

SLAINDUSTRIES.NET MONTHLY COLLECTION

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Pure Prophet. By E_V_I_L

A soft company focused on greed, revenge and psychoses within the walls of Mort City, but based within Cannibal Sector Three, the War Sector.

An organised, yet deranged mob of individuals constitute the "work-force" of Pure Prophet, which, at it's little black heart is a machine of madness, religious fanaticism and sadistic hate. Formed with the last 20 years by Dante Vet Sgt. Gregor McGurk (A Frother who wanted a tour of the War Worlds.) the "company" now seeks to amass it's profits and rival the other soft companies. The founder and CEO is quite deranged, an insomniac, and a master tactician, and has brought others like him into the fold, after he has made sure that they are not subversive spies and moles from other companies and nations. A total addict of several narcotics mainly Blaze UV, Bass and Personal Interest his live is now a degenerated drug fuelled parody of his life whilst on Dante.

The other founding members are Sgt McGurks chaplain from Dante, Rev. Mathers Du Baine, a zealot with an ego the size of a foldship, who advocates the material instead of the spiritual. And don't expect a wiry, easy-to-miss clergyman, as the Reverend stands over 7' tall now due to the vast amounts of exercise and combat drugs he has utilised to stay alive whilst administering last rites to the fallen on Dante. His skeletal structure and muscle mass have both increased in proportion, creating a massive human, rivalling most Malice Stormers for size and strength.

The only female to occupy a seat on the "Board", Alyssa, otherwise known as Twilight, is the Companies computer specialist and beneficiary of cybernetic enhancement, as well as studying the field herself, and being a quite accomplished surgeon. Twilight is the member responsible for the WDCA project, as well as creating or acquiring the Manchine base for the implementation of the first major project for the company.

The last major player within the "Board" is a mechanics genius, and mutant, named "Greaser". The origins of this man are totally unknown, and the being himself has no memories prior to appearing in the Cannibal Sector. This creature (Man Maybe) has a unique mutation, which is based around a highly prolific substance in the War Sector Oil. He

secretes the substance through his skin constantly, and is in constant pain because of it. It will not burn whilst on him, and it is not possible for Greaser to fall on his on secretions. Each member of the Board is as deranged as they get, each being motivated by emotions and thoughts far beyond the normal drives for respective members of their races.

Each one a lunatic too warped to be even allowed on the Circuit, no other Soft Company would touch them (And they have approached several.) and the Cannibals steer clear of them thinking that something is not quite right with them.

The truth of the matter, and the actual agenda of the Pure Prophet organisation is to bring the religious power on the side of a soft company to tear down SLA Industries, piece by piece. The Company has been putting this plan into action several ways, first and foremost is the WDCA (Wide Dispersal Control Automation) program, masterminded by Twilight. This piece of software is an Operating System / Offensive / Invasive virus that affects Manachines. Originally created to gather a few powerful shock troops within the Cannibal Sectors, this program has now run it's course, and has gone beyond it's own programming due to it's contact with one suspiciously powerful Manchine, dubbed "Mr. Whirr".

Mr. Whirr, due to a self-repair and technical diagnostic algorithm, has bonded (Infected) with several other minor Manachines it has encountered, creating an army of Manchine forms that Mr Whirr can inhabit and interchange parts between. Self-controlling limbs, weapons and sensors functional without the main body present or even nearby. Twilight does have a powerful hold on the WDCA program and of Mr Whirr, but occasionally the Manchine sends some of it's parts, or even a full Manchine form, through the walls to have some good old mechanised fun with the Mort locals.

PP has other highly ambitious plans in motion currently, including spiking Centrals and Suburbia's water supplies with vast amounts of psychotropic drugs. Also a large scale experiment of PP is that of the BASS (Behavioural Altering Subliminal Sonics) a mind altering, maddening noise that plays on the subconscious, and is not audible to humans, ebons and the other races of the WoP, besides a few powerful Necanthropes. This noise has gone largely unnoticed by the populace and has had only minimal success, but a Union are now attempting to track down the source of the subversion through the Cannibal Sectors, but as yet have not even come close to finding out the true purpose or location.

Karma Mods, by dUm

Again, more stuff from our homegrown system. I'm sure most of these exist in some form in Karma. These need the most converting from our system to SLA. Enjoy, dUm

Synth Muscles

The recipients' muscles have additional tissue implanted improving their Muscle stat by +1.

Synth Nerves

The recipients' nerves have additional tissue implanted improving their Agility stat by +1.

Synth Skin

The recipients' skin is strengthened with a ceramic compound, giving limited protection (+1 AR).

Synth Bones

The recipients' bones are strengthened with metallic compounds giving an increased resistance to damage (+1 AR).

Gills

The recipient gains a set of gills that filter out some gases and allow the recipient to breathe underwater.

Collapsible Lungs

The muscles in the recipients' lungs have been altered to allow the lung to shrink in size when under high atmospheric pressure. This allows the recipient to travel to greater depths underwater.

Nictitating Membrane

Each eye gains a 2nd transparent eyelid. It protects from industrial pollutants, sand etc and allows the recipient to see while underwater.

Peripheral Vision Display

A small clock is projected into the recipients' peripheral vision.

Shine Job

The cells of the recipients' eyes have been genetically modified to function best in low light conditions. In standard lighting they must wear sunglasses.

