

SYNERGENIC AUGMENTATIONS

3rd EDITION

With the release of our second edition catalogue we hope that the more varied range on offer will be of benefit to even more ebons and brainwasters alike. We constantly strive to improve and develop our products, but we would not be able to do this effectively if it were not for you, our customer.

With our range expanding to include war world issue only equipment, we hope this also gives SLA Industries and those stationed on such planets a tactical edge. War world s are definitely the most stringent proving ground for any product, and we hope our products stand up to the test admirably even though the enemy will no doubt have cunning means to overcome our new developments.

From myself, and the rest of the team here at Synergenic Augmentations, we hope that you enjoy any future purchase.
Alexis

Synergenic Augmentations couple with the ebb user either by touch, interdermalisation with the deathsuit or other items, each item is dormant when first purchased absorbing enough flux from its surroundings to fuel its existence, when first contact with an S.A item is made, the item bonds with the user, analysing their capabilities. The process takes only a couple of minutes after which if the ebb user meets the S.A item's pre requisites it remains solely with the ebb user and will only function for that user, unless returned to the S.A labs where the bond is broken.

The pre requisites required to use S.A items varies depending on their function and relative power, if purchased without meeting these pre requisites the item will simply reject the ebb user and retain its dormant state. Pre requisites are listed after item title and description; the pre requisite(s) will name the ebb ability and ability level, i.e. Protect Rank 8.

Optional Rules

The slot value indicated after the component description indicates the number of slots taken up by each component, the number of slots available is dependant on the location which are split into sub-locations (see below), the totals for each location are – Head 3, Torso 19(*21), Arms 6(*7), Legs 8.

Head	- 4
Torso (front)	- 9
Torso (back)	- 10
Left Shoulder*	- 1
Right Shoulder*	- 1
Left Arm	- 4
Right Arm	- 4
Left Elbow	- 1
Right Elbow	- 1
Left Hand	- 1
Right Hand	- 1
Left Leg	- 6
Right Leg	- 6
Left Knee	- 1
Right Knee	- 1
Left Foot	- 1
Right Foot	- 1

As certain items also meld with the deathsuit this reduces the amount of protection offered reducing the I.D in the area described by 5 for every 1 indicated in the slot value, * next to location means that it can be designated as torso or arm.

Flux Sinks

Sinks are small units that meld directly into the deathsuit leaving a small fined port on the suit's external surface. Depending on the type of deathsuit worn defines the level of flux sink available.

Sink increase the deathsuit's ability to gain flux; the level of flux sink determines the amount of flux gained.

Medium Flux Sink	+1 flux per day	Protect Rank 5	SLOTS: 2	COST: 400c
Heavy Flux Sink	+2 flux per day	Protect Rank 10	SLOTS: 2	COST: 700c
Super Flux Sink	+3 flux per day	Protect Rank 15	SLOTS: 2	COST: 900c
Angel Flux Sink	+4 flux per day	Protect Rank 20	SLOTS: 2	COST: 1000c

Deathsuit Regenerator

Once the deathsuit's flux capacity limit is reached, the deathsuit regenerator automatically utilises the deathsuit's capability to generate flux to repair any damage inflicted to the deathsuit, this is a small disc shaped module that can be fitted almost anywhere on the deathsuit. Regenerators restore lost ID per flux at the same cost as the ability stated within the protect skill.

Healing Rank 5 Protect Rank 5

SLOTS: 1

COST: 400c

Fluid Motion

Fluid motion is not so much an addition to the deathsuit, more an improvement on an already proven design, the owner of the deathsuit that meets the prerequisites takes their deathsuit to a licensed Dark Lament outlet that sports the Synergenic Augmentations logo, the suit is placed into a vat containing exotic biogenetic fluids where the suit is then left for three hours for the liquid to permeate through and absorb into the suit.

Once the process has been completed and the suit is left out to clean itself of any excess fluid, the suit exudes a smooth satin sheen over its entire surface any ridges and/or protrusions are softened.

When the owner puts on their deathsuit it has a completely different feel than before, the user's skin tingles as the deathsuit feels its user until complete skin contact is achieved, at first the user will feel clumsy, but as the bonding process is completed they'll come to realise that the suit offers them more freedom than they previously had.

