

Science Friction Items for Savage SLA Industries

By voidstate. With thanks to UncleDave on the team8 forums.

Ankh (900c)

Requirements: Affinity Focus (Healing)

Used with Greater Healing's resurrection ability, an Ebb Ankh gives the wearer a Vigour roll to escape losing a die-type of Spirit should he fail to get a raise on his Formulae roll.

Arach Frame (600c)

Requirements: Affinity Focus (Enhancement)

Worn around the waist, this bulky belt unfolds into eight slender legs at the wearer's command. While extended, the wearer has Pace 8 (Running die d8) and can walk on walls and ceilings as easily as on the ground. This costs 3 Flux (1/round). The legs are, unfortunately, very fragile. A called shot at -2 is required to hit a leg but they only have hardness 2. Each leg destroyed reduces the frame's pace and running die by 1.

Arquebus (1800c)

Requirements: Affinity Focus (Blast)

This larger weapon has the same advantages as a flintlock, but the range of any Blast glyph manifested through it is doubled. Requires two hands. Cost 1800c.

Atemi Hook (475c)

Requirements: Affinity Focus (Healing)

This weapon attunes itself to a target after striking, and is recognizable by the fact that wounds seem to be pulled from within the target rather than inflicted from outside. It only does Str+2 damage initially but after every hit, this damage increase by 1 to a maximum of the wielders Spirit die. The bonus is lost at the end of the scene. Atemi hooks are also available in pairs, in which case hits from either weapon increases the damage of both.

Beast Rings (2500c)

Requirements: Affinity Focus (Enhancement)

Worn as armbands, these items increase the effectiveness of Boost Trait when used to enhance Agility, Strength or Vigour (each attribute requires a different type of ring). By spending double the Flux, the benefit of the power is doubled. There is also a Beast Ring for the Speed glyph. It doubles the user's running dice when that glyph is in effect (roll two dice and total the results) at the cost of doubling the glyph's Flux cost.

Black Powder (30c)

Requirements: Affinity Training (Blast)

This is loaded into either a Flintlock or Arquebus and empowers wither Bolt or Blast glyphs. Takes one round to load. Reduces the cost of any blast glyph by 2 Flux.

Blood Sceptre (900c)

Requirements: Affinity Focus (Telekinesis)

Striking a target with this item while manifesting Puppet gives targets -2 to their Spirit roll to resist suicidal actions. A roll of 1 on the Spirit die causes feedback which does 2D6 damage (ignoring armour) to the wielder when the target dies.

Darkangel Pack (1200c)

Requirements: Affinity Focus (Telekinesis)

These skeletal wings extend when the Fly glyph is manifested, doubling the user's flying speed. The wearer must keep their arms extended when using the wings.

Darkening Rod (100c)

Requirements: Affinity Focus (Illumination)

This item provides a stable focus for the Obscure glyph. Once manifested onto the rod, the power persists until the rod is broken or 24 hours have elapsed.

Emotional Resonator (1250c)

Requirements: Affinity Focus (Communication)

Ebons and Brain Wasters live lives ruled by emotions more powerful than other races can possibly conceive. This item gives those races a glimpse of that power. This item allows the wielder to transform the usually mundane Conversation glyph into a weapon. By manifesting Conversation and beating the higher of a target's Spirit or Smarts in an opposed roll with their Formulae skill (range 6/12/24), the target becomes overpowered by the wielder's ruling emotion. For Ebons the target may have their attitude on the Reaction Table improved or worsened one step on a success, two on a raise. Brain Wasters may only worsen reactions. This change affects everyone the target interacts with and lasts until the user stops manifesting the power. Others in the vicinity can see that the target is acting irrationally with a Notice roll while the target cannot detect that they have been manipulated until after the power is dropped (this requires a Smarts roll).

Eviscerator Gauntlet (175c)

Requirements: Affinity Training (Reality Folding)

Also known as the FRM glove. Str+10 damage but target's armour is doubled.