Long Focusing Eyes

The cells and muscles in the recipients' eyes have been altered to increase the range that they can focus to. The recipient can see further and in more detail than normal people, and they have a +1 to hit when firing at targets far away.

Drug Sacs

A small supply of drugs (5 vials) is integrated into the recipients' chest. The drug contained can either be Rush, Kick Start or Beat.

Adrenaline Booster

The recipient can control the release of a small supply of Adrenaline (5 vials) into his body.

Thyroid Booster

The recipients' thyroid gland is more productive and they have a greater metabolic rate. The recipient is faster than normal people but finds it hard to relax and must eat more food than normal. +1 Agl and +1 Actions.

Enhanced Senses

The cells in the recipients' sensory organs have been repositioned and increased, giving an overall enhancement to sensing (+2 to any detect roll involving that sense).

Subsonic Voice

The muscles in the recipients' vocal chords have been modified to allow them to speak in a subsonic voice (below human hearing).

Ultrasonic Voice

The muscles in the recipients' vocal chords have been modified to allow them to speak in an ultrasonic voice (above human hearing).

Echo Location

The recipients' vocal chords and eardrums have been modified to allow them to emit sonar pulses to locate objects.

Replacement Organ

An organ in the recipients' body can be replaced with a vat-grown one. The replacement organ is slightly more efficient and in many cases, the recipient can live comfortable with a single vat-grown replacement.

Metabolic Control System

The recipients' arm contains a small device that allows them to control their heart rate, lung capacity, adrenaline and other bodily fluids production etc.

Enhanced Liver

The recipients' liver is replaced by a super efficient, vat grown version. The recipient cannot become intoxicated and only takes half damage from poisons.

Enhanced Digestive Tract

The recipients' digestive tract is improved with specialised acids and bacteria, allowing the recipient to break down and gain sustenance from any organic material such as leather, bark, rotting fruit.

Enhanced Blood

The recipients' blood is improved, with more efficient red blood cells, capable of absorbing more oxygen, more efficient white blood cells, capable of fighting infections quicker, and more efficient platelets that coagulate over wounds quicker, reducing blood loss.

BioMonitor

The recipients' arm contains a small device that shows their blood pressure, heart rate, brain activity etc.

Implanted Headset Comms

The recipients' vocal chords are linked directory to a headset communications device implanted just behind the ear.

Implanted Personal Beacon

A personal homing beacon has been implanted into the recipients body and is designed to activate if the recipient is wounded or is knocked out.

Radio Link

The recipients' ear contains a small radio receiver that allows them to pick up radio signals.

Voice Replicator

The muscles in the recipients' vocal chords have been modified to allow them to speak in a wide variety of voices.

White Noise Scrambler/Jammer

The recipients' body emits a white noise signal, scrambling or jamming any signals within a 5 metre radius.

Synth Memory

The recipients memory is linked up to a dataslug recorder, allowing the recipient to record memories and access stored memories.

Chamo Skin

The recipients' skin is replaced with a synthetic coating, which contains millions of colour sensors and diodes. The sensors detect any pattern near the recipient and replicate the pattern on the skin. (-2 to AGL, +1 to any hiding attempts).

Melanin Control

The recipient of this bioware can control the pigmentation of their skin and, if dyes are injected into their blood, can dramatically alter their skin colour.

Tactile Boost

The number of nerve cells in the recipients' hands is doubled, increasing their sense of touch.

Pain Editor

The recipient can block out most forms of pain, and the feeling of heat or cold.

Breathalyser

The recipients' breath always smells minty fresh and can fool alcohol breath tests.

Gyro-Stabilizer

The organ in the recipients' ear that controls stability is replaced. The recipient never gets motion sickness or suffers from vertigo.

Enhanced Antibodies

The recipients' body contains a microcomputer with a catalogue of antibodies in it. When the computer detects an illness it immediately creates a batch of the relevant anti bodies. Healing times for illnesses and major body damage are halved.

Neural Bridge

A short piece of wire is implanted in the recipients' brain, joining both sides of their brain. This makes the recipient ambidextrous.

Programmed Reflexes

A series of basic actions have been chemically programmed into the recipient's brain. Making that action is a reflex rather than an action (+2 to any rolls for that action).

Synaptic Enhancer

The number of synapses in the recipients' neurons are doubled, giving the recipient faster responses and quicker memory access and storage. The recipient gains +1 Agl and +1 Int.

Neuro-Electrical Rod

A metallic rod has been inserted into the recipient's spine and is designed to absorb and direct electric

shocks away from the recipients vital organs.. If the recipient is hit by a electric shock, such as a tazer shock, there is a 50% chance that they shock will be absorbed and they will be fine.

Mnemonic Hippocampus

A dense group of highly concentrated brain cells are injected into the recipients' hippocampus area of their brain. These cells multiple and invade the recipients' brain, improving short term and long-term memory.

Tailored Pheromones

The recipients' body has been modified in order to release a set of specific pheromones designed to appeal to a given type of person (+2 to NPC reactions).

Chemical Sniffer

The cells in the recipients' nose have been enhanced and are connected to a small microcomputer. Most gasses can be instantly recognised.

Internal Air Supply

The recipient is able to close off external airways and recycle their internal oxygen supply for a short time. Maximum internal air supply duration is 15 minutes.

Webbed Joints

The skin between the recipients' joints is thinner and more malleable, allowing them to be webbed when underwater.

Salt Water Tolerance

The recipients' skin is more tolerant of the damaging effects of long exposure to salt water.

