multi-action penalties.

Ultra Violence (15c)

The breakfast of champions. Ultra Violence is the ultimate combat drug. Its post effects are deadly serious, and few UV addicts survive for more than two years, but many consider that a small price to pay for fame.

Duration: 12 hours

Addiction: Continuous

Effects:

- 1) Tireless: Ignore all Wound and Fatigue penalties.
- 2) Fearless: Automatically succeed all Guts checks and immune to Intimidation tests of wills.
- 3) Rabid: +2 to Intimidate tests of wills, -2 to Charisma.
- 4) Hardy: If you are Shaken and take another Shaken result, you don't take a Wound (although you do remain Shaken).

That's Not What UV Does!

You're right. According to the SLA book, it should also give you extra actions and make you faster. But in order to make UV and Rush distinct, and because the addiction rules are simpler than in SLA Industries (and of course, because we want to keep to Savage Worlds' Fast! Fun! Furious! philosophy), we've split the effects between Rush and UV. Now Rush makes you faster while UV makes you into a psycho.

If you want to keep things more faithful to the original SLA rules, just give UV the combined effects of both Rush and UV in this conversion and an additional -1 penalty to UV's addiction rolls, then make Rush cheaper - around 10c.

Blaze UV (10c)

All the power of UV but without spending half the day as a ravening psychopath. Psychosis when and where you need it.

Duration: 10 minutes

Addiction: 1

Effects: As Ultra Violence, but with only 10 minutes' duration.

Bass (5c)

The bigger your pecs, the harder they fall.

Duration: 1 hour

Addiction: 2

Effects:

- 1) Strength increases two die-types (above D12 add +1 per die-type) but cannot exceed the racial maximum.
- 2) +2 to Athletics rolls.

Pineal Stim (20c)

A glowing green liquid that is injected into the bloodstream. It aids the user in the use of Enhancement Ebb abilities.

Duration: 6 hours

Addiction: 2

Effect: This is the Science Friction item for the Enhancement Ebb affinity.

Shatter

[D-Notice]

Soft Drugs

Alice (10c)

Live your fantasies. Or, for some, your nightmares. Have a nice trip.

Duration: 6 hours

Addiction: 1

Effect: Automatically remove a Stress fatigue level. Any character with a hindrance relating to mental instability instead automatically gains another fatigue level as they sink helplessly into the darkest pits of their own subconscious imagination.

Beat (5c)

The ultimate relaxant. Well, unless it turns you into a hyperactive, hyper-aggressive psychopath. Still, after a hard day at 'the office', many are willing to take the risk.

Duration: 6 hours

Addiction: 1

Effects:

- 1) Roll at +1 to remove a Stress fatigue level. A 1 on your Spirit dice instead gain a major hindrance for the 6 hours duration. Roll randomly between Bloodthirsty, Overconfident, Phobia (Major) or Vengeful. Alternately, GMs may wish to use the Cracking Up optional rule.
- 2) +2 to Guts checks.

Drum (3c)

This light blue capsule than induces feelings of complete calm in the user followed by a long and extremely restful sleep. For Ebons it causes an increased recovery of flux.

Duration: 1 hour

Addiction: 1

Effect:

- 1) Roll to remove a Stress fatigue level.
- 2) +2 to Guts rolls for 2 hours after waking. Ebons instead double their Flux regeneration rate for the hour the Drum is in effect as well as their first 6 hours of sleep if they drop off to sleep during that hour.

Flip (4c)

The smoke to end all smokes. A must have for all rebels without a cause.

Duration: 2 hours

Addiction: 1

Effect:

- 1) Roll to remove a Stress fatigue level.
- 2) +2 to Guts rolls.

Lumo (4c)

Why choose flesh tones when you can select one of Lumo's 1774 skin colour options?

Duration: 12 hours

Addiction: 1

Beating Stress

Most soft drugs provide an in-game benefit in allowing an instant roll to remove the stress fatigue level so easily caused by life as an op. Here's a quick guide to what you get for your money:

Alice (10c): Automatic

Beat (5c): +1 (just don't roll a 1)

Drum (3c): No bonus

Flip (4c): No bonus

Personal Interest (5c): +2

Slosh (2c): No bonus

Effect: Changes skin colour.

NiteLite (10c)

UV night-vision without the need for expensive electronics.

Duration: 1 hour

Addiction: 1

Effects: Ignore penalties for Dim or Dark conditions. Normal daylight, however, causes a -1 penalty to all trait rolls, while bright lights such as strobes or fluorescent bulbs increase this penalty to -2.

The user also receives a -2 penalty against blast/concussion grenades.

Personal Interest (5c)

Sex in a pill. An hour of orgasm for the price of a pizza without the stains left by either.

Duration: 1 hour

Addiction: 1

Effect: Mm-hmmm. Roll at +2 to remove a Stress fatigue level.

Slosh (2c) - Ingested

You're my besht friend, you are.

Duration: Hard to tell.

Addiction: 2

Effect:

- 1) Roll to remove a Stress fatigue level.
- 2) Ignore one level of wound penalties
- 3) -2 to Smarts, Agility and both Smarts- and Agility-based skills till you sober up. You didn't have anything planned, did you?

Vox-Plus (10c)

Duration: 1 hour

Addiction: 2

Effects: The users natural volume becomes equivalent to a megaphone. As well as allowing communication over long distances or in noisy environments, this grants +2 to Intimidation tests of wills.

Medical Drugs

Flush (5c)

The recovering drug addict's drug of choice.

Duration: Special

Addiction: 1

Effect: Provided at least one dose of Flush was taken each day of the previous week, gain +2 on Vigour rolls when trying to remove Withdrawal fatigue levels.

In addition, Flush can help stop infection or poisoning, granting an additional Vigour roll (with the original modifier) for each dose of the drug taken. A success on this roll halts the effects for D6 hours, while a raise effectively 'flushes' the body of the harmful substances. The 'Golden Hour' rule still applies.

Honesty (10c)

A powerful truth serum. Generally not taken voluntarily.

Duration: 30 minutes

Addiction: 2

Effect: It is impossible to lie while under the effect of Honesty. Users are also highly suggestible and must make a Smarts roll to resist answering questions or refuse a request made of them.

KickStart (5c)

An analgesic amalgamated with coagulants, this wonder drug rapidly heals the user's wounds.

Duration: Instantaneous

Addiction: 2

Effect: Make a Soak roll (including wound penalties). On a success, recover a wound. On a raise, recover two wounds. Only recently acquired wounds can be lifted this way, the Golden Hour rule still applies.

KickStart+ (7c)

A more potent version of KickStart.

Duration: Instantaneous

Addiction: 2

Effect: Make a Soak roll (with NO wound penalties). On a success, recover a wound. On a raise, recover two wounds. Only recently acquired wounds can be lifted this way, the Golden Hour rule still applies.

KickStart Solo (10c)

If you are going 'Solo', you need the World of Progress's number one medical drug to succeed! KickStart Solo is perfect for the job - blast your opponents like there is no tomorrow while the most powerful nanites in Karma's stock work hard to keep up with your awesome kill score.

Duration: Instantaneous/30 minutes

Addiction: 2

Effect: Make a Soak roll (with NO wound penalties). On a success, recover a wound. On a raise, recover two wounds. Only recently acquired wounds can be lifted this way, the Golden Hour rule still applies. In addition, for 30 minutes after injection:

- 1) Automatically pass all Guts checks.
- 2) Ignore all Fatigue penalties.
- 3) +2 to Vigour rolls to resist harmful physical effects (such as Stun or Poison).

These benefits continue for 30 minutes even if the character takes another drug.

Karma KS (5c)

It's always nice to have the newest nanotechnology installed (or be created with it from birth). Karma labs present a healing drug aimed specifically at Stormers and Nuke Tendon users.

Duration: Instantaneous

Addiction: 2

Effect: This drug works like normal KickStart if you don't have Nuke Tendon implants installed, or like KickStart+ if you do. All Stormers (except for vevaphons) are considered to be Nuke Tendon users.

Pain Away (10c)

The ultimate pain-killer.

Duration: 6 hours

Addiction: Continuous

Effect: No wound penalties, or fatigue penalties from physical sources (dehydration, heat-stroke, hunger, etc.)

Streak (20c)

A powerful brain stimulant, Streak was designed to help treat psychosis but since its general release actually causes more admittances than remittances across Mort's various asylums.

Duration: 1 hour

Addiction: 1

Effect: +2 to Smarts and all Smarts-based skills. + 2 to recover from Shaken.

White Noise (10c)

A non-descript blank white tablet taken orally. Prevents the 'Dream Daemons' that occur when an Ebon gets 'Close'.

Duration: Instantaneous

Addiction: 1

Effect: Adds +2 to an Ebon or Brain Waster's Smarts roll to fight off their 'Dream Daemons'.

Biogenetics

Biogenetic Edges

In Savage SLA Industries, major biogenetic procedures are represented by edges. However, as they also have a credit cost, they are more powerful than standard edges, even allowing the rule of one Attribute increase per Rank to be broken.

Although it's a drastic step to take to get a discount, biogenetic edges are available at a reduced cost when fitted to deceased bodies. Putting funds into a LAD account and having the biogenetic implant they want fitted while dead reduces the cost of all edges by 20%.