Flux Coagulant (120c)

Requirements: Affinity Training (Protect)

Used in the capture of feral ebons, this powder is released by blowing into a black tube and expending 3 Flux. Anyone within a cone template who is not

wearing a deathsuit has the cost of all powers doubled for D6 rounds. One use only.

Flux Incapacitator (175c)

Requirements: Affinity Training (Telekinesis)

A series of four ornate, interlinking rings designed to fit over the knuckles, this weapon allows the Entangle Glyph to be delivered by hand. When used in this way, roll Formulae against the target's parry to affect them (at +2 if only making a touch attack). Entangled targets are then at -2 to their rolls to break free.

Flux Siphon (125c)

Requirements: Affinity Focus (Protect)

A slender tube ending in a many-toothed maw that extends from the wearer's forearm, the Flux Siphon attaches to enemies successfully attacked with the Suck Flux glyph. The wearer can continue to take Flux each round from the target as a free action. The target cannot move more than 6" away from the wearer or prevent the Flux being taken until they manage to remove the tube (with a Strength check) or destroys it (it has parry 4, hardness 6). Note that targets attempting to move away may drag the wearer along with them if they succeed at an opposed Strength roll as an action. The wearer may release the tube at any time.

Flux Reservoir Harness (1250c)

Requirements: Affinity Focus (Any)

This network of black wires connects twenty flux points spread across the wearer's body and allows any glyph to be charged up before being released. The wearer can choose to spend two consecutive actions to manifest a glyph, granting them +2 to their formula roll but doubling the glyph's cost. While charging, the wires crackle with energy, making stealth impossible.

Force Gloves (120c)

Requirements: Affinity Training (Blast)

These enable a Blast ability to be channeled into a hand-to-hand strike, adding punch damage to the Blast glyph's own damage rating but meaning only a single target is affected. It cannot be combined with any other hand-to-hand weapon such as the Mutilator or Jolt Glove.

Fold Cape (1350c)

Requirements: Affinity Focus (Reality Folding)

This item benefits users with the Jump Port glyph. By folding the cape around himself and others (and incurring a -2 multi-action penalty), the user gains the benefits of the Improved Mass Port edge. If they already have that edge, the cost for taking passengers is reduced to 5 Flux and up to four passengers may be transported instead of two.

Friction Patch (55c)

Requirements: None

A scrap of Science Friction material used to repair deathsuits. Each patch repairs 2 points of armour damage as it is absorbed into the deathsuit.

Friction Shroud (850c)

Requirements: None

This loose-fitting, suit-shaped membrane is designed to be worn by a non-Ebb user. Wearers can become the recipient of any glyph that usually only has a range of personal. It is easily damaged, however, being destroyed any time the target is wounded. Moreover, targets receiving the Ebb Beast glyph must make a Smarts roll (at -2 for Ebb Demon) or receive a mental hindrance of the GM's choice.

Glyph Scythe (3800c)

Requirements: None

This two-handed weapon represents the pinnacle of Dark Lament's weaponsmithing arts. It is two-handed, has a reach of 1 and does Str+7 (AP7, Heavy) damage. The deceptive, sinuous flexibility of the shaft also reduces opponents' parries by 2.

Heartfall Grail (3700c)

Requirements: Affinity Focus (Healing)

Used to collect a target's blood within (target's Spirit) minutes after death, this item extends to one hour the time the target can be brought back to life by the Greater Healing (Resurrection) glyph.

Heartfall Plus Upgrade (800c)

Requirements: None

An upgrade to the deathsuit's Heartfall Matrix, this item keeps a dead ebon's essence stored indefinitely, although once the suit runs out of power they are trapped within the suit. Long periods within the matrix can damage an Ebon's mental health. Make a Spirit roll each week or receive a mental hindrance of the GM's choosing.

HyperCalc (10c)

Requirements: None

This new soft drug from Dark Lament chemically cordons off the intraparietal sulcus, the part of the brain responsible for mathematics. This negates the multi-action penalty for manifesting a glyph while taking another action as well as granting +2 to any Knowledge or Tech roll based on maths or logic. Lasts 1 hour. Addicts must take 2 doses per day.