Localised Nanites

A series of small robots has been implanted in a specific location in the recipients' body. They are programmed to immediately repair damage to that area. Any wound that does up to 3 points of damage to that area can be ignored. Once given this bioware, the user must increase their silicon and iron intake.

Synth Teeth

The enamel in the recipients' teeth has been replaced with a titanium compound that lets them bite through small amounts of metal and softer materials with ease.

Ripper Nails

The recipients' nails have razor sharp metallic versions hidden underneath them. These metallic versions can be instinctively drawn and withdrawn like a cats claws, however, doing so causes the recipient 1 wound. The nails do Dmg 1d3+1, Pen 1, AD 0.

Sub-Dermal Pocket

The recipient has had a small pistol sized pocket created in either their thigh or torso. The pocket is covered in a self-sealing flap of skin.

New Advantages/Disadvantages, by dUm

These are the advantages and disadvantages that we use with our groups homegrown system. By default all advantages cost 10 points and disadvantages give back 10 points. Ranked adv/dis can go to a maximum of rank 3. Enjoy. dUm

Achilles Heel (Disadvantage)

The character has a major weakness that, if exploited, totally disables them. This disadvantage gives the player 30 points.

Addiction (Disadvantage)

The character is addicted to up to 3 substances. Each addiction is a single disadvantage.

Albino (Disadvantage)

The character is considered to be a freak thanks to their white hair and white eyes.

Allergy (Disadvantage)

The character is allergic to up to 3 substances or items. Each allergy is a single disadvantage.

Ambidextrous (Advantage)

The character is neither left nor right handed. This eliminates the off hand penalty. This advantage costs 30 points.

'Ard As Nails (Advantage)

The character is made of stern stuff and can ignore penalties for being wounded. This advantage costs 30 points.

Arrogant (Disadvantage)

The character is arrogant and easily offends people, -5% modifier to NPC reactions.

Art of Distraction (Advantage)

The character can distract people with ease, possibly by clicking fingers, whispering. When using this advantage, everyone within 10 metres of the character suffers a -2 penalty to all their rolls. This advantage costs 30 points.

Bag Full of Weapons (Advantage)

The character knows how to pack his weaponry and can get weapons past security checks without any hassle.

Base Clearance (Advantage)

The character can legally gain entrance to a single military base per gaming session.

Beta Software (Disadvantage)

Up to 3 pieces of the characters cyberware are installed with beta software and unfortunately the software cannot be replaced. When an affected piece of cyberware is used, there is a 30% chance of the device crashing.

Bio-Rejection (Disadvantage)

The character is unable to use bioware. This disadvantage gives the player 30 points.

Blackmailed (Disadvantage)

The character is being blackmailed with secret information from his past.

Blend In (Advantage)

The characters appearance is so amazingly average that they always seem to blend into crowds.

Bloody Mess (Disadvantage)

Anybody the character kills seems to die in the most bloody, gory or noisy way possibly.

Both Guns Blazing (Advantage)

The character is either naturally able to, or has trained extensively to fire 2 weapons at once. They still suffer a reduction to their Ballistic Skill but it is only a 25% reduction rather than 50%. This advantage costs 30 points.

Bruiser (Advantage)

What the character lacks in style they make up for in strength. In unarmed combat, the character may double their Muscle damage adjustment. This advantage costs 30 points.

Bulletproof (Advantage)

The character has an artistic flair for leaping and diving through the air while being shot at. They still have yet to be hit and seem to be bulletproof while in the air. This advantage costs 30 points.

Burnt Out (Disadvantage)

The character has kept themselves going for so long that they are beginning to burn themselves out. If they suffer from an encumbrance or exhaustion penalty they must stop completely.

Can't Swim (Disadvantage)

The character is either afraid of the water or is totally unable to coordinate their arms and legs in order to swim. This disadvantage gives the player 20 points.

Cat-like Balance (Advantage)

The character seems to have perfect balance and can easily cross narrow surfaces.

Cautious (Disadvantage)

The character is cautious of everything and is always on their guard, even in peaceful situations. They also never rush anything they are doing and never run around.

Chicken (Disadvantage)

The character is scared of most things, especially violence. They must make a Cool roll at any potentially frightening thing.

Code (Disadvantage)

The character obeys some personal code such as never hitting women. If the character breaks this code they suffer a -2 penalty to all rolls until they can gain atonement.

Computer Illiterate (Disadvantage)

The character cannot use computers, either through lack of training or sheer inability. This disadvantage gives the player 30 points.

Contingent Attack (Advantage)

The character is experienced at gaining the last hit in combat. At the end of one phase in every round, the character can make another action at a -1 penalty.

Creature of Habit (Disadvantage)

The character is extremely stuck in their ways and sticks to a certain routine out of habit. This makes it easy for enemies to know where the character will be at a certain time.

Criminal Record (Disadvantage)

The character has served time in prison for a previous crime. While this might have given them useful contacts and experience, it is always on their records.

Dependant (Ranked, Disadvantage)

At rank 1 the character has a pet, at rank 2 a single-family member or friend is dependant on the character, and at rank 3 the character must look after their whole family.

Distinguishing Mark (Disadvantage)

The character is cursed with an easily distinguished mark, usually on their face.

Double-Jointed (Advantage)

The character joints can bend at angles, allowing them to escape when tied up.