Ebb users cannot take biogenetic edges.

Sinewshock (900c)

Requirements: Novice, Agility D6+, Vigour D6+

Agility increases by one die-type. This does not count towards the limit of one attribute increase per Rank and raises the character's maximum Agility to D12+1 (or adds an additional +1 if already above D12).

Shock Tendons (2000c)

Requirements: Novice, Agility D8+, Sinewshock

Agility increases by a further die-type. This does not count towards the limit of one attribute increase per Rank and raises the character's maximum Agility by an additional +1.

Sinewbrace (800c)

Requirements: Novice, Strength D6+, Vigour D6+

Strength increases by one die-type. This does not count towards the limit of one attribute increase per Rank and raises the character's maximum Strength to D12+1 (or adds an additional +1 if already above D12).

Brace Tendons (1750c)

Requirements: Novice, Sinewbrace

Strength increases by a further die-type. This does not count towards the limit of one attribute increase per Rank and raises the character's maximum Strength by an additional +1.

Extra Limbs (1500c)

Requirements: Novice, Natural Race (Human, Frother, Wraith Raider or Shaktar), Agility D6+, Vigour D6+

You are fitted with an additional set of arms. In addition to the obvious benefits of being able to carry a larger variety of weapons at once, you may use a hand from your new set of arms to make an additional Fighting attack in close combat, ignoring -2 of multi-action penalties for that attack.

The additional set of arms always receives a -2 off-hand penalty.

Oyanas-brand Eyes (800c)

Requirements: Novice, Vigour D6+

These Premium biogenetic eyes provide +2 to Notice rolls based on sight and allow the owner to see by UV and IR. Their colour and appearance is completely customizable.

Advanced Skeletal Enhancement: Shell Augmentation (Special)

Requirements: Novice, Vigour D6+, Shell Augmentation (Partial) over entire body (1570c) plus 100c upgrade fee

Any armour bonuses from Shell Augmentation (Partial) are lost. Instead, Vigour increases by one die-type. This does not count towards the limit of one attribute increase per level and raises the character's maximum Vigour to D12+1 (or adds an additional +1 if already above D12).

Quad Limb Dominion (1800c)

Requirements: Novice, Stormer, Agility D6+, Vigour D8+

You are fitted with an additional set of arms. In addition to the obvious benefits of being able to carry a larger variety of weapons at once, you may use a hand from your second set of arms to make an additional Fighting attack in close combat, ignoring -2 of multi-action penalties for that attack.

All your Fighting attacks do +1 damage.

The additional set of arms always receive a -2 off-hand penalty.

Assertion Tendons (2400c)

Requirements: Novice, Stormer, Shock Tendons, Vigour D10+

Strength increases by one die-type. This does not count towards the limit of one attribute increase per Rank. Also, lifting capacity doubles and the character gains +1 to all Athletics rolls.

Biogenetic Equipment

Some minor biogenetic alterations do not require the character to spend an edge. Mostly these are either integrated weapons or enhancements to existing natural weapons.

Skeletal Enhancement: Claws (100c)

Strength +D6 damage, AP 1. Never considered unarmed. Only usable if hand is empty. Cost is per hand.

Skeletal Enhancement: Quills (200c)

Strength +D8 damage, AP 2. Never considered unarmed. Cost is per arm.

Skeletal Enhancement: Teeth (125c)

Strength +D6 damage, AP 1. -1 Cha unless retracted.

Skeletal Enhancement: Elbow/Knee (150c)

Strength +D6 damage, AP 2. Cost is per implant.

Skeletal Enhancement Retraction (70c/each)

A biogenetic or natural weapon becomes retractable, and may now be concealed by spending an action to retract it. Notice roll at -2, opposed by the character's Stealth, to spot.

Maul, Claw and Teeth Enhancement (175c)

Natural weapons increase damage by 1 die type or gain AP2 (player's may buy both as separate enhancements).

Surveyor Transition Optics (260c)

360 degree vision. Can look around corners. Provided the eyes are extended, the character is always considered 'active' when being sneaked past (see Savage Worlds p. 15). Xenos with Surveyor Transition Optics gain +2 to this roll.

Shell Augmentation (Partial) (Varies)

Cost: Head 270c, Torso 600c, Arm 150c, Leg 200c
+1 armour to the specified location. This armour bonus stacks with any armour worn.

Life After Death

For just one credit, a character may open an account with LAD Labs and have a transponder fitted to their heart. Should they ever have the misfortune to die, the transponder will send out a beacon and a specially-equipped Kilcopter will arrive within minutes and bring their body back to Mort Central where, provided either their account contains sufficient funds, their squad or family can provide the balance, or the character agrees to a high-interest loan, LAD Labs will replace all damaged limbs and organs and return the character to life.

The cost of resurrection is based on the damage the character received before death. LAD charge a flat fee of 1000c plus 500c per permanent injury the character sustained.

For an additional 1000c, LAD will rebuild the character using premium organs. *This grants a one die-type increase to Vigour* but, should the character die again, they have to pay 1000 credits again or the benefit is lost. Premium organs also remove the Hideous Scar hindrance caused by head wounds.

After installing premium organs, characters with additional funds in their account may choose to have special organs fitted. 800c pays for **Spore Tech Bio-Filters** to be fitted to the character's kidney, spleen and liver, *granting +2 to Vigour rolls to resist poison, +2 to rolls to remove withdrawal fatigue when recovering from drug addiction, and guaranteeing freedom from hangovers for life* while 2000c buys a cutting-edge **Live-Wire 'Debaser'** heart, *granting a +2 bonus to Athletics rolls and in-*

creasing the character's running die by two die-types (or by +1 over D12).

Additionally, installing biogenetic implants is easier on dead bodies. Provided the required funds are present in the character's LAD account after fitting premium organs, ONE of the following implants can be inserted at a reduced cost: Sinewshock (720c), Shock Tendons (2000c), Sinewbrace (640c), Brace Tendons (1400c), Extra Limbs (1200c), Oyanas Eyes (640c), Shell Augmentation (1056c), Quad Limb Dominion (1440c) or Assertion Tendons (1920c). All normal restrictions apply and the character must use their next advance to retroactively pay the edge cost of their implant.

The final option, for those who really have saved for a rainy death, is facial and body sculpting, colouring and reconstruction. This costs 1000c and provides the Attractive edge, but is only available to those who have already selected to receive every other available LAD option and still have credits to spare.

Unfortunately the genetic makeup of vevaphons is too complicated for LAD to reconstruct them. Also, while Ebons

and Brain Wasters can be brought back to life by LAD, the process destroys their ability to use Ebb, so few bother to open an account.

Optional Rule: LAD Drawbacks

LAD is the ultimate second chance. Introduced to the public in 899 SD with the amazing comeback of a favourite Contract Killer, it was not just jaw-dropping bionic technology but also sound proof of

the Company's care for its loyal servants.

The technology itself is not perfect, however. Something happens to a person after their visit beyond the grave.

Those who knew LAD patients before their unfortunate demise and wondrous resurrection notice that they have become more detached from everyday life, or worse – some become unable to feel even the most basic emotions while others become cruel sadists whose only joy comes from sending others to the place they returned from.

The impact of LAD on its patients was hinted at in the original SLA rulebook but never explained mechanically. Here are some options GMs might wish to consider:

- 1) The LAD patient loses one die of Spirit.
- 2) The LAD patient must roll on Fright table with +2 modifier. The Heart Attack result means that patient dies during the operation if the Vigour roll is failed.
- 3) The LAD patient gains Mean (Afterlifer), Phobia (Minor) or Stressed Out hindrance.
- 4) The LAD patient gains a -2 penalty to all Stress rolls.



HTUSA
-07

Gamesmastering Savage SLA Industries

Experience

Unlike characters in many other roleplaying games, the worth of a SLA Operative is measured in more than mere personal ability. In fact, in a society obsessed by image, wealth, and power, actual ability is often the least important attribute of a character.

Sponsorship contracts, bounties and BPN payments allow operatives to gain credits, and in SLA, hard cash can replicate many of the rewards of experience. Biogenetics increase physical ability, firepower increases as more expensive weapons become affordable and the high-end armours make an operative almost invincible to lesser threats. Completing BPNs grants higher SCLs, which in turn grant access to more lucrative BPNs, and so to better equipment, tougher BPNs, and so on.

Yet, in the employ of SLA Industries it's not easy to rise to the top. For this reason, and because money can buy many of the same benefits as experience, GMs are encouraged to not *only* reward players with experience points as their campaigns progress. Keep experience rewards at a lower rate of 2 per session, don't allow Bennies to be traded for more experience points and instead use the other rewards available – cash, contacts, sponsors, promotion – to ensure your players feel they're progressing.

Besides, once given, experience can't be taken away. All those other things can. In SLA Industries, even the mighty can fall.

Optional Rule: To Legendary... and Beyond!

The World of Progress contains some *very* powerful figures, and, working in its capital, Mort, player-characters are likely to meet them on occasion.

Yet, while they should be scared of such encounters, not all such characters should be masters of every skill, as they would probably be with the number of advances higher SCL experience gives. Even the powerful should have weaknesses.