A fluid motion infused deathsuit increases the wearer's dexterity by +1 (a complimentary side effect of the transition), its main purpose is to maintain an equilibrium in the amount of hit points in all areas at any one time, it does this by moving its mass around from healthy areas to heavily damaged areas until all damage is distributed evenly over the entire suit and locations giving priority to head then secondly to the torso.

Healing Rank 5 Protect Rank 10 Enhancement Rank 4

SLOTS: N/A

COST: 2500c

N.B: Any user that doesn't meet the prerequisites will have to purchase another deathsuit, as their old one will reject them. Max 5 points of I.D can be moved from and too head and/or limb locations per phase.

Flight Pod

The flight pod is one of the largest components that Synergenic Augmentations (SA) have produced to date, this large mass fuses itself over the back section of the user's deathsuit only leaving a small contoured hump when not in use.

When activated wings sprout forth from the deathsuit improving manoeuvrability, increasing their speed and enabling them to fly higher on the same flux usage.

Speed and height limitations are increased by 50%, once flight has been achieved using the appropriate flux for the fly ability, the ability can be maintained once the time limit has expired by spending an additional 3 flux each time.

Telekinesis Rank 7

SLOTS: 7 (Back)

COST: 1200c

SA Thermal Gauge (Blue/Red)

These thermal gauges differ slightly than the normal gauges available in that they are red or blue thermal specific, which means that a blue thermal version cannot be used to benefit red thermal abilities. These gauges can be melded anywhere on the deathsuit with most favouring either the arms or legs, the gauges are oblong in shape and ripple in texture, of which the ripples remain evident once melded.

The device works by effectively reducing the flux required for an ability by reducing the effective ability level in respect to flux only, level one abilities do not see any benefit. When used, the thermal gauge becomes frosted if red or steams if blue. Concentration checks suffer a -3 when an ability is used in conjunction with gauge.

Red/Blue Thermal Rank 6

SLOTS: 3

COST: 730c

Parasitic Tendrils

These long slender components can be bought singularly or as a pair and are attached to the user's deathsuit on the forearms; once melding is complete they leave a tough ridge along their length with two sharp pointed barbs protruding out just above the wrist.

When the user inflicts physical damage on another creature with their hands they can nominate to leave their hands in place and extend the two tendrils which bury deep into the host using their barbs, every phase thereafter providing the user makes a successful melee attack or opposed strength roll, the tendrils suck blood from the host and convert it into healing fluids that can then be used to heal any damage the ebb user has suffered.

The tendrils reduce the target's total hit points by 3 points per phase in the host regardless of any drugs that they may currently be using, for every 3 points the tendrils remove in this way, 1 point of healing fluids is generated. The tendrils can store up 5 points of healing fluid at any one time if not required, waste products weep harmlessly out from the ridge along with any stored healing fluids if not used within 24 hours.

Healing Rank 5 Enhancement Rank 7

SLOTS: 2 Ea. (Arm)

COST: 500c Ea.

Shock Dampeners

Thin in construction with small nodules protruding from the underside, these components stick to the soles of the deathsuit with a rippled ridge running up the heel to the calf, shock dampeners can be bought individually but most tend to buy a pair, one for each foot to ensure that one foot is always in contact with the ground at any time.

When struck by any electrical charge with the ability to stun or damage is rerouted via the dampeners harmlessly into the ground, excess energy is dissipated in the form of heat via the ridge.

Blue Thermal Rank 1 Protect Rank 10 Illumination Rank 5 SLOTS: 1 (Foot), 1 (Leg)

COST: 250c Ea.

N.B: If any resulting electrical charge results in penetrating the deathsuit, the wearer is affected normally.

Luminescent Filter

An oblong film surrounded by a cylindrical lip makes up this rather fragile looking SA component, when placed over the eyes it fuses with the deathsuit wrapping around the side of the head to the temples, the film is photo reactive going from clear through to dark dependant on light levels, and reacts quickly to sudden bright flashes of light that may occur.