Empathy (Advantage)

The character is either naturally sensitive to others feelings or is trained to know what others are feeling. The player can gain basic information about the emotional state of people. This advantage costs 20 points.

Enemy (Disadvantage)

The character has made enemies across the city or world and these enemies will try to make his life difficult. The player can take up to 3 enemies, each one counts as a single disadvantage.

Evaluate Opponent (Advantage)

The character is very good at evaluating the threat opponents pose. They will always attack the most dangerous opponent first and gain a +1 bonus to all combat rolls. This advantage costs 20 points.

Exceptional Height (Advantage)

The character is exceptionally tall and can double their bonus carrying weight.

Extra Muscle (Advantage)

The character knows where they can hire extra muscle to help on a mission. The hired people are general combat troops, trained in unarmed combat, blades and pistols, unless the player declares he is hiring specific types of people.

Faked Death (Advantage)

The characters death has been faked at some point in

the past. Most people will think that the character is dead.

Famous

The character is famous, either because they are media stars, or because they have done something special to get themselves into the papers. If taken as a disadvantage, the character doesn't want the increased attention. If taken as an advantage, the character revels in the attention and can deal with the repeated intrusions into his personal life.

Fast Metabolism (Advantage)

The characters metabolism is slightly faster than normal. They heal faster and get 1 extra action every other phase. This advantage cost 30 points.

Faulty Bioware (Disadvantage)

Up to 3 pieces of the characters bioware is faulty. Each faulty piece is a single disadvantage. When a faulty piece of bioware is used, there is a 30% chance of the device failing, and a 10% chance of killing the user. This disadvantage gives the player 20 points.

Fearless (Advantage)

The character is fearless when faced with danger. They do not have to make morale checks. This advantage costs 30 points.

Fear The Reaper (Disadvantage)

The character has cheated death once already and now every breath could be their last. Once a week the player must make a System Shock or die. This disadvantage gives 30 points.

Finesse (Advantage)

The character has trained extensively for combat situations and is more likely to strike vital blows or fire at vital organs. They gain critical hits on natural 11's and 12's, but also suffer critical misses on natural 1's and 2's.

Flashbacks (Disadvantage)

The character is plagued by flashbacks to bad incidents in their past. These flashbacks occur most often when the character is stressed. For any action, there is a 10% of the character suffering flashbacks, disabling them for a round. This disadvantage gives the player 20 points.

Forged ID (Advantage)

The character has access to a wide range of forged ID documents, allowing them to travel across borders with ease.

Friend (Advantage)

The character has connections across the city or world and these friends can help him out in times of need. The player can take up to 3 friends, each friend costs as a single advantage.

Figure (Ranked)

The character's body is either better looking than normal, or uglier than normal. Each rank counts as a 5% modifier to NPC reactions e.g. rank -2 is a -10% modifier, rank 3 is a +15% modifier.

Grease Monkey (Advantage)

The character has a natural affinity for messing with vehicles. They have a 1 on a d6 chance of fixing a broken down vehicle.

Ham Fisted (Disadvantage)

The characters hands seem unnaturally large, and they have trouble using items not designed specifically for their fingers (-1 to all rolls). This disadvantage gives 30 points.

Hearing (Ranked)

The characters' hearing is either better or worse than normal. Each rank counts as a modifier to any hearing rolls e.g. rank -2 is a -2 modifier, rank 3 is a +3 modifier

Hipshooting (Advantage)

The character has trained to run and shoot with enough accuracy to be useful.

Home Ground (Advantage)

The character has a piece of a city that they call home, either from days with a gang or through training. They have a +1 to all rolls while on a selected piece of home ground. This advantage costs 30 points.

Homicidal Tendencies (Disadvantage)

The character suffers from a constant desire to kill and maim things. In any situation where the character could potentially cause violence, there is a 10% chance that they will. This disadvantage gives the player 30 points.

Housing (Ranked)

The character lives in accommodation that is different to most people. If disadvantaged, they live in poorer quality of housing (rank 1), in the slums (rank 2) or are homeless (rank 3). If advantaged, the character lives in better quality housing (rank 1), luxury apartments (rank 2), or a mansion (rank 3).

Impulsive (Disadvantage)

The character is extremely impulsive and reacts without thinking about the consequences. There is a 10% chance that the character will react before his teammates have formulated any plans. This disadvantage gives the player 20 points.

Jittery (Disadvantage)

The character is always on edge and jumpy. When surprised they cannot act for 2 phases instead of 1. If they are exposed to any loud noise such as an explosion, they cannot until the next phase.

Jury-Rig (Advantage)

The character has a natural affinity for taking items and gadgets apart and putting them back together. They have a 1 on a d6 chance of fixing a broken items or jury-rigging several items together.

Kamikaze (Disadvantage)

The character focuses intently on their target when in combat, so intently in fact that they forget to dodge and protect themselves. They cannot use their Agility armour rating adjustment or shields. This disadvantage gives the player 20 points.

Lightning Reload (Advantage)

The character seems to know instinctively when to reload and always manages to do it smoothly. Reloading takes no actions.

Looks (Ranked)

The character's face is either better looking than normal, or uglier than normal. Each rank counts as a 5% modifier to NPC reactions e.g. rank -2 is a -10% modifier, rank 3 is a +15% modifier.