HyperCalc X (25c)

Requirements: None

A more potent version of HyperCalc designed for combat use. Users can now manifest two glyphs in a round by taking a -2 multi-action penalty, or manifest a

glyph and perform another action at no penalty. Additionally, the intraparietal sulcus becomes so hyperactive that social brain functions suffer. This gives a -2 Charisma penalty. Lasts 1 hour. Addiction requires 2 doses per day. HyperCalc X is a combat drug.

Kickback Amplification System (450c)

Requirements: Affinity Training (Blast or Senses)

The KAS is a defensive device designed to stall enemies while the wearer is suffering kickback. In that situation, anyone within a medium burst template, centred on the wearer, must make a Spirit roll or also be Shaken.

Manta Hood (500c)

Requirements: None

This item modifies a deathsuit's hood, giving the wearer the ability to breath underwater at the cost of 2 Flux/hour. Out of water, it acts as an air-filter, granting +2 to resist hazardous gases.

Message Crystal (50c/minute of recording time)

Requirements: Affinity Training (Senses)

The simplest of Ebb items is the Message Crystal, a holographic ebb recording of a message, which is played back once and only once, in the event of the proper code word or phrase being spoken in its presence. Uses 2 Flux to store the message, and requires Affinity Training (Communication).

Mirage Maker (1450c)

Requirements: Affinity Training (Illumination)

This two-handed axe projects a multitude of ghostly images of the wielder whenever it is swung, making it incredibly difficult to parry. It does Str+6 (AP3, Heavy) damage and reduces the target's parry by 2.

N-Trance (50c)

Requirements: None

This drug puts the ebb-user into deep sleep for 5 minutes, during which time they can only use Detect glyphs to perceive their surroundings. All such powers are enhanced, receiving +2 to the user's Formulae roll and having their range doubled.

Osiris Blade (300c)

Requirements: Affinity Training (Senses)

Modelled on a sacrificial dagger, this blade weakens those it strikes. It does Str+3 (AP1) damage but anyone wounded has their wound penalty increased by 1 until all damage is healed. Damage inflicted by this blade can only be healed naturally or through Ebb powers.

Ra Blade (450c)

Requirements: Affinity Focus (Illumination)

This weapon does Str+4 (AP2) damage. The dancing,

golden light it gives off grants +2 to Smarts and Agility tricks that make use of it. If it hits a target, the light explodes in a brilliant flash, reducing the target's parry by 2 until the attacker's next action. Either Anti-dazzle or Fully Enclosed armour options reduce this penalty to -1 while both make the target immune.

Paired Flintlocks (2200c/pair)

Requirements: Affinity Focus (Blast)

An ebb user armed with these Flintlocks may use the same Blast power twice in an turn, firing once from each pistol. This incurs the standard -2 multi-action penalty and both must be paid for separately.

Pathfinder Projection Bracer (400c)

Requirements: Affinity Training (Detect)

An upgrade for the Pathfinder that projects a 3D hologram of nearby ebb users locations. Grants +2 to the Formulae roll detect ebb users and doubles the range to 24/48/96. Requires a Pathfinder to work.

Prismatic Lens (500c)

Requirements: Affinity Focus (Illumination and Senses)

Worn over a deathsuit's glove, his item concentrates light. When creating Star or Nova orbs with the Light glyph, anyone within a medium burst template, centred on the user, must roll Smarts or be Shaken due to the bright flash emitted as the orb fires. Either Anti-dazzle or Fully Enclosed armour options provide +2 to this roll, both make the target immune.

Soul Eye (2100c)

Requirements: Affinity Focus (Communication)

A living eye worn in the deathsuit's palm. Used with Mind Probe and Thought Plant, the Soul Eye grants +2 to the user's Formulae roll.

Shard Saber (250c)

Requirements: Affinity Training (Blue/Red Thermal)

A long, thin blade that provides a solid centre for an Ice Blade. Adds +1 damage, +1 armour piercing. If the Ice Blade is shattered in a target, the Shard Saber is not damaged. Without Ice Blade manifested onto it, it does Str+1 (AP1) damage.