Illumination Rank 3 SLOTS: 1 (Eyes)

COST: 200c

Nasal Screen

A solid conical shaped plug constructed of foamy synergistic mass, the nasal screen fits in the facial section of the deathsuit, when fused it displaces the deathsuit to form a semi-triangular shaped opening with multiple horizontal fins stretching across the outer surface.

The nasal screen further improves the suits capacity to filter any impurities from the atmosphere supporting the user inside, the screen will filter all potential hazardous substances but cannot create oxygen where there isn't any, thus the user will still suffocate in an oxygen deficient atmosphere.

Enhancement Rank 1 Healing Rank 1 SLOTS: 1 (Nose)

COST: 200c

S.A.G's (Synergistic Augmentation Gills)

These are bought as a pair that fit to the lumbar region of the back, joined in the middle by tough tubulars, when fused with the deathsuit the S.A.G's form a raised ridge in the shape of an "H", two oval openings at the top and bottom, the top openings are filled with horizontal fins with miniscule nodules raising from the surfaces.

Whilst underwater fluid enters via the top openings where the oxygen in the water is extracted and permeates through the deathsuit to the user where they freely breathe the supply.

Enhancement Rank 4 Healing Rank 2 SLOTS: 5 (Back)

COST: 600c

N.B: By spending an additional 4 flux and making a successful concentration check, the S.A.G's propel water from the exhausts ports at a greater rate, doubling their speed through water, duration equal to concentration in minutes.

O₂ Storage Mesh

A honeycomb mass can be fused on the user's deathsuit (normally on the back), this mesh allows the storage of oxygen giving the user an additional 15 minutes emergency supply, multiple storage meshes can be utilised, increasing the capacity by a further 15 minutes each.

Enhancement Rank 2 SLOTS: 2

COST: 150c Ea.

Thermal Gauge Enhancement (Thermal Amplifier)

These are a small slender cylindrical shaped S.A components, designed so they can blend into SA variant thermal gauges that the user may already have fitted into their deathsuit. Once they have been attached they modify the existing gauge increasing their ability to create heat or cold.

When used they automatically increase the temperature effects of any create heat/cold calculation or body blaze/cold aura by 50%, and increases duration by two phases.

Red/Blue Thermal Rank 6 SLOTS: N/A (SA Gauge)

COST: 500c Ea.

N.B: Amplifiers can either be fused to SA variant original Gauges costing an additional 50c more than the original or the SA Thermal Gauge described above.

Flintlock Enhancement (Scope)

Similar in shape to a normal rifle scope but considerably smaller, flintlock scopes fuse with the top of the flintlock's existing barrel. The scope alters the way the user calculates the equations as the scope adds another variable into the mix increasing the difficulty of the concentration check by 4, the scope allows the user to rearrange the damage and penetration values to suit, as long as the total does not exceed the original values for damage, armour damage, and penetration added together.

Blast Rank 9 SLOTS: N/A (SA Flintlock)

COST: 700c

N.B: The scope cannot be used to alter the values given for bombs, scopes can only be fused to SA variant Flintlocks costing an additional 50c more than the original flintlock.

Flintlock Enhancement (Extended Barrel)

A cylindrical tubular melds with the existing barrel, lengthening it further, the increase in barrel length doubles the range of blast and bomb calculations.

Blast Rank 4
COST: 380c

SLOTS: N/A (SA Flintlock)

Flintlock Enhancement (Extendable Stock)

Melded to rear of the flintlock the stock helps prevent any unnecessary backlash from blast/bomb calculations, giving a +1 to hit their target up to medium range. The extendable stock can either be melded with the flintlock or in its extended position, concentration check required to change between positions.

Blast Rank 5
COST: 240c

SLOTS: N/A (SA Flintlock)

Universal Trigger Delay (U.T.D)

Out of most of the exciting creations at Synergic Augmentations, some of the technicians rate this simple but effective design as one of the best, its various applications makes it incredibly versatile giving the ebb user more freedom, when the pressure is on, the ebb user can deliver a volley with potentially devastating effects.