Luck (Ranked)

The character is blessed with either good or bad luck. If they have taken this as an advantage, they have good luck and can re-roll upto rank rolls per hour e.g. a rank 2 character can re-roll 2 rolls per hour. If taken as a disadvantage, they have bad luck and the GM can declare upto rank rolls per hour as being failures e.g. rank 3 characters can have 3 rolls declared failures per hour.

Marksman (Advantage)

The character is an expert marksman and has a near perfect aim. They can double their aim bonus. This advantage costs 30 points.

Medical

The characters health is either better or worse than normal. If they have taken this as a disadvantage, they have to have repeated treatments or do not heal normally. However, if they have taken it as an advantage, they heal faster.

Memorable Quote (Advantage)

The character is renowned for always uttering a memorable quote. If the player says the characters quote before the appropriate action, and succeeds in the action, they gain an action point.

Natural Born Killer (Advantage)

The character seems to excel in combat situation. They can make 1 extra action per phase when in combat. This advantage costs 30 points.

No Finger Prints (Advantage)

The character has no fingerprints, making them very hard to link to police evidence.

No Questions Asked (Advantage)

Once per gaming session the character can use their overriding jurisdiction over police forces and militia, who must follow the characters orders without questioning. This advantage costs 30 points.

No Records (Advantage)

All records concerning the characters existence have been destroyed.

Official Documents (Advantage)

The character can gain access to official documents, passes and agendas once per gaming session. This advantage costs 20 points.

One Bullet Left (Advantage)

No matter how many bullets the character fires during a fire fight, they will always have at least one bullet left in their clip. This advantage costs 20 points.

One Hander (Disadvantage)

The character's dominant hand is exactly that. dominant. They only ever use that hand and any action requiring two hands suffers a -1 modifier. This disadvantage gives the player 20 points.

Outstanding Favour (Advantage)

The character is owed a favour by someone important. Once per gaming session, the character can redeem this favour. This advantage costs 20 points.

Pacifist (Disadvantage)

The character abhors violence and must make a Cool roll before entering combat.

Phobia (Ranked, Disadvantage)

The character can take up to 3 phobias. The rank of the phobia is how much it affects the character when they are confronted with the object of the phobia. Rank 1 is minor effect, rank 3 is medium effect, and rank 5 is serious effect. Each phobia is a single disadvantage.

Photographic Memory (Advantage)

The character can take a mental snapshot of a scene that they can remember later. This advantage costs 20 points.

Press Pass (Advantage)

The character has access to a media press pass, enabling them to attend and go behind the scenes at media events. They can use this pass once per gaming session.

Quick Draw (Advantage)

The character has lightning fast reactions and can draw their weapons in a smooth, faultless move. They do not have to use an action to draw their weapons in a combat situation.

Red Tape (Disadvantage)

Red tape and bureaucracy constantly hold the character back. Before completing most actions, the character must gain permission that may take up to an hour. This disadvantage gives the player 20 points.

Reflex Killer (Disadvantage)

The character has trained hard for combat but unfortunately they now react violently to most normal situations. Reflex killers can act immediately if surprised but they target the nearest person, friend or foe. This disadvantage gives the player 20 points.

Regular Workouts (Advantage)

The character works out regularly and has a higher endurance level than most people. They can ignore their first exhaustion and encumbrance level.

Reputation (Ranked)

The character has either a good or a bad reputation. Each rank counts as a 5% modifier to NPC reactions

e.g. rank -2 is a -10% modifier, rank 3 is a +15% modifier.

Resistance (Advantage)

The character isn't affected by a selected thing e.g. heat/cold. Each resistance is a single advantage. This advantage costs 30 points.

Ricochet King (Advantage)

The character seems to be an expert at ricocheting the bullets he fires. The player can choose to ricochet any bullets in order to hit targets that they would otherwise be unable to hit. The bullets Dmg, Pen and AD are reduced by 1. This advantage costs 20 points.

Safehouse (Advantage)

The character knows where to go for safety and to recuperate. Once per game session the character can guide their team to the nearest safehouse.

Satellite Data (Advantage)

The character can gain access to data recorded by a satellite once per game session. This advantage costs 20 points.

Saviour Faire (Advantage)

The character never feels out of place, they have enough training to feel at home in any situation. This advantage costs 20 points.

Signature Weapon (Advantage)

The character prefers one weapon over all others and any hit with the signature weapon earns an action point. This advantage costs 30 points.

Sixth Sense (Advantage)

The character seems to know when he is in a dangerous situation and gets some warning before anything bad happens. Once an hour the player can request basic information about the next danger. This advantage costs 30 points.

Skeleton In the Closet (Disadvantage)

The character has a dark family secret that could seriously affect their lives if people found out.

Sleeper

The character is either a poor sleeper and sleeps in or suffers from insomnia or an excellent sleeper, always getting the right amount of sleep or sleeping through terrible situations.

Sleight of Hand (Advantage)

The character can make objects appear and disappear thanks to a quick sleight of hand trick.

Small Frame (Disadvantage)

The character's build is smaller than normal people though they seem to carry themselves identically. The character cannot use the extra carrying weight gained from high Muscle statistics. This disadvantage gives the player 20 points.

Speech (Ranked)

The characters voice is either harder to understand or more accented to the area you are in. Each rank counts as a 5% modifier to NPC reactions e.g. rank -2 is a -10% modifier, rank 3 is a +15% modifier.

Steady Hand (Advantage)

The characters aim holds steady even if they are bouncing around in the back of a truck. The player can ignore penalties for shooting from vehicles. This advantage costs 20 points.