To prevent this, GMs may wish to only grant *one advance for every 20 experience points after 200 XP*.

Dealing With New Rules

Let's face it, SLA wouldn't be SLA without the all the guns, different calibres and types of bullet, combat drugs and fantastic close combat weapons. We've tried to accept that fact when we put this conversion together, adding different bullet types, rules for armour damage, recoil and drug addiction.

SLA's SCL vs. Savage Worlds' Rank

Assuming an experienced character starts with .1 SCL for every experience point (or vice versa), the following table will help GMs gauge the power level of higher SCL operatives – and the challenges they should face.

SCL	Experience	Rank
11 (Employers and most Contract Killers)	Varies	Varies
10 10A	0-19	Novice
9 9A 9B	20-49	Seasoned - Veteran
8 8A 8B 8C	50-89	Veteran - Heroic - Legendary
7 7A 7B 7C 7D	90-139	Legendary
6 6A 6B 6C 6D 6E	140-199	Legendary
5 5A 5B 5C 5D 5E 5F	200-269	Legendary
4 4A 4B 4C 4D 4E 4F	270-339	Legendary
3 3A 3B 3C 3D 3E 3F	340-409	Legendary
2 2A 2B 2C 2D 2E 2F	410-479	Legendary
1	480+	Mr. Slayer

Which is fine as far as staying faithful to SLA goes but it does have a tendency to slow down combat. Here's a few options for GMs who want to streamline things:

Post-Combat Cleanup

Working out new toughness + armour values after every hit can cause confusion for some players, and even more so for GMs who have multiple NPCs under their control. If this is becoming a pain, just get players to keep a tally of how many times they were Shaken or Wounded in a fight and apply the effects of armour damage when there's a lull in the action.

You can do the same for drug addiction rolls. After combat, get everyone to say what drugs they took and make a Vigour roll for each (not forgetting the +1 for soft drugs and +2 for medical ones).

This does mean characters will last longer in combat but also has the effect of meaning they are more likely to become addicted to drugs, as they may be suffering wound penalties and will likely have used up their Bennies during the fight.

Simplify

If in doubt, simplify. All the extra rules we've added are modular. You can generally scrap them without the game as a whole suffering.

Just be sure to check no player has bought an edge that modifies the scrapped rule, or that no race doesn't suddenly

become weaker because a racial advantage no longer applies (for example, if you scrap Stress you should give humans a free edge while if you scrap drug addiction, give Frothers one).

Listen To Your Players

...and then punish them! Well, maybe that's a little strong, but your players' responses can be a good gauge as to when you should use the Stress rules. If they whine at the helplessness of a situation: stress roll. If they comment that something's "unfair": stress roll. SLA's bureaucracy gets labelled "tedious" or "pointless": stress roll. No need to keep reminding yourself to use the stress rules when you can let the players do it for you.

The same can apply to Guts rolls. When players get squicky, so should their characters.

Keeping Things Moving

There's more to Savage Worlds than streamlined rules. While we've tried to trim down the pulp a little, Savage World's catchphrase – "Fast! Fun! Furious!" – works just great with SLA Industries. With all the toys available to SLA operatives, fights can provide fantastic, tactical enjoyment.

Take bennies. Not only do they give players extra options, they're a built-in failsafe for GMs. As long as players have a few left, you don't have to worry too much about the exact numbers of adversaries you throw at them. If it's a tough fight, they'll just have to spend a few bennies.

This can cause difficulties, of course. The World of Progress is not an empowering place and there are some times you'll want to slow the pace. In these cases, the mechanics are also your friend. Use Guts checks, Stress rolls, armour damage and cash flow to make players think twice about what they're doing.

And if that's not enough, don't forget the SLA GMs two secret weapons: Cloak Division and D-Notices.

Antagonists

Note: Where two damage values are given, the first is SWEX damage, the second is classic damage.

Faces of the Street

Mort Civilian

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D4, Vigour D4

Skills: Fighting D4, Guts D4, Streetwise D6, Knowledge (Hobby) D6

Pace: 6 **Parry:** 4 **Toughness:** 4 **Charisma:** 0

Gear: Civilian weapons, Personal affects.

Ganger

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D6, Guts D6, Shooting D6, Streetwise D6, Intimidation D4.

Pace: 6 **Parry:** 5 **Toughness:** 5 **Charisma:** 0

Gear: Civilian, DarkNight and Black Market weapons. Gang Colours.

Notes: Customize according to gang: Add 1 die-type to a skill or gain a new skill at D6. Add another new skill D4.

Cybertramp

Attributes: Agility D4, Smarts D6, Spirit D4, Strength D6, Vigour D6

Skills: Fighting D4, Stealth D4, Streetwise D6, Tech D6

Pace: 6 **Toughness:** 5 **Parry:** 4

Gear: Rags, batteries and malfunctioning cyberwear

Copycat Killer

Attributes: Agility D6, Smarts D6, Spirit D4, Strength D6, Vigour D6

Skills: Fighting D4, Guts D6

Pace: 6 **Parry:** 4 **Toughness:** 5 **Charisma:** 0

Gear: Makeshift weapon and costume.

Serial Killer

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D6, Vigour D8

Skills: Fighting D6, Guts D8, Athletics D4, Shooting D4, Intimidation D6, Stealth D4, Streetwise D6, Survival D4.

Edges: Lucky, Trademark Weapon

Hindrances: Delusion (Major), Wanted (Major)

Pace: 6 **Parry:** 5 **Toughness:** 6 **Charisma:** -2

Gear: Various weapons.

Notes: Wild card.

Monarch Law Enforcement Officer

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D6, Guts D6, Shooting D4, Streetwise D6, Notice D4.

Pace: 6 **Parry:** 5 **Toughness:** 5 (6) **Charisma:** 0

Gear: CAF firearms, Striker Armour (+1), Baton (as club).

Prop

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigour D6

Skills: Fighting D6, Guts D8, Intimidation D6, Shooting D6, Notice D4, Stealth D4, Streetwise D8

Pace: 6 **Parry:** 5 **Toughness:** 5 **Charisma:** 0

Gear: DarkNight and Black Market SLA weapons and armour.

Notes: Increase Shooting or Fighting to D8

Experienced Prop

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D8, Vigour D6

Skills: Fighting D8, Guts D8, Shooting D8, Intimidation D8, Notice D6, Stealth D4, Streetwise D8

Edges: Trademark Weapon, Marksman or Signature Move

Pace: 6 **Parry:** 5 **Toughness:** 5 **Charisma:** 0

Gear: DarkNight and Black Market SLA weapons and armour.

Notes: Increase Shooting or Fighting to D10

SLA Maintenance Worker

SCL: 11

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D4, Guts D6, Notice D4, Tech D6, Streetwise D6, Survival D6. Shooting D4

Pace: 6 **Parry:** 4 **Toughness:** 5 (8) **Charisma:** 0

Gear: CAF weapons, SLA Blade, Worker Gear (+3), Breathing Gear, Lamp, Tools.

ThirdEye Journalist/Camera Operator

(Employee)

SCL: 11

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D4, Guts D6, Knowledge (Media) D6, Notice D8, Persuasion D6, Tech D6, Streetwise D6, Shooting D4

Pace: 6 **Parry:** 4 **Toughness:** 5 **Charisma:** 0

Gear: Recording gear, CAF pistol, attitude

Feral Ebon - Survivor

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigour D6

Skills: Formulae D8, Fighting D8, Shooting D6, Athletics D6, Guts D6, Knowledge Glyphs (D6), Intimidation D6, Notice D6, Persuasion D6, Streetwise D8, Taunt D6,

Pace: 6 **Parry:** 6 **Toughness:** 5 (8)

Flux: 15

Edges: Flux Battery, Level-Headed, Affinity Training (Blast, Enchantment, Senses)

Hindrances: Wanted (Minor), Delusion (Minor)

Glyphs: Bolt, Blast, Boost Trait, Mind Block, Speed, Stun or Fear.

