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Using Telekinesis in Combat, by François Lalande

TK being used to move objects around, some ebons may want to use it in combat. Here's some home rules on this subject.

When the ebon uses his TK to accelerate a projectile and send it toward is target, either he's aiming at a target within the control zone of his power (10 meters radius) either he wants to throw it to a foe standing outside this zone.

Attacking inside the zone

If the attack is made within the control zone of the power (10m radius) the roll is made with the TK score. The ebon 'drive it's weapons toward its target and keep the control all along. After the strike he can go on using the weapon with TK. While moving his weapon around his control zone to attack foes the ebon can accelerate it. But during a round in which he's trying to hit a target the ebon can't put all his concentration in the acceleration of his projectile, so while attacking the accelerating factor is halved. If the ebon spend an entire round whirling the weapon around him without attacking the acceleration factor is maximum. If the speed of the projectile is high enough the ebon can try to hit several foes in a single move. This option is up to the GM. I recommend a cumulative minus of -2 for every target after the first. The attacker makes only one roll. If he succeed he hits the first target, plus one target for every 2 points over the difficulty, in the order of flight.
Example: Ascension (Ebon KMS) throws an attack at 4 foes standing near each other inside her zone. She has a penalty of -6. Her player roll the dices add her TK level and all bonus/minus and come up with a 15. So she hit the 3 first targets and miss the fourth.

Attacking outside the zone :

If the ebon wants to throw the projectile toward a foe standing out of the control zone he'll have to release the weapon. So he use the lower score between Telekinesis and Throw. Here the main interest is to accelerate the weapon to inflict more damage to the target.
If the ebb user send his projectile straight toward his target he has an 'acceleration zone' of 10m (the

radius of the control zone). Beyond this zone he doesn't control the projectile anymore. The small size of the acceleration zone limits the maximum velocity of the projectile if the ebon only throw his weapons right toward his target; and that's one will do when he's in a hurry.

The projectile is sent with the speed written in the description of the power (taking the weight of the weapon into account, DON'T forget that any object with a weight lower than 1 kg is considered to weight 1 kg as far as velocity is concerned); the acceleration zone is not wide enough to spend several round accelerating the weapons.

Of course if the ebon has more time to spend in preparing his attack he can try to accelerate the weapon before releasing it. This can be done by whirling the projectile around himself and releasing it before the power expire (2 to 4 rd approximately). This method is a bit more difficult than the previous one and requires more ability.

The higher the acceleration of the weapon, the higher the damages, but the more difficult it will be to manipulate the weapon with accuracy. So the attack roll is made with a minus but the damage are higher. This bonus/minus is equal to the tenth of the velocity of the weapon (round down). For example a velocity of 12m/rd will give +1 bonus to damage and a -1 minus to the attack roll. There's also an AD bonus equal to the third of the damage bonus (rounded down).

If the weapon is used inside the control zone the ebb user has a better control on its flight so you can subtract 2 points from the minus to hit.

Aerodynamism can be a problem: throwing a power disk or a grenade using TK is no problem, but to throw something less aerodynamic the ebon will have to suffer a minus of -1 to -3, depending on the object (GM choice)

Usage/Modifiers

Inside control zone attack roll with: Telekinesis

Outside control zone attack roll with: Throw or Telekinesis (the lowest)

Aerodynamism: -0 to -3 (depend on the projectile)

Penalty to the attack roll: -1 per 10m/rd (rounded down) (subtract 2 points from the minus if the attack is within the control zone)

Bonus to damage: +1 per 10m/rd; +1 per 30m/rd (both rounded down)

Stress & Use of Ebb Powers, by François Lalande

A list of stress points for the victims and witnesses of ebb powers.

Blue thermal

Witnessing a successful use of Chill - 1AS

Communication

Mind read 2 - 1PS

Thought plant 5 - 1PS

Mind read 3 - 1AS

Thought plant 7 - 2PS
 Mind read 4 - 2AS, 2PS
 Charm (intimidation mode) - 1AS, 1PS
 Thought plant 8 - 3AS, 3PS
 Thought plant 9 - 4AS, 6PS
 Thought plant 10 (when the ebon leave the body) - 4AS, 8PS

Enhancement

Seeing an ebb beast transformation - 1PS
 Seeing an ebb razor claws transformation - 1 PS
 Seeing an ebb demon transformation - 1AS, 1PS

Healing

Heal (1-10) more than 10 hit points or 5 wounds points - 1AS
 Regeneration 1 - 1PS
 Regeneration 2 - 1AS
 Regeneration 3 - 1AS, 2PS
 Physical manipulation - 2PS
 Heal 12 - 8AS
 Soul caging - varies (GM decision)

Red Thermal

Witnessing Body Blaze 2 - 1PS
 Witnessing Body Blaze 3 - 2PS
 Witnessing a successful use of Cinder - 1 AS

Senses

Shock sense (1-3) - 1PS
 Shock sense 4 - 2PS
 Shock sense 5 - 2PS
 Shock sense 6 - 2PS
 Shock sense 7 - 5AS, 5PS

Gore Cannon

Flesh friction (any rank) penetrating through armour better than PV10 - 1PS
 Sting (1-2) - 1AS
 Intrusion 1 - 1PS
 Psychovirus (1-3) - The COOL lost affects the Breaking Point
 Intrusion 2 - 2PS every night for the next 4 days
 Sting 3 - 2AS
 Drain (1-2) - 3AS, 2 PS
 Psychovirus 4 - 1AS, 1PS / 5 Flux
 Sting 4 - 1AS, 1PS + 1AS, 1PS / damage rank
 Psychovirus 5 - Full effects up to the GM

level of the crater either. There are no Shivers in the crater, though a few do patrol the outer rim.

The Crater was created in Mid 898 SD when four undercover Dark Night operatives decided to finally hatch a plot that had been brewing for several years now... The destruction of the Cannibal Sectors walls. The scheme failed miserably, ending the lives of all four Dark Night members as well as 126 loyal Mort citizens.

The explosion wasn't powerful enough to cause the wall to collapse as planned, but did however cause a chain reaction of levels collapsing on each other, luckily the wall separating the cannibal sector was deep enough to keep it intact.

The bomb crater quickly filled with hordes of squatters and criminals who had no better place to go than someplace devoid of people and buildings.

Above the crater one notes two distinct constructions, the first being a makeshift "roof" made from whatever materials were available in the area... this is used to keep the unending rain from both filling the hole and soaking the inhabitants.. The other construction is the home of what the craters citizens call the upsiders, people human and otherwise who have adapted and lived their lives upside down

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Cratertown, by Ryan Northcott

Crater Town is possibly one of the seediest areas on Mort... above ground that is. Created only some four (898 SD) years ago, it already has a reputation groundside and below as a haven for decadence and corruption.

Crater Town is nestled uncomfortably close to the southern edge of the wall between Mort Proper and Cannibal Sector 2 extending from groundside Mort, 8 levels down to Mort sub-level nine. The Craters walls are adorned with chaotic tents, boxes, makeshift overhangs, and small one room "buildings" that run from the top edge to very near the bottom... No one goes all the way down and comes back to tell the tale, (This in itself has birthed some wild and varied myths about what happens to the unfortunate that do try) but then, hardly any outsiders venture past the first