Sterile (Disadvantage)

The character is sterile and unable to have children. This disadvantage gives the player 5 points.

Streetwise (Advantage)

The character is well versed in the language, dress code and rituals of the 'street'. They can fit in with gangs and slum dwellers.

Timekeeper

The character is either a poor timekeeper and misses or turns up early or an excellent timekeeper and always seems to be in the right place at the right time.

Torture Threshold

The character has either a high or low pain threshold when it comes to torture. If disadvantaged, the player has a low pain threshold and will give in almost immediately when tortured. If advantaged, the player has a high pain threshold and never gives in to torture.

Trivia (Advantage)

The character has a knack for knowing pointless pieces of information.

Unhealthy Glow (Disadvantage)

The character has spent too much time in radiation-covered zones and now their eyes glow slightly. This disadvantage gives the player 20 points.

Untraceable Equipment (Advantage)

The character has contacts that, once per game session, can provide him with any piece of equipment and guarantee that it cannot be traced back to the character. This advantage costs 20 points.

Vehicle (Ranked, Advantage)

At rank 1 the character owns a motorcycle, at rank 2 they own a car, and at rank 3 the character owns a military grade vehicle (unarmed).

Veteran (Advantage)

The character is a veteran of a major conflict and is well versed in combat. The do not suffer penalties for being shot at, and they don't have to make morale checks in combat.

Vision

The characters eyesight is either better or worse than normal. If disadvantaged the character cannot aim, but if advantaged the character can aim in 1 phase rather than 2.

Wanted (Disadvantage)

There is a price on the characters head. The character is wanted by some organisation such as the police or the mafia.

Weapons Encyclopaedia (Advantage)

The character knows the benefits and weaknesses of every weapon to be ever be manufactured.

Weirdness Magnet (Disadvantage)

The character seems to attract strange objects and people and weird things tend to happen around you.

Well-Endowed (Advantage)

The characters sexual organs are impressively sized and they get consistently good comments from lovers.

Zero-G Experience (Advantage)

The character has been trained to operate in Zero-G environments.

Weapons Mods by dUm.

These come from our homegrown system. I wasn't going to post them until after i'd seen the weapon mods in the CD, but I got bored and thought people might enjoy them. If people want costs then I can post them. dUm

Fingerprint Scan Grip

An electronic scanner incorporated into the grip stops any one without matching fingerprints from firing the gun. *Weight - 1 kg*

Water Proof Grip

A carefully designed grip stops water leaking into the clip and trigger, meaning that the gun can be carried through water without worry. *Weight - N/A*

Moulded Grip

A moulded grip is a cast of the users hand and makes the gun more comfortable to fire for that person. They gain a +1 to hit rolls, while any other person gain a -1 penalty. *Weight - 0.5 kg*

Buoyant Grip

The grip is made from a buoyant material that ensures it floats on water. Please note, this does not make it waterproof. *Weight - N/A*

Low Light Grip

A low-light grip gives of a soft blue glow at all times, illuminating the trigger and clip. *Weight - 0.5 kg*

Revolver Speed Loader - 5

A small plastic disk with 6 or 8 claws on it. Rounds can be loaded into the disk in advance and quickly inserted into a revolver, cutting the time taken to reload. *Weight - N/A*

Brass Catcher - Soft

A soft brass catcher is a leather bag that is attached to the barrel of a gun to catch round casings as they are ejected. *Weight - 0.5 kg*

Brass Catcher - Hard

A hard brass catcher is designed to fit to a gun's barrel like a soft brass catcher. However it is a strong, melt proof plastic box, which, when attached to a barrel means that the gun cannot be used with underslung weaponry. *Weight - 1 kg*

Cold Weather Firing

The weapon is made of specially designed materials that do not become brittle in cold weather.

Weight - N/A

Desert Firing

The weapon's seals are improved and any necessary openings come with removable coverings for transportation. *Weight - N/A*

Tropical Firing

The weapon's seals are improved, with an outwards only flow to quickly remove water from the weapon.

Weight - N/A

Underwater Firing

The weapon's firing system has been designed to operate effectively while underwater. *Weight - 0.5 kg*

Camo

The weapon's outer colour is a specific camouflage pattern instead of the standard Gun Metal colour. Patterns available are: Desert, Arctic, Forest, Jungle, Urban and Black. *Weight - N/A*

Bayonet Holder

The weapon can be fitted with a bayonet knife on the front of the barrel. *Weight - N/A*

Weight Increase

The weapon is made of a special ceramic/metal compound that is extremely robust but quite heavy. The weapon's weight is increased by a quarter, by a minimum of 0.5 kg. This modification reduces the recoil (-1), makes the weapon easier to control (+1 to hit) and ensures the weapon is not damaged if used to block attacks. *Weight - Special*

Weight Reduction

The weapon is made of a plastic compound that is strong but light. The weapon's weight is reduced by a quarter, to a minimum of 0.5 kg. This modification also increases the recoil (+2) and any jam destroys the weapon. *Weight - Special*

Increased Rate Of Fire

The weapon's firing mechanism is improved with some parts tightened, others loosened and many replaced altogether. This doubles the weapon's rate of fire but increases the chance of a jam (+1) and increases the recoil (+1). *Weight - 0.5 kg*

Heavy Bolt

The firing bolt of the weapon has been replaced with a heavier version. The increased weight of the bolt gives a greater accuracy (+1 to hit), however, the bolt no longer moves fast enough to fire more than one round at a time (ROF 1). *Weight -0.5 kg*

Re-Bored Barrel

The weapon's barrel has been re-bored and widened, allowing the weapon to fire a round of a higher calibre. However, this increases the weapon's chance of jamming whenever a shot is fired (+1).