Universal trigger delay units fit to already existing science friction components, flintlocks, thermal gauges, focuses, etc., or other S.A components (works with normal as well as SA variants). The trigger intercepts the completed calculation, lets it go immediately, or holds it for a duration not exceeding concentration in hours, if not used in this time period the flux and the calculation are lost.

Trigger delays enable the ebb user to calculate any number of equations ahead of time allowing them to unleash multiple calculations in an instant, only one U.T.D can be fused to an item and one calculation per U.T.D, test trails have proven that this device does not work very well in conjunction with the vector box and ebb users are strongly advised not to combine the two.

Relevant Skill Rank 2 Illumination Rank 5
COST: 300c

SLOTS: (See Description)

Calculation Capacitor

This small disc shaped component consists of small-perforated tubes twisted around and coiled tightly together, these fit on the temple of the deathsuit, the capacitor can store a completed equation and hold it for a time not exceeding a duration equal to concentration in hours.

A maximum of two capacitors can be fused into the deathsuit, one on each temple, each capacitor is capable of storing only one equation at a time, to store a different equation the user either uses the stored equation or chooses to loose it and the flux associated with it.

Illumination Rank 8
COST: 550c Ea.

SLOTS: 1 Ea. (Head)

Mechanical Manipulator

The ability to manipulate the physical world with the ebb is further improved by the mechanical manipulator, the manipulator is a hand held device consisting of a trigger, dial and thumb lever.

By manipulating any of these controls in a sequence instantly alters the effects of any telekinetic ability, originally designed to mix volatile substance's or control devices in hazardous areas by ebb technicians, operatives have broadened its possibilities and made it a desirable tool when turning the tables on their foes.

Operative uses include, firing guns from a remote position, putting on the safety or extinguishing a weapon's ammo clip rendering the weapon useless.

The ability to use this device requires that the ebb user has knowledge in the relevant skill employed to do the task normally and would require to make a skill roll with a +2 to the difficulty. Max range equals concentration times ten meters; flux usage equals 2 plus 1 for every ten meters beyond the first. Duration equals concentration in minutes.

Telekinesis Rank 1 Relevant Skill Rank 5
COST: 450c

SLOTS: N/A (Item)

N.B: Once active the user can choose to do something else, however it does need to be operated if they wish for it to do work.

Flux Capacitor

Any stored flux that would become lost due to duration exceeded, excess flux generated, or any excessive flux gained via the Protect rank12 suck flux ability in excess of the ebb user's maximum capacity, can be stored in the flux capacitor.

The flux capacitor stores one flux for every two flux lost and stores it for a further duration equal to concentration in hours before finally discharging.

Only one flux capacitor can be fused in any one deathsuit as more than one will cause deterioration of the deathsuit eventually rendering it useless, flux capacitors storage capabilities are dependant on the deathsuit size, holding a maximum of 5 in a light

deathsuit, 10 in medium, 15 in heavy, 20 in super, and 25 in angel. The flux capacitor automatically adjusts its limitations to the deathsuit it is attached.

Illumination Rank 2

Protect 4

SLOTS: 2

COST: 400c

Cerebral Intensifier

Fitted on the head of the ebb user's deathsuit, a tough strip of SA material connects two disc shaped probes together; the probes reach around from the forehead to the base of the skull.

The device strengthens the resolve of the ebb user clearing their mind of distracting surface thoughts improving their focus; the user becomes more proficient at penetrating the minds of others, increasing the difficulty for others to resist appropriate communication, detect, and senses skills by 2.

If an additional 2 flux is spent before a stressful encounter, the user is able to maintain focus and for duration equal to concentration in minutes, reducing concentration checks and applicable cool check difficulties by 2.

Communication Rank 3

Detect Rank 3

Senses Rank 3

SLOTS: 2 (Head)

COST: 700c

N.B: Device requires a minimum of one of the above prerequisites to be high enough to use, although it doesn't increase the difficulty of the other abilities until they reach pre-requisite first.

Unarmed Projection Emitters

Bought as a pair, unarmed projection emitters each consist of a disk with five tentacles stretching outward.

When placed in the palm of each hand, the disks become pliable before melding into the deathsuit, the tentacles extend or contract along each of the fingers of the deathsuit until they reach the tips where they meld with the deathsuit leaving feint flexible ridges.