Equipment: Deck of illegal glyph cards, Concealed DarkNight Flak Vest (+3), DN-74 Auto-Pistol, 2 x clips 10mm ammunition, knife, Boopa auto-injector with 4 x KickStart (or DarkNight equivalent)

Notes: Wild Card (Seasoned)

Feral Ebon - Urban Warlock

Attributes: Agility D8, Smarts D10, Spirit D6, Strength D8, Vigour D8

Skills: Formulae D10, Fighting D10, Shooting D8, Streetwise D10, Persuasion D6, Athletics D6, Guts D10, Intimidation D8, Taunt D6, Notice D10, Knowledge (Glyphs) D8

Pace: 6 **Parry:** 7 **Toughness:** 6 (15)

Flux: 20 (Add Flux Gems to taste)

Edges: Flux Battery, Level-Headed, Connections, Hard to Kill, Blaster, Master Blaster, Ebb-Backlash, Deathsuit Bond (Light), Deathsuit Bond (Medium), Affinity Training (Blast, Enchantment, Senses, Red/Blue Thermal, Protect, One more), Affinity Focus (Senses, Blast, One more)

Hindrances: Wanted (Major), Delusion (Major)

Glyphs: Armour or Deflection, Bolt, Boost Trait, Blast, Burst, Charge, Fear, Heal Deathsuit, Ice Blade, Lower Trait, Mind Block, Physical Manipulation, Speed, Stun, plus two more

Equipment: A captured Deathsuit from KIA Ebon Operative with all necessary science friction items installed (+10), DN80 SMG, 2 x clips 10mm HEAP, 1 x clip 10mm HP, powered hand weapon, two x Boopa auto-injectors with 4 x KickStart, 2 x Rush, 2 x Blaze UV, 7 x stabs White Noise, influential patron

Notes: Wild Card (Heroic)

Urban Monsters

Cannibal

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D6, Vigour D8

Skills: Fighting D6, Athletics D6, Intimidation D6, Notice D4, Stealth D6, Survival D8, Throwing D6

Pace: 6 **Parry:** 5 **Toughness:** 6

Gear: Rags, Improvised Weapons

Cannibal Matriarch

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigour D6

Skills: Fighting D6, Healing D6, Notice D6, Persuasion D6, Stealth D4, Survival D8, Taunt D6

Pace: 6 **Parry:** 5 **Toughness:** 5

Special Abilities:

- Command

Gear: Wildcard

Carnivorous Pig

Attributes: Agility D6, Smarts D4 (Animal), Spirit D8, Strength D10, Vigour D8

Skills: Fighting D6, Guts D10, Notice D6, Survival D6, Athletics D4

Pace: 8 **Parry:** 5 **Toughness:** 6 (9)

Special Abilities:

- Low-Light Vision

- Natural Weapons: Jaws (+D6/+2), Trotters (+D4/+1)

- Frenzy

- Sunlight Sensitive

- Armour: Tough Hide (+3)

- Sharp Senses (+2 Notice and Survival when smelling or hearing are involved)

Notes: Pigs often run in herds of 10-20

Lesser Carrien

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D8, Vigour D8

Skills: Fighting D6, Athletics D4, Stealth D4, Notice D4, Guts D6, Survival D6

Pace: 9 **Parry:** 5 **Toughness:** 6 (10)

Special Abilities:

- Low-Light Vision

- Claws (+D4/+1)

- Sunlight Sensitive

Gear: Club, Exoskeleton (+4)

Greater Carrien

Attributes: Agility D10, Smarts D4, Spirit D8, Strength D12, Vigour D10

Skills: Fighting D8, Athletics D4, Stealth D4, Notice D6, Guts D8, Intimidate D6, Survival D6

Pace: 9 **Parry:** 6 **Toughness:** 7 (11)

Special Abilities:

- Low-Light Vision

- Claws (+D4/+1)

- Large (Size +1)

- Command edge

- Sunlight Sensitive

- Hardy

- Crushing Blow (all Fighting attacks have AD+1)

Gear: Club, Exoskeleton (+4) and more advanced weapons on occasion.

Notes: Sometimes a Wild Card.

Greater Carrien Alpha

Attributes: Agility D10, Smarts D6, Spirit D10, Strength D12+4, Vigour D12+2

Skills: Fighting D12, Athletics D8, Stealth D4, Notice D8, Guts D10, Intimidate D12, Survival D6

Pace: 9 **Parry:** 10 **Toughness:** 9 (13)

Special Abilities:

- Low-Light Vision
- Claws (+D4/+1)
- Large (Size +1)
- Command edge
- Sunlight Sensitive
- Hardy
- Improved Crushing Blow (All Fighting attacks have AD+1 and armour is damaged on every hit not just when enemies are Shaken/Wounded)

Gear: Club, Exoskeleton (+4). The best weapons owned by his nest.

Notes: Wild Card

Mutant Carrien

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D12+2, Vigour D10

Skills: Fighting D8, Athletics D4, Guts D10

Pace: 8 **Parry:** 6 **Toughness:** 7

Special Abilities:

- Low-Light Vision
- Claws (+D4/+1)
- Large (Size +1)
- Berserk
- Sunlight Sensitive
- Hardy

Notes: Customize to simulate mutations

Advanced Carrien

Attributes: Agility D8, Smarts D8, Spirit D6, Strength D8, Vigour D8

Skills: Fighting D8, Shooting D6, Athletics D4, Stealth D6, Notice D8, Guts D6, Streetwise D4, Survival D6

Pace: 9 **Parry:** 6 **Toughness:** 6 (10)

Special Abilities:

- Low-Light Vision
- Claws (+D4/+1)
- Sunlight Sensitive
- Evaluate Opponent
- Dirty Fighter (+2 to tricks)

Gear: Knife, Scavenged Firearm, Exoskeleton (+4)

Deepdweller

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D6, Vigour D8

Skills: Athletics D6, Fighting D6, Survival D8, Notice D10, Streetwise D6

Pace: 8 (Run D10) **Parry:** 5 **Toughness:** 5

Special Abilities:

- Natural Weapons: Claws & Jaws (+D4/+1)
- Fleet-Footed
- Frenzy
- Infravision
- Sunlight Sensitive
- Wall-Walking

Sunlight Sensitive

Some creatures have evolved so long in the depths of Lower Downtown, the sewers and other dark places that they can no longer function under even Mort's weak sunlight.

They are automatically fatigued while exposed to sunlight or artificial lighting (-1 to all rolls). Especially bright artificial lighting increases this penalty to -2.

Additionally, the Sunlight Sensitive denizens of Mort are at -2 when resisting the effects of blast/concussion grenades.



Ex-War Criminal

Attributes: Agility D12+2, Smarts D6, Spirit D10, Strength D12 (D12+2 with Armour), Vigour D10

Skills: Fighting D12, Shooting D12, Athletics D10, Drive D8, Guts D10, Intimidation D10, Healing D6, Notice D6, Stealth D10, Streetwise D4, Survival D6, Tech D6, Throwing D10

Edges: Ambidextrous, Alertness, Rock & Roll!, Marksman, Trademark Weapon (FEN24)

Hindrances: Drug Addiction (KickStart), Drug Addiction (Ultraviolence), Delusion (Major), Overconfident

Pace: 6 **Parry:** 8 **Toughness:** 7 (23) **Charisma:** -2

Gear: Custom Warworld Crackshot Armour (+16, Personal Fit, Improved Durability, Improved Exo-Skeleton), FEN24 Warmonger and FEN 25(04) with IR/UV sights, laser painter and recoil baffling, Custom War-World Issue Vibrosabre (+5 Damage, 3 AP, +1 AD, Heavy), SLA Blade, Combination IR/UV goggles, Lots of ammo and drugs.

Biogenetics: Oyanas Brand Eyes, Sinewbrace, Brace Tendons, Sinewshock, Shock Tendons, Advanced Shell Augmentation

Notes: Wildcard

Feral DAC

Attributes: Agility D8, Smarts D6 (Animal), Spirit D6, Strength D6, Vigour D6

Skills: Fighting D6, Guts D6, Notice D10

Pace: 8 **Parry:** 5 **Toughness:** 4

Special Abilities:

- Bite (+D4/+1)
- Fleet Footed
- Go for the Throat
- Size -1

Giant Rat

Attributes: Agility D6, Smarts D4 (Animal), Spirit D8, Strength D6, Vigour D6

Skills: Fighting D6, Guts D4, Notice D8

Pace: 6 **Parry:** 5 **Toughness:** 5

Special Abilities:

- Claws and Teeth (+D4/+1)
- Infectious (If damage is taken, roll Vigour. On a failure, victim becomes Exhausted after D10 minutes, lasting until medical treatment received)

Manchine

Attributes: Agility D12, Smarts D6, Spirit D10, Strength D12+2, Vigour D12

Skills: Fighting D12, Shooting D6, Athletics D8, Intimidation D8, Knowledge (Torture) D10, Notice D10, Stealth D8, Throwing D8

Pace: 8 **Parry:** 8 **Toughness:** 9 (18)

Special Abilities:

- Construct
- Fearless
- Multiple Arms (Second Fighting attack at no multi-action penalty)
- Natural weapons: Claws (+D6/+2, AP1)
- Night sight (UV)
- Fear: "Hi! I'm a robot and I'm wearing your skin." (-2)
- Large (Size +1)
- Gear:** Integral Armour (+9), Integral Vibrosabres x2 (+D6+3/+5, AP3, Heavy)
- Notes:** Probably a Wild Card, too. Urk.

Alpha Manchine

Attributes: Agility D10, Smarts D12, Spirit D12, Strength D12+10, Vigour D12+10

Skills: Fighting D12, Athletics D12, Healing D10, Intimidation D12, Knowledge (Torture) D12, Notice D10, Tech D10, Throwing D8, Shooting D6, Stealth D8

Pace: 10 (Run D12) **Parry:** 10 **Toughness:** 15 (32, Heavy)

Special Abilities:

- Construct
- Fearless
- Multiple Arms + Improved Frenzy (two extra Fighting attacks at no multi-action penalty)
- Natural weapons: Claws (+D6/+2, AP1)
- Night sight (UV)
- Fear: "Hi! I'm a *VERY BIG* robot and I'm wearing your skin." (-4)
- Rend (can tear off limbs, see edge)
- Size +2
- Gear:** Integral Armour (+15, Heavy), Integral Vibrosabres x2 (+D6+3/+5, AP3, Heavy)
- Notes:** Wild Card. The most powerful robotic bodies fitted with the brains of Digger's most loyal lieutenants. And just think – terrifying though they are, they're still nothing compared to Digger. Still want to take that BPN in Salvation Tower?