Weight - N/A

Safety Catch

After every shot a safety catch flips over the trigger. The catch must be unset before a shot can be fired.

Weight - N/A

Ceramic Casing

The weapon is made of a ceramic compound that does not activate metal detectors. *Weight - N/A*

Gyroscopic Stabilizer

The weapon's firing mechanism is fitted into a gyroscope. This stabilizes the weapon when firing and reduces any loss in accuracy from kick back (+1 to hit, -1 to recoil). *Weight - 0.5 kg*

Ammo Counter

Lets the user of the weapon see how much ammo is left in the clip. *Weight - N/A*

Clear Clip

The clip's casing and the handle (if appropriate) are clear, allowing the user of the weapon to see how much ammo is left in the clip. *Weight - N/A*

Liquid Nitrogen Cooler

The barrel of the weapon is bulkier in design and contains pipes of liquid nitrogen that stops the weapon from overheating. *Weight - 0.5 kg*

Air Propelled Chamber

After each round is fired, the empty casing is ejected from the weapon via a small blast of air. This stops the weapon from jamming. *Weight - 0.5 kg*

Silencer

The weapon makes no noise when shots are fired. A weapon can be fitted with a silencer or flash suppresser, but not both. *Weight - 0.5 kg*

Flash Suppressor

Removes barrel flash from a weapon being fired. *Weight - 0.5 kg*

Barrel Extension

Increases barrel length to reduce bullet velocity and increase accuracy. Bullets will not ricochet or shoot through more than 1 target, +1 to hit. *Weight - 0.5 kg*

Realigned Sights

This modification realigns the weapon's natural sights and ensures the user can aim the weapon accurately. *Weight - N/A*

Laser Sight

The weapon is fitted with a laser sight that projects a small red dot onto the target. This increases accuracy at close range (+1 to hit). A weapon can be fitted with only one of the following - laser sight, magnification scope, Lo-Light scope or IR scope. *Weight - 0.5 kg*

Magnification Scope

This modification fits the weapon with a magnification scope that increases the accuracy at long range (+1 to hit). *Weight - 0.5 kg*

Lo-Light Scope

This modification fits the weapon with a scope that increases the ambient light levels, allowing the user to fire the weapon at night. *Weight - 0.5 kg*

IR Scope

This modification fits the weapon with a heat sensitive scope. Warmer items appear in shades of red. *Weight - 0.5 kg*

Flashlight

A flashlight is clipped underneath the barrel. *Weight - 0.5 kg*

Recoil Baffling

Replaces the weapons stock, and reduces the recoil by 4. *Weight - 2 kg*

Tripod/Bipod

A tripod or bipod is fitted to the underneath of the barrel. When used it stabilises the weapon (+1 to hit), and reduces the recoil by 2. *Weight - 0.5 kg*

Stock/Folding Stock

A stock is fitted to the back of the weapon, stopping the firing without stock penalty, and reducing recoil by 2. *Weight - 0.5 kg*

Forward Grip

Provides a forward grip on the weapon that stabilises the weapon and reduces the recoil by 1. *Weight - N/A*

Assault Harness

The user of the weapon wears a bulky harness fitted with a waldo unit that grips the weapon and absorbs the recoil. It reduces the recoil by 3 and provides the user with +1 AR. *Weight - 2 kg*

Drum Fed Clip

The guns clip can be fitted with an ammo drum. However, the drum increases the chance of a weapon overheating or jamming (+1). *Weight - N/A*

Belt Fed Clip

The guns clip can be replaced by a belt of bullets. This increases the chance of a weapon overheating or jamming (+2). *Weight - N/A*

Dual Clip

The gun has two clips and can select which clip to fire from. The different firing mechanism increases the chance of the weapon jamming (+1). *Weight - N/A*

Combo Weapon

A second weapon can be fitted to side of the existing weapon. The highest recoil value is used. *Weight - N/A*

Sawed Off

The barrel of the weapon is shortened and the stock (if any) is removed. This modification halves the weight and range, and increases the base recoil by 2. *Weight - N/A*

BLOOD IN THE SNOW. A BPN BY DUM.**Colour: Green****SCL: Any****Contact: Department of Environment****Package: Investigation/Scout/Mechanics****Consolidated Bonus Scheme: 250c per Op****Brief: Investigate power spikes at Polar****Monitoring station Alpha Zulu 16****Coverage: None*****Background:***

A remote monitoring station in Mort's polar region has begun to use higher power levels than normal. Even allowing for basic fluctuations, the system is using nearly twice the usual amount.

The Department of Environment has requested that a small team of operatives investigate the station and restore the base to normal operating standards.

The operatives that take the BPN should be provided with a schematic of the base, the schematics for the power systems, and basic instructions for checking and restoring the power levels. They should be given the option of hiring or buying cold weather equipment from the departments stock.

What's going on?:

A small group of Darknight terrorists have taken over the base and are using to create a new biological weapon for release in Mort city.

The group consists of 6 men, with 4 being interceptors, there to provide cover in case SLA attacks, and the other 2 being biologists, already in the employ of DN, there to produce a new virus.