To use the emitters a calculation is made similar to that used for the telekinesis ability, but instead the flux is used to activate and power the emitters, the emitters use flux at a rate of 6 flux for seconds equal to their concentration.

When activated, the emitters allow the user to engage an opponent in close combat even though they may be tens of meters away, the opponent must be in range and the user must have a clear line of sight to the target.

Cost equals an additional 2 flux per ten meter range, max range equals concentration times ten meters. User cannot engage in any other activity whilst using emitters and concentration check required every phase, if line of sight is broken, user can choose to end concentration. Duration equals concentration in seconds.

Senses Rank 5

Telekinesis Rank 6

SLOTS: 1 Ea. (Hands)

COST: 1000c. Pr.

N.B: User can choose to use emitters for other tasks other than combat.

Motion Inhibitor

This is another hand held device which works using the same technology incorporated in the Mechanical Manipulator, it is shaped like a rod about 10 inches long, when activated the ends curl up and meld together to form a chain link.

The Motion Inhibitor can only target living creatures, if successful the device causes the individual affected to become rooted to the spot, they can still perform any other actions permitted each round other than moving from where they stand.

The calculation can be difficult to achieve as the target's strength modifier is used to adjust the difficulty in addition to any other modifiers.

The device uses up flux at a rate of 4 flux for seconds equal to concentration, a successful concentration roll must be made every phase to keep the hold, failure ends the effect allowing the target to act normally in their next phase.

Senses Rank 6

Telekinesis Rank 7

SLOTS: N/A (Item)

COST: 550c

N.B: The target of the Motion Inhibitor may choose to fight against the hold as their action, if they do they make a strength check, if the result is above twenty, the excess is added to the difficulty of the concentration check. I.e. a result of 22 would add an additional 2 to the concentration check, this is on top of the strength modifier that is already included.

Infusion Pellets

[Why are there different types of pellets, one pellet fits all would make it more attractive?](#)

Infusion pellets are small spherical shaped S.A hardware approximately 50mm in diameter, designed for single use operation. The ebb user can use these handy little devices to modify certain ability calculations, dependant on the pellet type, and store the flux required until it's called for, up to concentration in hours. By spending an additional 1 flux the calculation is modified to include one of the following detonator types – timer, remote, or proximity, [otherwise they can be thrown or fired at a target, whereby they detonate on contact. If thrown, normal throwing rules/distances apply.](#)

If timer is used the ebb user must include the time which they wish, up to a maximum duration equal to concentration in hours, remote has a maximum line of sight range of 100m, if not detonated before duration exceeds concentration in hours, the calculation and flux dissipate. Proximity detonation can be set so they trigger at maximum range of 5 meters, if not triggered before duration exceeds concentration in hours, the calculation and flux dissipate.

Once detonated or durations expires, the pellet used becomes useless, and begins to rot away to nothing after an additional day.

COST: 25c Ea.

[N.B: The pellet has multiple uses, each use described below.](#)

Infusion Pellet (Bomb) – Bomb pellets can utilise any bomb rank(s) the user may have access to (stats as described for rank). If two bomb calculations are placed within a pellet at any one time, the pellet becomes unstable and explodes after three phases (see launcher for modified stats).

Blast Rank 5

SLOTS: N/A (Item)

Infusion Pellet (Flash) – Flash pellets utilises the ability of the user to blind, but instead of it being centred on the user the user can now place it in the pellet for it to be thrown or placed on the ground etc, once the blind ability has been placed within the pellet, it glows faintly but not enough to shed light out to any distance (stats as described for rank).

Illumination Rank 6

SLOTS: N/A (Item)

Infusion Pellet (Sensory) – Harnessing the ability to remove sense from their opponent, the user infuses the calculation within the pellet for the sense they wish to remove, the blast radius of the pellet is dictated by the remove sense rank, increasing by 1m for every rank in remove sense after rank 1, rank 1 ability simply allows one enemy to be targeted, physique rolls apply as normal to resist and duration is limited to concentration in seconds, regardless if the ability states permanent or otherwise.