Mort Rat Swarm

Attributes: Agility D10, Smarts D4 (Animal), Spirit D12, Strength D8, Vigour D10

Skills: Notice D6,

Pace: 8 **Parry:** 4 **Toughness:** 7

Special Abilities:

- Bite (2D4 damage to everyone on medium burst template)
- Split (divides into 2 small burst templates if "killed", each doing D6 damage)
- Swarm (immune to cutting and piercing weapons)
- Infectious (If damage taken, roll Vigour. On a failure, victim becomes Exhausted after D10 minutes, lasting until medical treatment received)

Mort Roach Swarm

Attributes: Agility D10, Smarts -, Spirit D10, Strength D6, Vigour D8

Skills: Notice D6.

Pace: 10 **Parry:** 4 **Toughness:** 6

Special Abilities:

- Bite (D6 to everyone on large burst template)
- Swarm (immune to cutting and piercing weapons)
- Infectious (If damage taken, roll Vigour. On a failure, victim becomes Exhausted after D10 minutes, lasting until medical treatment received)

Sector Mutants

Attributes: Agility D4, Smarts D4, Spirit D8, Strength D10, Vigour D8

Skills: Fighting D8, Survival D8, Notice D4, Streetwise D4

Pace: 5 **Parry:** 6 **Toughness:** 6 (8)

Special Abilities:

- Armour: Cancerous Hide (+2)
- Claws and Teeth (D4/+1)
- Fear
- Hardy
- Infectious (If damage is taken, roll Vigour. On a failure, victim becomes Exhausted after D10 minutes, lasting until medical treatment received)

Gear: Improvised Weapons

Sewergator

Attributes: Agility D6, Smarts D4 (Animal), Spirit D6, Strength D12+4, Vigour D12

Skills: Fighting D10, Guts D6, Notice D6, Athletics D6.

Pace: 4 **Parry:** 6 **Toughness:** 12 (16)

Special Abilities:

- Bite (+D8/+3)
- Armour (+4)
- Aquatic
- Fear
- Hardy
- Huge (Size +4)
- Rollover

Scav

Attributes: Agility D10, Smarts D6, Spirit D10, Strength D12+2, Vigour D12+2

Skills: Fighting D12, Athletics D8, Drive D6, Intimidation D8, Notice D10, Pilot D6, Tech D10, Throwing D6, Shooting D10, Stealth D8, Survival D8

Pace: 6 **Parry:** 8 **Toughness:** 9 (20)

Edges: Evaluate Opponent, Frenzy, Grudge (SLA Operatives), Marksman, Mr. Fixit, Rock & Roll, Strong Willed

Special Abilities:

- Prometheus Gene
- Natural weapons: Claws (+D6/+2, AP1)

- Large (Size +1)

Gear: Respirator, Modified DN100 Power Armour (+11), Scavenged power weapon and firearm

Notes: Speaks in 'military' sign language

Scav Leader

Attributes: Agility D10, Smarts D8, Spirit D10, Strength D12+4, Vigour D12+4

Skills: Fighting D12, Athletics D8, Drive D6, Intimidation D10, Notice D10, Pilot D6, Tech D10, Throwing D8, Shooting D12, Stealth D10, Survival D12

Pace: 6 **Parry:** 8 **Toughness:** 10 (21)

Edges: Evaluate Opponent, Dodge, Improved Frenzy, Grudge (SLA Operatives), Level Headed, Marksman, Mr. Fixit, Rock & Roll, Strong Willed

Special Abilities:

- Prometheus Gene
- Natural weapons: Claws (+D6/+2, AP1)
- Large (Size +1)

Gear: Respirator, Modified DN100 Power Armour (+11), Scavenged power weapon and firearm

Notes: Wild Card. Speaks in 'military' sign language.

Executive Monsters

All have Stormer Package hindrances.

Domino Dog 23

Attributes: Agility D12, Smarts D4 (Animal), Spirit D10, Strength D10, Vigour D10

Skills: Athletics D10, Notice D10, Stealth D6, Fighting D8, Guts D10

Pace: 10 **Toughness:** 7 (11) **Parry:** 6

Special Abilities:

- Fleet-footed
- Bite and Claws (+D6/+2)
- Frenzy
- Armour (+4)
- Go for the Throat

Low Wave 114

Attributes: Agility D4, Smarts D4, Spirit D4, Strength D12+8, Vigour D10

Skills: Notice D4, Guts D6

Pace: 2 **Toughness:** 10 **Parry:** 2

Special Abilities:

- Brawny
- Enormous (Size +3)
- Night sight

Gator 330 Security Stormer

Attributes: Agility D8, Smarts D4, Spirit D8, Strength D10, Vigour D8

Skills: Guts D8, Fighting D8, Stealth D8, Notice D8

Pace: 5 **Toughness:** 5 (7) **Parry:** 6

Special Abilities:

- Small (Size-1)
- Go for the Throat
- Lock and Hold (Bear Hug)
- Infravision
- Armour +2
- Bite (+D6/+2)

The Thin Green Line: SHIVERS

Standard SHIVER

SCL: 11

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigour D8

Skills: Fighting D6, Shooting D6, Guts D6, Drive D6, Notice D4, Streetwise D6

Pace: 6 **Parry:** 5 **Toughness:** 6 (10) **Charisma:** 0

Gear: Browbeater Rifle, Body 'Blocker' Armour (+4), SLA Blade.

Dispersal SHIVER

SCL: 11

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigour D8

Skills: Fighting D8, Shooting D6, Guts D8, Intimidate D4, Notice D4, Streetwise D4

Pace: 6 **Parry:** 6 **Toughness:** 6 (12) **Charisma:** 0

Gear: Dispersal Browbeater, PP8 Exo Armour (+6), Retractable shield, Pacifier Baton, Back mounted Smoke Grenade dispenser

SCAF Pilot

SCL: 11

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D6, Vigour D6

Skills: Fighting D4, Shooting D6, Guts D6, Drive D6, Pilot D6, Notice D6, Streetwise D6

Pace: 6 **Parry:** 4 **Toughness:** 5 (8) **Charisma:** 0

Gear: Mini-Browbeater, custom Body 'Blocker' (+3), SLA Blade, SCAF Bike

Fire SHIVER

SCL: 11

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigour D8

Skills: Fighting D6, Shooting D4, Guts D8, Drive D6, Notice D4, Streetwise D6

Pace: 6 **Parry:** 5 **Toughness:** 6 (10) **Charisma:** 0

Gear: Fire axe, Fire/heat-proof Body 'Blocker' armour (+4), Breathing Gear, SLA Blade

Paramedic SHIVER

SCL: 11

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D4, Guts D6, Healing D6, Notice D6, Streetwise D4

Pace: 6 **Parry:** 5 **Toughness:** 5 (9, 10 on head) **Charisma:** 0

Gear: Boopa Medical Helm, Medikit, Body 'Blocker' armour (+5), SLA Blade

Enforcer SHIVER

SCL: [D-Notice]

Attributes: Agility D10, Smarts D6, Spirit D8, Strength D10 (D12+1 with Armour), Vigour D10

Skills: Fighting D10, Shooting D10, Guts D8, Intimidate D8+2, Notice D6, Streetwise D6

Edges: Iron Willed

Pace: 6 **Parry:** 6 **Toughness:** 7 (13) **Charisma:** -2

Biogenetics: Sinewbrace, Brace Tendons, Sinewshock, Shock Tendons, Advanced Shell Augmentation

Gear: Custom PP8 Exo Armour (Improved Exo-Skeleton) (+6), Pacifier Baton, Browbeater Rifle, BLA 046 'Blitzer', 3 x clips 12.7mm HEAP

Notes: Probably Wildcard (Seasoned – 30XP)

SLA Special Operatives

DarkFinder

SCL: [D-Notice]

Attributes: Agility D12+2, Smarts D6, Spirit D8, Strength D12 (D12+2 with Armour), Vigour D10

Skills: Fighting D12, Shooting D12, Notice D10, Stealth D10, Guts D12, Healing D6, Intimidation D12, Tech D8, Streetwise D8, Survival D6, Athletics D10

Edges: Operative Training Package, Alertness, Fleet of Foot, Nerves of Steel, Quick Draw, Iron Willed

Hindrances: Finance Chip, Vow (Serve Mr. Slayer), Arrogant

Pace: 8 **Parry:** 8 **Toughness:** 10 (18) **Charisma:** 0

Gear: Custom PP10 HARD Armour (+8, Improved Durability, Improved Exo-Skeleton), BLA 046M 'Blitzer', Vibrosabre, SLA Blade, Lots of 12mm HEAP and HESH, ECM Suit

Biogenetics: Oyanas Brand Eyes, Sinewbrace, Brace Tendons, Sinewshock, Shock Tendons, Advanced Shell Augmentation

Notes: Wildcard (Veteran – 40XP)

Internal Affairs Investigator

SCL: [D-Notice]

Attributes: Agility D6, Smarts D10, Spirit D10, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D6, Bureaucracy D10+2, Notice D10+2, Guts D8, Intimidation D10+2, Knowledge (SLA) D10, Knowledge (Soft Companies) D10, Stealth D6, Streetwise D4+2, Survival D4, Tech D4