The interceptors are changed regularly, when a DN strike jet arrives once a week to bring fresh supplies.

What's the virus?:

The virus is a re-engineered virus, created several years ago by DN. At the time the virus was too dangerous and resulted in the accidental of 29 scientists before the project was cancelled.

The virus has been re-engineered to stay dormant until exposed to sulphuric acid at a base temperature of 18 degrees. At this point, the virus activates and feeds off blood cells to rapidly multiply. This immediately creates symptoms of blood loss, including lack of concentration and difficulty in breathing. Unfortunately, the virus, having thinned the blood, is unable to spread and becomes dormant once again. This time the virus is re-activated by anti-coagulants administered with blood transfusions. Once activated the virus colonies mutate, becoming more lethal and attacking the victims internal organs, liquefying them.

The biologists are currently trying to create a way for the virus to spread from its host. The main possibility is via urine. Currently this will only work during the second dormancy phase.

Alpha Zulu 16:

Alpha Zulu 16 is a medium-sized research station in Mort's northern polar region.

Its main structure is a long building with a series of outbuildings surrounding the landing pad.

The main building is the only building designed to be inhabited, the out buildings are oil/gas tanks, satellite dishes, pumping stations, power stations and vehicle shelters.

The main building itself consists of three wings.

The bottom wing, constructed out of a single large prefab building with an integrated airlock, contains all of the living quarters and is heated by a gas boiler underneath the floor of the rec room.

On one side of the central rec room are the bedrooms, of which there are 3. These are small rooms shared by four people. The beds themselves are 2 bunkbeds securely attached to the walls.

On the other side there is a small shower block, containing 2 shower rooms and 2 toilets. Also on the other side is a kitchen and pantry. It contains an electric cooker and fridge. The pantry contains a trapdoor, leading to a basement.

The rec room in the living block is quite large, containing 2 two-seater sofas, a pool table and a tv. The basement contains a boiler room, backup generator and large walk in freezer.

The central wing is a small building, which attaches to the airlocks of the top and bottom sections, and containing an airlock to the landing pad. The space between the airlocks is quite small - no more than 2 metres per side.

The northern wing is dedicated to the actual monitoring station. It is a large prefab building with an integrated airlock leading to an unheated entry hall with doors to the labs and a storage cupboard. The hallway is cold, though not nearly as cold as the outside. The storage cupboard is used to store parkas, outdoor equipment, and other odds and ends.

The first of the two labs is designed for biological testing, with a large stasis tube capable of holding a sample up to the size of a Stormer.

The rest of the lab is filled with typical equipment, an autopsy table, trolleys with scalpels/saws etc., desk with microscopes etc.

The second lab is much more hi-tech. In it are rows of computers and a few swivel chairs. On top of some of the computers are clipboards. One wall is a large plasma screen, showing a map of the local area, and the locations of each of the sampling devices. The opposite wall has a window in it, which looks out onto the out buildings and landing pad.

Two heavily armoured cables exit the wall underneath this window, and snake thru the snow outside. One

cable goes to a building containing a large mass of antennas, the other leads to the satellite dish. There are 108 sampling devices located within a 10 mile radius of the station. They are located at 10 degrees intervals, with 3 devices on each angle. The first device is located 1 mile away, the 2nd 5 miles away and the third 10 miles away. These devices record seismic vibrations, temperature, water content, pollution content etc. The whole of the polar region is covered in such monitoring station to check that the continual rain does not cause the polar ice to melt.

Of the out buildings, there is a small plascrete shed with antennas on it, a large shed with a moveable satellite dish on its top, an octagonal fusion power generator, a platform with three large spherical tanks on it, with one tank attached via pipes to a nearby plascrete pumping station. The final building is a large shed with a rolling metal entryway on it. This building contains 2 skimobiles, a larger arctic vehicle known as a Snowcat, and a forklift truck. It also contains a maintenance bay, complete with tools.

Dominating the outside area is a landing pad, though this is often covered in a thin layer of snow. The landing pad is large enough to accommodate an orbital shuttle, and is designed with impact absorbing struts underneath its surfaces. These struts can be accessed via the 4 trapdoors built into the pad. It is also lightly heated, ensuring only a light snow covering.

CL-Computer Lab, **BL**-Biology Lab **L**-Landing Pad
O-Spherical Tank **A**-Antennae **SD**-Satellite Dish,
PS-Power Station **BR**-Bedroom, **RR**-Rec Room,
S-Showers, **K**-Kitchen, **P**-Pantry

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Getting In:

Getting to Alpha Zulu 16 should prove extremely difficult and should give the squad an idea that something is amiss within the station.

2 of the 4 interceptors will be stationed along the main flight path to the station and are armed in basic rocket propelled grenade launchers to aid them in bringing down any shuttle or jet that they do not recognise.

Should they fail, they can radio the other interceptors in the base and tell them to prepare an ambush.

Equipment Notes:

Standard equipment, while designed to work and last in the corrosive rain and dirty sewers of Mort city, is not designed to work in the extreme cold of the polar regions.

Any standard equipment, should breakdown, or become brittle and snap on a roll of 1-3 on a d10.

Looking back at this, this could be called the "dUm" Issue, as dUm submitted most of the first material to SLAIndustries.net. Pretty good stuff for the first month of life of our new site, cheers dUm ;-)
 Thanks also to E_V_I_L for posting the first real content to the site...

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