Senses Rank 1+

SLOTS: N/A (Item)

Limpet Infusion Pellets

This type of pellets has been designed to incorporated a flexible suction pad on one side, allowing it to be attached to almost any surface, their use is the same as above.

COST: 30c Ea.

Limpet Destabiliser

Like limpet infusion pellets, limpet destabilisers are normally attached to objects with the suction pad attached on one side, once attached, the destabiliser can be detonated. There is no explosion per se but a dull thud followed by a crackling sound as the destabiliser becomes unstable along with the material it is in contact with. If in contact with armour it will cause either the location or an area equivalent to a one hundred ID to weaken, effectively halving the PV in that area (rounded up).

If placed against the skin, it causes an effect similar to that of osteoporosis, where any damage suffered in that area is doubled.

Enhancement Rank 4

Healing Rank 5

SLOTS: N/A (Item)

COST: 70c

Crystalline Enforcer

The enforcer melds into SA variant blue thermal gauges, crystalline enforcers systematically structure the ice crystals that make up the ice blade, strengthening the blade against impact that would normally cause the blade to shatter, and increases penetration value by 2.

The blade begins to weaken until it eventually shatters as normal after two additional phases.

Blue Thermal Rank 4

Senses Rank 2

SLOTS: N/A (Gauge/Spline)

COST: 400c

Gem Storage Sacks

Technicians at SA still search for the holy grail for ebb user's, a defence against depleted uranium rounds destroying flux, in the interim they've found a way for storing burn and eternal gems protecting them from DU destructive effects.

Gem storage sacks are oval in shape with a small opening at the top, when a gem is squeezed against the opening the hole widens to allow the gem through. Inside tiny strands attach themselves to the gem, suspending it centrally within the sack; the sack puffs out to prevent anything other than the strands touching the gem.

The sacks can meld into the deathsuit leaving no trace on the surface, preventing thresher directly targeting the sacks.

Protect Rank 5

SLOTS: 1

COST: 100c Ea.

Death Pack

The death pack has been created for the ebb user to replace the standard backpacks used on war worlds and operatives working on Mort, death packs are capable of carrying standard S.L.A equipment with the same capacity as standard backpacks of the same size.

Death packs come as a flexible sack with two loops through which to place the arms allowing the pack to rest against the back, after the bonding process the shoulder straps will completely disappear along with the back section of the pack. Unlike standard backpacks, death packs have slots in the side rather than the top so the operative doesn't need to remove the pack to find the item they are looking for.

Through a simple thought process the pack will position the item required at either the left or right opening, this takes one phase, the death pack also has the capability of full interdermalisation with the deathsuit if only S.A variants and components are placed within.

Protect Rank 5

Communication Rank 2

SLOTS: 5 (Back)

COST: 260c

Ambient Aura Regulator

The regulator is positioned in the abdomen region of the deathsuit with six additional sensors stretching out to each location, when activated by spending 3 flux the regulator alters the surface temperature of the deathsuit to match that of the surroundings.

The regulator makes it extremely difficult for someone to detect the user using infrared, increasing the difficulty of detect check with IR by 6.

Blue Thermal Rank 5 Red Thermal Rank 5 SLOTS: 2/1 (Torso/Other)
COST: 450c

Nerve Lash

Long elastic sinuous threads are housed within a thin sack that melds underneath the forearm, by spending an additional 2 flux when calculating a remove sense equation; the nerve lash is activated sprouting forth from the sack out towards the target a great speed, touching the target briefly before retracting back in the sack as fast as it came out.

Nerve lash doubles the range of remove sense abilities or allow touch abilities to be used within 5m.

Senses Rank 5 Telekinetic Rank 2 SLOTS: 2 (Arm)
COST: 320c

Biorhythm Scanner

Operation and construction is similar to hand held motion scanners but scan in different ways, where as the motion scanner senses its surroundings for any object that is in motion, the biorhythm scanner senses organic living matter, it has an in built filter to prevent the signal becoming interfered with by any vegetation, therefore it picks up stationary targets as well, but will not pick up inorganic objects like moving vehicles, robots, etc.

Works up to a range of 50m, requires 2 flux to power the scanner for minutes equal to users concentration, no calculation roll required.