Edges: Stable Mind, Lucky, Investigation & Interrogation Training Package, Strong Willed, Alertness, Level Headed, Charismatic

Hindrances: Finance Chip, Cautious

Pace: 6 **Parry:** 5 **Toughness:** 5 (10, except head) **Charisma:** +2

Gear: Worksmart Tailored Armour (+4), BLA 046M 'Blitzer', SLA Blade, 1 x clip 12.7mm HEAP, 1 x clip 12.7mm HESH, Oyster laptop

Notes: Wildcard (Heroic – 60 XP)

Cloak Division Enforcer

SCL: [D-Notice]

Attributes: Agility D12+1, Smarts D6, Spirit D8, Strength D12 (D12+2 with Armour), Vigour D10

Skills: Fighting D10, Shooting D12, Bureaucracy D6, Driving D6, Guts D8+2, Intimidation D8, Knowledge (SLA) D6, Knowledge (Soft Companies) D6, Notice D6, Stealth D4, Tech D4, Throwing D8

Edges: Stable Mind, Lucky, Death Squad Training Package, Quick, Grudge (SLA Traitors), Rock & Roll!, Evaluate Opponent, Dodge, Improved Dodge

Hindrances: Finance Chip, Bloodthirsty

Pace: 6 **Parry:** 7 **Toughness:** 7 (17) **Charisma:** 0

Biogenetics: Sinewbrace, Brace Tendons, Sinewshock, Shock Tendons, Advanced Shell Augmentation

Gear: Custom PP100 Crackshot Armour (+10, Improved Durability, Improved Exo-Skeleton), MAL Assault Cannon inc. Laser Painter, IR Lamp & Waldo, 3 x clips 12.7mm HEAP, 3 x clips 12.7mm HESH, BLA 046M 'Blitzer', 1 x clip 12.7mm HEAP, 1 x clip 12.7mm HESH, Custom ITB Mutilator (Damage D4+6, AP 2, AD 2, Heavy), SLA Blade, Boopa Auto-Injector with 4 x Karma KS, 2 x Stabs Blaze UV, ECM Suit, Motion Scanner, IR/UV Goggles, 3 x DA 101 BLIND Smoke Grenades, 3 x DA 71 Blast/Concussion Grenades

Notes: Wildcard (Legendary – 100 XP)

SLA Operatives

Ak, Chagrin

SCL: 10

Attributes: Agility D8, Smarts D4, Spirit D4, Strength D12+1, Vigour D12

Skills: Athletics D8, Driving D4, Fighting D12, Guts D12, Intimidation D6, Notice D4, Shooting D4, Streetwise D4, Taunt D4

Edges: : Hittin Stuf (Strike Squad) Training Package, Hardy, Prometheus Gene, Natural Weapons (Now D6+2/+4, AP2), Berserk

Hindrances: Dumb, Shallow, Corporate Puppet, Drug Addict (Rush), Finance Chip

Pace: 6 **Parry:** 8 **Toughness:** 8 (12, 13 head) **Charisma:** +4

Gear: FEN 603, 2 clips standard ammo, 1 clip HEAP, Body Blocker Armour, Rush x 10, Karma KickStart x 3, KickStart Solo x 2, Boopa Auto-Injector

Biogenetics: Maul, Claw and Teeth Enhancement x2, Shell Augmentation - Head

Notes: Wildcard (Starting Character), Instructions: Add Rush, point in direction of enemy, back slowly away

Chip McCain, Frother

SCL: 10

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D8, Vigour D8

Skills: Fighting D10, Shooting D6, Athletics D6, Guts D8, Intimidate D6, Notice D4, Streetwise D6, Survival D4

Edges: Wired At Birth, Kick Murder Training Package, Berserk

Hindrances: Vow - The Clan, Quirk - Clan Colours, Addict (UV), Overconfident

Pace: 6 **Parry:** 7 (8) **Toughness:** 6 (11/13 with shield) **Charisma:** 0

Gear: Vibrosabre (inc. ancient brass custom surface), Seraphim Defender (inc. brass and leather 'Highlander' target shield custom surface), FEN 603 inc. scope, 2 x clips 10mm standard, 1 x clip 10mm HESH, PP7 Exo armour, Magholds, IR Goggles, 2 x Boopa auto-injector loaded with 2 x Barezark, 2 x Rush, 3 x UV, 1 x KickStart Solo, 2 x KickStart+

Notes: Wildcard (Starting Character)

Unveiler, Newly 'Awakened' Necanthrope

SCL: 8A

Attributes: Agility D6, Smarts D8, Spirit D12, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D6, Bureaucracy D6, Formulae D12, Guts D6, Knowledge (Glyphs) D6, Notice D8, Persuasion D4, Stealth D6, Streetwise D4, Taunt D8

Edges: Ebb Control (Ab), Self-Aware, Kick Murder Training Package, Affinity Training x2, Affinity Focus (Illumination, Senses), Deathsuit Bond (Light), Deathsuit Bond (Moderate), Ebb Backlash, Enlightenment, Interdermalise Deathsuit, New Glyphs x2, Necanthrope

Hindrances: Code of Honour (Major), Quirk - Gloats (Minor), Cautious (Minor, Necanthrope), Anaemic (Minor, Necanthrope)

Affinities: Illumination, Protect, Reality Folding, Senses, Gore Cannon

Glyphs: Armour, Deflection, Fear, Mind Block, Obscure, Quickness, Teleport, Wall Walk, Gore Cannon Attack

Flux: 30 (+3 in Flux Gem)

Pace: 6 **Parry:** 5 **Toughness:** 6 (14) **Charisma:** 0

Gear: Deathsuit (+8), Gore Cannon, Illumination Gem, Jade Probe, Vector Box, Eternal Flux Gem Matrix (3 Flux), FEN 603 with Silencer, Flash Suppressor and Scope, 2 x clips HEAP, 4 x Hotline, 2 x Boopa Drug Injectors loaded with 4 x KickStart+, 2 x KickStart Solo, 2 x Blaze UV, IR/UV Goggles, 4 x stabs of Drum

Notes: Wildcard (Heroic: 75 XP). Regains 2 Flux/hour. Unveiler is still adjusting to her new position in life. She prowls Mort's shadows seeking knowledge, power and maybe even allies with which to safeguard her position among her new race.

Cabal, Necanthrope

SCL: 7B

Attributes: Agility D8, Smarts D8, Spirit D12, Strength D6, Vigour D8

Skills: Fighting D8, Shooting D6, Bureaucracy D4, Formulae D12, Guts D10, Intimidation D8, Notice D8, Persuasion D4, Stealth D10, Streetwise D4, Survival D8, Throwing D6

Edges: Ebb Control (Ab), Kick Murder Training Package, Affinity Training x2, Affinity Focus (Blast, Protect), Affinity Mastery (Blast, Protect), Blaster, Master Blaster, Death-suit Bond (Light, Moderate, Heavy, Super), Interdermalise Deathsuit, Living Suit, New Glyphs x2, Necanthrope, Sentient Gore Cannon

Hindrances: Bloodthirsty (Major), Habit - Drools (Minor, Necanthrope), Delusional - Sees Ebons and Brain Wasters as children (Minor, Necanthrope)

Affinities: Blast, Protect, Reality Folding, Telekenesis, Gore Cannon

Glyphs: Armour, Bolt, Charge, Deflection, Entangle, Quickness, Teleport, Wall Walk, Gore Cannon Attack

Flux: 35 (+5 in Gore Cannon)

Pace: 6 **Parry:** 5 **Toughness:** 6 (18, Heavy) **Charisma:** -1

Gear: Deathsuit (+12, Fully Sealed, Heavy), Gore Cannon, Custom Vibrosabre with Stunner, Screamer (+1 Parry), Vibro Enhancement (Heavy) & GFX Gore-Effect Edge ('Blood-plume MegaGouter™'), Flintlock, Focus Gem, Vector Box, BLA 064 'Blitzer' with Silencer, Flash Suppressor, IR Scope, Laser Painter and 1 x Recoil Baffling, 2 x clips HEAP, 2 x clips HESH, 2 x Boopa Drug Injectors loaded with 6 x KickStart+, 1 x Rush, 1 x Blaze UV, IR/UV Goggles, 4 x stabs of Drum, 4 x DA 101 BLIND Smoke Grenades, 4 x DA 240 Riot Gas Grenades

Notes: Wildcard (Legendary: 100 XP). Regains 2 Flux/hour. Blast & Protect glyphs cost 2 less Flux and rolls are at +2. Bolt & Gore Cannon Attack are AP2 and use D8s. Gore cannon retaliates if Cabal is Shaken or surprised. Deathsuit acts to protect Cabal if Incapacitated (probably Teleporting or Wall-Walking to safety before using healing drugs). Be afraid.



DarkNight

DarkNight Civilian Convert

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D6, Guts D4, Stealth D4, Notice D4, Streetwise D6

Pace: 6 **Toughness:** 5 **Parry:** 5.