Shard Pike (800c)

Requirements: Affinity Training (Blue/Red Thermal)

A spear version of the Shard Saber. Adds +2 damage, +2 armour piercing and grants reach 1 to Ice Blade but requires two hands to use. Does Str+3 alone.

Shard Splinters (70c)

Requirements: Affinity Training (Blue/Red Thermal)

A klippto-sized box held in the hand when manifesting Ice Blade. If the user shatters their blade inside a target, the razor-sharp fragments within are released.

Provided at least one wound is caused, these fragments race towards the target's heart, causing 2D6 damage the following round. This damage ignores armour. Only affects living creatures. One use only.

Shatter Maul (250c)

Requirements: Affinity Focus (Blue/Red Thermal)
This weapon does little damage to living targets (Str-2) but on a successful hit the wielder may pay 2 Flux to cause 2D4 points of armour damage, after which the weapon's head is destroyed. Replacement heads cost 60c and take an action to fit.

Shock Pad (350c)

Requirements: Affinity Focus (Senses)
Provided the user centres the effect on themselves, anyone affected by their Stun glyphs is at -2 to recover from Shaken.

Shimmer Targe (1100c)

Requirements: Affinity Focus (Protect)
Attached to the forearm, this item expands into a shimmering shield when the Deflect glyph is manifested. Ranged attacks from the wearers front or left have the attack penalty from the glyph increased by 50% (-3 on a success, -6 on a raise) provided that arm is not used for any action except blocking attacks. Parry is also increased by +2 from the front and left.

Sour Salts (250c)

Requirements: None
Attached to the deathsuit's collar, these salts are released when the owner suffers Kickback, granting +1 to rolls to recover from Shaken. They can be used 30 times before they lose their effectiveness.

Stim Concentrator (195c)

Requirements: Affinity Training (Enhancement)
This syringe allows two doses of Pineal Stim to be injected at once. This grants +2 to formulae rolls for Enhancement powers but addiction rolls are at -2.

Stim Delivery System (700c)

Requirements: Affinity Training (Enhancement)
Worn under the deathsuit, up to four doses of Pineal Stim can be decanted into this item, to be delivered directly into the wearer's spinal column as a free action. Administered this way, the user can be under the effects of both Pineal Stim and another drug simultaneously.

Sting Thrower (1700c)

Requirements: None
Strapped to the back with a scorpion-like 'tail' reaching over the shoulder, this item can project any glyph normally requiring a touch to deliver. It can hold up to 6

sting barbs, each of which costs 20c and is destroyed after use. Range 6/12/24.

Suit Gel (180c)

Requirements: None
A gossamer-thin spiderweb of science friction jelly applied to a deathsuit, Suit Shield absorbs the first two points of damage the suit takes and is then destroyed.

Tinderbox (750c)

Requirements: Affinity Focus (Blue/Red Thermal)
A small box that, when held in the hand, can be used to increase the intensity of the Burst power. It halves the cost of increasing the explosion's temperature (and therefore the target's chance of catching fire).

Vector Cocoon (375c)

Requirements: Affinity Focus (Reality Folding)
This device is too large to be easily portable, consisting of a cocoon of organic, science friction material. The owner of the cocoon may Teleport or Jump Port to it at half the normal cost of the power

Velvet Glove (1450c)

Requirements: Affinity Focus (Telekinesis)
This spiderweb sci-fri glove improves the Telekinesis glyph, doubling the weight allowance to 20 lbs times his Spirit die type, or 100 lbs times his Spirit with a raise.

Whisper Haze (1200c)

Requirements: Affinity Focus (Protect)
Gain +2 to resist Ebb-based attacks but if you roll a 1 on the resistance dice (not the Wild Dice), the haze shorts out and becomes useless. Gives -2 Charisma vs. Ebb-users.

Whitefire Needle (2000c)

Requirements: Affinity Focus (Reality Folding)
This slender dagger can phase itself out to slip past armour. It only does Str+1 damage but if the wielder spends 2 Flux, it gains armour piercing 15 for a single attack but can then only damage living creatures.