Detect Rank 5 Senses Rank 2 Communication Rank 2 SLOTS: N/A (Item)
COST: 520c

Biorhythm Scanner Enhancement (Close Cover)

This bulbous shaped attachment fits on top of the scanner, taking on a mushroom shape once fused. This attachment when powered lets out a low frequency pulse that emanates out through three hundred and sixty degrees, as opposed to the scanner that sweeps at a very high frequency in a ninety-degree arc.

The range of the attachment is significantly reduced due the weakness of the pulse, extending out to a distance of 10m, but its low flux consumption allow it to be active considerably longer than the scanners normal function. Lasting concentration in hours for the expenditure of only 8 flux.

To change from one function to the other requires a concentration check. If close cover is active, this doesn't stop the user switching back to the normal function and activating it as described in the scanner above. The close cover function will still be active but would require the user switch back to make use of it, both cannot be sensed at the same time.

Detect 6 Senses Rank 4 SLOTS: N/A (Scanner)
COST: 340c

Anatomic Conjunction

This is an enhancement that blends with the SA variant medikits, this improvement allows the user to extend their heal ability, if the user is in contact with the target they can use their ability to heal wounds and stop bleeding, but even is capable of repairing damaged organs and regenerating them to function normally.

This ability takes time to use, depending on damage taken; duration (phases) equals damage taken minus users concentration, minimum 1 phase. In addition to this the user must also spend 1 flux for every point of damage inflicted by the cause of the wound.

In the event of someone dying, the unit can be attached to the patient where it will then sustain them whilst the repairs / regeneration take places, once the process begins, the patient can then be left as long as the unit remains attached for the remainder of the duration once active.

Healing Rank 13 SLOTS: N/A (SA Medikit)
COST: 1350c

N.B: Conjunction units can only be fused to SA variant medikits costing an additional 50c more than the original kit.

[Why do I have to buy a SA variant to use all these enhancements? No longer, original equipment can now be used as long as they have been treated to adjust their structure. It costs 100c per item to make it a SA equivalent item and takes a day to convert.](#)

SA Flintlock Mount

The SA flintlock mount is a short slender rod with a disc shaped base, this item melds with the deathsuit when the disc is placed onto either of the shoulders. When an unmodified SA flintlock is placed on top of the rod, the rod changes shape to encompass the rear section of the flintlock.

This item allows the user to use their flintlock without the use of their hands and doing the necessary concentration check as normal, unfortunately due to its nature, the mount restricts the firing arc to 120° in the direction the user is facing, this may not necessarily be the same as where the user is looking concentration check at +2..

Blast Rank 8 Telekinesis Rank 2

SLOTS: 1 (Shoulder)

COST: 420c

N.B: This item can't be used in conjunction with other SA flintlock upgrades.

I.P Launcher

These items are designed for use with standard infusion pellets, specifically for harnessing the advantages of an unstable bomb pellet with two bomb calculations done on it, a bomb pellet still explodes after three phases so the user need to load it in the launcher and fire it or suffer the consequences.

The Launcher double the effective range stated for the bomb rank, as well as delivering an unstable ebb mass that inflicts damage etc depending on the two calculations placed within.

The blast radius equals the first bomb calculation plus 50% (rounded up) of the second calculation.

Damage equals the first bomb calculation plus 50% (rounded up) of the second calculation.

Armour damage equals the first bomb calculation plus 50% (rounded up) of the second calculation.

Penetration equals the first bomb calculation plus 50% (rounded up) of the second calculation.

Blast Rank 10

SLOTS: N/A (Item)

COST: 1225c

N.B: Can now be used for all standard infusion pellets, regardless of calculation applied. If range is not stated, launcher has an effective range of 30m. Rifle skill required to fire.

Ebb multi-fluxer (Base unit)

This unit fits around the back of the head ending just behind the ears with a rippling along its entire length, it enables one single calculation to be used for more than one piece equipment/ability capable of utilising the same calculation. For example a user deciding to fire two blasts from separate flintlocks at the same time can use the mutli-fluxer to duplicate the calculation, allowing two shots to be fired the phase after the calculation phase. If used, the appropriate amount of flux is still expended, in this example, two shots will equate to double the flux expended. It will also increase the difficulty by 2 for every time the calculation is copied.