Gear: DarkNight and black market equipment

DarkNight Espionage Agent (Interceptor)

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigour D8

Skills: Fighting D8, Shooting D8, Guts D6, Drive D4, Notice D6, Survival D4, Stealth D6, Streetwise D6, Knowledge (Demolitions) D8

Pace: 6 **Toughness:** 6 **Parry:** 6

Edges: Hard to Kill, Lucky, Sewer Rat

Hindrances: Wanted (Major)

Gear: Custom DarkNight and black market equipment

Notes: Wild Card (Novice); customize to taste.

DarkNight Interceptor Veteran

Attributes: Agility D10, Smarts D6, Spirit D8, Strength D6, Vigour D8

Skills: Fighting D10, Shooting D12, Guts D8, Drive D4, Notice D6, Survival D4, Stealth D10, Streetwise D6, Knowledge (Demolitions) D8

Pace: 6 **Toughness:** 6 **Parry:** 7

Edges: Hard to Kill, Harder to Kill, Lucky, Marksman, No Mercy or Dodge, Sewer Rat

Hindrances: Wanted (Major)

Gear: Custom DarkNight and black market equipment

Notes: Wild Card (Veteran), never fights fair

DarkNight Representative (Black Marketeer)

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D6, Bureaucracy D6, Gambling D6, Guts D6, Drive D6, Notice D6, Persuasion D8, Stealth D6, Streetwise D8, two Knowledges D4

Pace: 6 **Toughness:** 5 **Parry:** 5

Edges: Connections, Rich

Hindrances: Wanted (Major)

Gear: Concealable DarkNight armour, firearms, illegal goods and lots of unis.

Thresher Inc.

Thresher Power Suit Pilot

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D6, Vigour D8

Skills: Fighting D8, Shooting D8, Guts D8, Pilot D8, Repair D6, Notice D6, Survival D4, Healing D4

Edges: Rock and Roll!, Hard to Kill, Hose 'Em Down or Dodge

Hindrances: Military Service

Pace: 6 **Parry:** 6 **Toughness:** 6 **Charisma:** 0

Gear: Thresher Firearms, Armour and spare suit of armour (+1)

Notes: Wildcard (Seasoned)

Thresher Power Suit Veteran

Attributes: Agility D12, Smarts D6, Spirit D10, Strength D8, Vigour D10

Skills: Fighting D8, Shooting D12, Guts D10, Pilot D10, Repair D6, Notice D8, Survival D4, Healing D4

Edges: Dead Shot, Luck, Improved Hose 'Em Down or Improved Dodge, Hard to Kill, Level Headed, Marksman, Rock & Roll!

Hindrances: Military Service

Pace: 6 **Parry:** 5 **Toughness:** 6 **Charisma:** 0

Gear: Thresher cannon, First Step or SARGE battle armour, spare suit of light armour (+1), DU ammo, grenades, the works.

Notes: Wild Card (Veteran)

Tex Trex

Vito Recon Drone (20000u)

Attributes: Agility D4, Strength D4, Vigour D4, Smarts -, Spirit D4.

Skills: Shooting D4, Stealth D4, Notice D4

Pace: 3 **Parry:** 2 **Toughness:** 4

Abilities:

- Construct

- Fearless

- Small (-2)

Gear: TT Machinegun (Calibre 5mm, ROF 5, RNG 12/24/48, Auto), Vid-camera, Ammo bin (200)

Buzzard Security Drone (25000u)

Attributes: Agility D6, Strength D4, Vigour D4, Smarts -, Spirit D4.

Skills: Guns D4, Stealth D4, Fighting D4, Notice D4.

Pace: 6 **Parry:** 4 **Toughness:** 4

Special Abilities:

- Construct

- Fearless

- Small (-2)

Gear: Integral Chainaxe, TT Machinegun (Calibre 5mm, ROF 5, RNG 12/24/48, Auto), Vid-camera, Ammo bin (200)

Scarab Espionage Drone (30000u)

Attributes: Agility D6, Strength D4, Vigour D4, Smarts -, Spirit D4.

Skills: Guns D6, Stealth D8, Athletics D4, Notice D6

Pace: 8 **Parry:** 2 **Toughness:** 4 (5)

Special Abilities:

- Construct

- Fearless

- Wall Walking

- Small (-2)

Gear: Integral TT Machinegun (Calibre 5mm, Clip 300, ROF 5, RNG 12/24/48, Auto), TT Shotgun (as Bullyboy 10-10), Stealth Systems (-4 to Notice), Self destruct system, Armour (+1), Nightsight, Vid-camera, Ammo bin x2 (100 10g/200 5mm)

Fritz Battle Drone (150000u)

Attributes: Agility D4, Strength D10, Vigour D10, Smarts-, Spirit D4.

Skills: Fighting D8, Shooting D8, Notice D4 .

Pace: 3 **Parry:** 6 **Toughness:** 9 (13)

Special Abilities:

- Construct

- Fearless

- Large +2.

Gear: Integral Armour (+4), TT Machinegun (Calibre 5mm, ROF 5, RNG 12/24/48, Auto), TT Auto Shotgun (as KPS Mangler), Power Drill (as Concrete Saw), Vid-camera, Ammo bins x2 (300 x 10g/200 x 5mm)

Appendix

The Contract Directory introduced a new playable race into SLA Industries: the Advanced Carrien. However, as they were a late addition to SLA Industries, not all GMs may wish their players to choose characters from the very race they're likely to spend a lot of their early careers slaughtering so we've kept them apart from the other races.

Advanced Carrien

Rising up from the scavenging packs of Lower Downtown and the Cannibal Sectors, the Advanced Carrien pose a riddle to Mort's other inhabitants. Their intelligence sets them apart from the kin that most see as nothing more than humanoid vermin, making them feared and hated by Mort's human population, for intelligence certainly doesn't equal civilisation. Equally, their intelligence makes them mistrusted by the Greater Carrien, who fear for their leadership, so the Advanced Carrien can no longer return to their packs.

It is SLA Industries that has welcomed them with open arms, allowing the Advanced Carriens to work as ops and Contract Killers - protecting and providing entertainment for the very people their relatives feast upon.

Agility	Smarts	Spirit	Strength	Vigour
D4	D6	D4	D4	D4

Long Limbed

Just like their less civilised kin, Advanced Carrien's long limbs allow them to cover ground fast.

They have a Pace of 9 but their running dice is still a D6.

Survivor

Advanced Carrien start with D6 in Stealth and Survival.

Play Dirty*

Fighting fair is for the weaklings and losers. The victorious know there are only three rules to combat: cheat, cheat and cheat again.

Advanced Carrien get a +1 bonus when using Smarts or Agility tricks. This stacks with the bonus from the Dirty Fighter edge from 50 Fathoms.

They also get +2 to any Tech or Survival roll made to set a trap.

Low-Light Vision*

Having evolved to thrive in Mort's dark lower levels, the Advanced Carrien ignores penalties for Dim and Dark conditions.

Natural Weapons*

The rasping talons of a Carrien do Strength +1 damage and the Carrien is never considered unarmed.

Sunlight Sensitive*

Even the pathetically weak rays of sunlight that manage to penetrate Mort's everpresent rainclouds make Carrien wince with their horrible brightness.

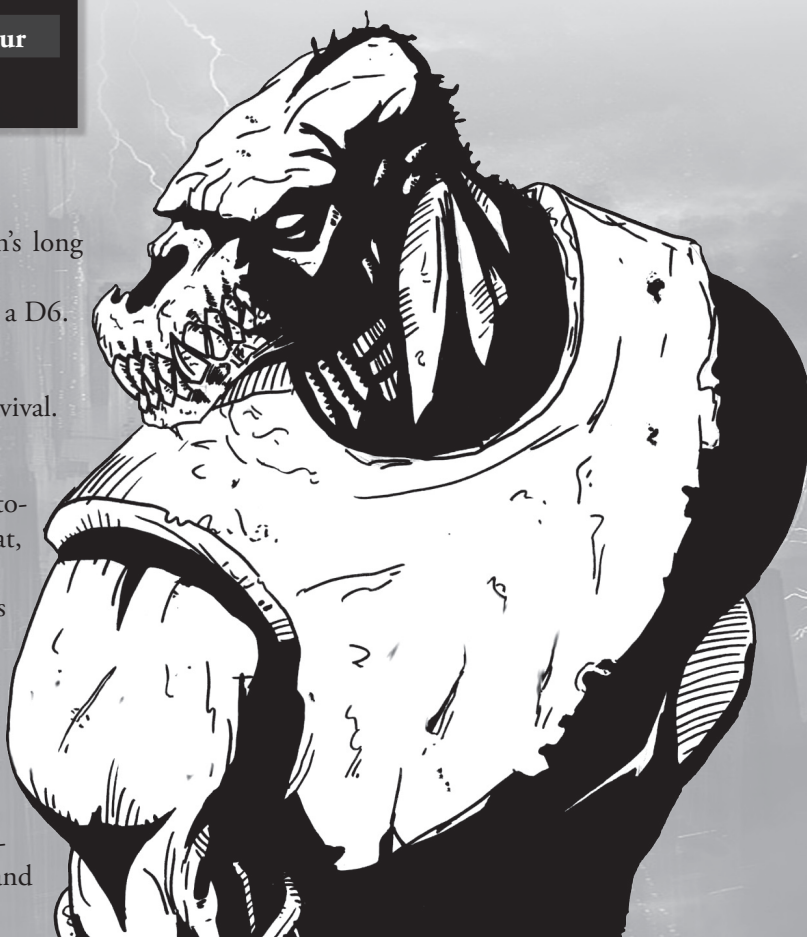
Advanced Carrien suffer a -1 penalty to all Trait rolls while exposed to sunlight or artificial lighting brighter than a desk lamp. Especially bright artificial lighting increases this to a -2 penalty. However, wearing a helmet with Anti-dazzle protection protects the Carrien from this penalty completely.

Additionally, they are at -2 when resisting the effects of blast/concussion grenades. If wearing an anti-dazzle helmet, this cancels out anti-dazzle's +2 bonus. The Carrien is still immune if his armour is Fully Enclosed as well.

Outsider*

Carriens are no longer like their own kind yet others still see them as vermin even when the Advanced Carrien works to protect them. And, of course, the cannibalism doesn't help.

They suffer a -4 Charisma penalty.



Stormer 720 - Grit

What better way to fight the monsters of the Cannibal Sectors than with a monster of SLA's own devising. The result of combining the best of Karma's biogenetic knowledge with the worst of SLA Industries' pragmatism, the Grit is a creation even those in power fear to acknowledge.

Agility	Smarts	Spirit	Strength	Vigour
D4	D4 (x2)	D4	D8 (D12+2)	D8 (D12+2)

Prometheus Gene*

Just like its brothers, the Malice and Chagrin, Karma gifted the Grit Stormer with genes that regenerate. Every fifth round the Stormer gets a free Vigour roll to remove a single wound they may have suffered. Once a day they may make a Vigour roll to remove a permanent wound.

Natural Weapons*

Grit Stormers have sharp teeth and retractable claws, they do Strength +2 damage. The Stormer is never considered unarmed.

Large*

Stormers are big. They get +1 size, giving them +1 Toughness and increasing their carrying capacity.

Low-Light Vision*

Designed to hunt and travel alone in the ruined, desolate Cannibal Sectors, the Grit has been gifted with the ability to see perfectly if even a slight light source is available.

They ignore penalties for dim and dark conditions.

Craggy Hide*

Mottled grey to provide camouflage in the Cannibal Sectors, the Grit's hide is also proof against blows that would slice straight through other Stormer variants.

The Grits hide provides +1 to Stealth rolls against suitable backdrops (most of the Cannibal Sectors, much of the sewers and lower levels of Downtown, too), provided the Grit remains motionless. This Stealth bonus is lost if the Grit wears clothing or coverings of any kind.

The hide also provides a +2 armour bonus. This bonus isn't degraded by armour damage nor does it stack with worn armour (take the better of the two bonuses).

Super Carnivore*

The Grit eats only meat. Vegetable matter provides no nutrition. However, any meat will do; no matter how rancid

or of what origin, the Grit will not be poisoned or contract diseases from its meals.

Memory Digestion*

The Grit's most interesting innovation is its ability to absorb the memories of those it has slain by the simple process of slurping up their still-warm brains.

On consumption of a brain, make a Smarts roll with a -1 penalty for every full minute the owner has been deceased. The GM should provide one pertinent memory for every success and raise.

Brain-Eating Monster*

What SLA's advertising departments label as 'off-message', most people simply call horrific. The usual claws, teeth and aggressive demeanor are joined in the Grit by low brows, rock-like skin and, worst of all, a tongue that reaches to its forehead and is designed for chasing out remnants from brain pans.

Unsurprisingly, the Grit Stormer suffers -4 Charisma.

On the upside, they may increase their Intimidation as if they had a Spirit trait of D12.

Penal Chip*

Every Grit is observed 24 hours a day for signs of deviancy or degeneration. At the slightest signs of unpredictability or untrustworthiness, a shaped charge inside their skull is remotely detonated, killing them instantly.

In addition, being fitted with a penal chip prevents a Grit Stormer from choosing the Finance Chip minor hindrance.

Secret Project

Because they have been sequestered away from other operatives, Grits have not been able to attend Meny. They do not get a free Training Package edge at character creation.

Stormer Edges & Hindrances

As with all your kind, your nature is both a blessing and a curse. You were created for a purpose, and while you are rarely matched when pursuing the tasks you were designed for, outside that purpose, you lack the knowledge, adaptability and freedom of the natural races.

Gain the Bred For War edge and the Clueless, Vat Grown and Corporate Puppet hindrances

Alternative Weapon Damage

An alternative close combat weapons table for those using Savage Worlds Revised damage rules.

Civilian Weapons

Weapon	Damage	Min. Str.	Weight	Notes
Knife (5u)	+1	—	1	—
Club/Baton/Baseball Bat (20u)	+2	—	2	—
Sword/Machete (10u)	+2	—	5	—
Sledgehammer (35u)	+3	D8	12	2H, Parry -1, AD+1
Fire Axe (30u)	+2	D6	8	Parry -1, AP1

Industrial Weapons

Weapon	Damage	Min. Str.	Weight	Notes
Power Pick (10c)	+2	D6	10	AP5, 2H, Parry -1
Carsonmade Industrial Nailer (50c)	+3	D8	25	AP3, 2H, Parry -1
Grissom Inc. Power Sander (115c)	+4	D6	25	2H, AD+1, Parry -1
Hardtek Arc Welder (175c)	2D8	D8	20	2H, AD+1, Parry -1
Hardtek Concrete Saw (215c)	+5	D10	25	2H, Heavy, Unwieldy (1 on Fighting die causes wielder to strike themselves)
Hi-Velocity Boom Hammer (175c)	+3 (+3D4)	D10	12	2H, Parry -2, two 10g shotgun shells fire at point-blank range on the first successful hit.

Operative Weapons

Weapon	Damage	Min. Str.	Weight	Notes
GASH 021070 Chain Axe (85c)	+5	D6	6	AP2, 2H, -1 Parry, AD+1, Heavy
GASH Pacifier Baton (80c)	+5	—	2	AD+1
DPB Vibrosabre (100c)	+4	—	3	AP2, Heavy
DPB Gash Fist (80c)	+4	—	2	AP2, Always Ready (Mounted on Wrist)
DPB Flick Scythe (120c)	+5	D6	5	AP3, 2H, -1 Parry, Reach 1, Heavy
MAC Knife (80c)	+4	—	1	AP1, Thrown, Silent, Unbreakable (Toughness 20 and only damaged by blunt attacks)
ITB Mutilator (85c)	+5	—	2	AD+1
MJL Power Disc (100c)	+4	—	1	AP2, Thrown
MJL Power Claymore (100c)	+6	D8	6	AP3, 2H, -1 Parry, Heavy
MJL Power Lochaber Axe (950c)	+7	D10	15	AP4, 2H, -2 Parry, Heavy
BOSH SLA Blade (2c)	+2	—	1	Thrown
ITB Jolt Glove (105c)	—	—	1	Stun (Roll Vigour, at -2 on raise, or Shaken). Effective vs. both electronic and biological targets.
Oscillating-Head Warhammer (40c)	+3	D8	8	2H, Parry -1, AD+2, Heavy
Frag Grenade Bolas (100c)	As grenade	—	2	Thrown (Range 6/12/24). Target cannot “dive for cover”.
Seraphim Defender (350c)	+2	—	12	Shield with ceramic-bladed edge
Seraphim Defender II (900c)	+3	—	15	Shield with chainsaw edge, AP2, AD+1

Key: AP: Armour Piercing, AD+X: does +X additional damage to armour

[illegible][illegible]

Notes: Soft drugs grant +1 to addiction and withdrawal rolls, medical drugs +2; combat drugs cause 2 fatigue levels in withdrawal, soft and medical drugs cause one level.

Contacts/Sponsors/Notes

Experience

○○○○○ ☐ 5

○○○○○ ☐ 10

○○○○○ ☐ 15

○○○○○ ☒ 20

○○○○○ ☐ 25

○○○○○ ☐ 30

○○○○○ ☐ 35

○○○○○ ☒ 40

○○○○○ ☐ 45

○○○○○ ☐ 50

○○○○○ ☐ 55

○○○○○ ☒ 60

○○○○○ ☐ 65

○○○○○ ☐ 70

○○○○○ ☐ 75

○○○○○ ☒ 80

○○○○○ ☐ 85

○○○○○ ☐ 90

○○○○○ ☐ 95

○○○○○ ☐ 100

○○○○○ ☐ 105

○○○○○ ☐ 110

○○○○○ ☐ 115

○○○○○ ☐ 120

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○○○○ □ 15	○○○○ □ 75	
○○○○ ■ 20	○○○○ ■ 80	
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○○○○ □ 45	○○○○ □ 105	
○○○○ □ 50	○○○○ □ 110	
○○○○ □ 55	○○○○ □ 115	
○○○○ ■ 60	○○○○ □ 120	

Deathsuit

Armour

+7

+8

+10

+12

+14

+

☐☐☐☐☐

_____/hr

Affinities

□ Illumination

Protect

☐ Reality Folding

□ Senses

☐ **Telekenesis**

☐ **Celrydreaahad**

Free Glyphs

Flux



Max

Glyphs

Sci-Fri?

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