Illumination Rank 2

Communication Rank 2

SLOTS: 1 (Head)

Cost: 320c

Ebb multi-fluxer (Remote unit)

Remote units meld with the SA variant item leaving stubby antenna like protrusion on the surface, it allows the item to have the capability of receiving copied calculations from the base unit. Using the example given above, if the user has two flintlocks but only one is fitted with a remote, the one with the remote receives the calculation, the other does not, meaning the additional flux is wasted and the difficulty increased unnecessarily. All items that will make use of the multi-fluxer require a remote unit.

None

SLOTS: N/A (Item)

COST: 135c

Thermic Lance

The thermic lance is a baton shaped item the tapers to a point one end and grip the other, the thermic lance is specifically designed to increase effectiveness of freezing blast and burn abilities by condensing the ability, doubling the effective range and increasing penetration by 3. +2 flux required when using abilities, +2 difficulty to concentration check.

Blue/Red Thermal Rank 3

SLOTS: N/A (Item) 5 (Leg)

Cost: 720c

N.B: Legs slots only used if lance is melded to suit.

Thermic Lance Enhancement (Thermic Nozzle)

This enhancement attaches to the thermic lance and allows the freezing blast / burn abilities to be adjusted from jet to spray.

The nozzle effectively allows the lance to be used in two additional settings.

90-degree angle – Half the range and penetration (Rounded up), concentration modifier +3

180-degree angle – Quarter the range and penetration (Rounded down), concentration modifier +6

Blue/Red Thermal Rank 8

SLOTS: N/A (Lance)

COST: 680c

Thought Lash

Thought lash components are similar in construction to the nerve lash components, sharing the same construction and operation methods. Where as the nerve lash utilises the user's remove sense ability, this unit utilises the user's communication ability.

When the thought lash is used, the tendrils sprout forth to a range of up to 5m to strike its foe. The target makes a concentration check with a +4 to the difficulty, if the target fails their roll they lose a skill level in the skill they were using at the time of the attack.

This skill level loss is temporary and comes back after a duration equal to the users concentration in hours, and user receives a temporary increase in that skill that lasts concentration in minutes.

Communication Rank 8

SLOTS: 2 (Arm)

COST: 640c

Dental Mould

An imprint of the user's teeth is taken that's used to form a mould in which science friction material is shaped specifically for their teeth and mouth shape. When complete the user can cover their teeth when appropriate to further improve the look and effectiveness of the enhanced teeth. When the teeth enhancement is activated the mould adapts to the distortion and allows for the teeth to be extended further allowing for greater penetration and damage when biting down on a foe.

The attachment needs to be placed within the mouth prior to use if the user doesn't have sufficient levels in either enhancement or protect, but if they do have sufficient ranks in enhancement that the teeth ability is permanent the mould can be left in almost permanently, giving bonus all the time and improving the menacing look, they will still need to remove them to eat which is done easily by peeling the mould off where it will then change back to its original shape. Interdermalisation allows the mould to be absorbed by the user, effectively giving the user the ability to improve their teeth at will, meaning that they don't necessarily have to remove the mould but they still require a concentration check to activate and deactivate, with the resulting change occurring the next phase.

The mould gives an additional +3 penetration, +1 damage.

Enhancement Rank 1

SLOTS: N/A

COST: 460c

Cinder Pods

Pods are small robust spherical objects approximately 20mm in diameter. When dormant, they are opaque in colour, but when the user transfers any thermal ball ability into one they become charred, taking on a blackened hue with a red glow deep within and hot to touch. Cinder pods can be thrown or placed in objects or on the ground, the skin is very brittle and splits open when external force is applied, i.e. stepped on or hit against something solid, the thermal ball is released dealing appropriate damage to all within a meter radius.

If the skin is not broken by force, it will still rupture after concentration in seconds, its colour changing from the charred black, through to deep red, red, orange, yellow, then white before releasing the energy contained within.

Red Thermal Rank 4

Blue Thermal Rank 1

SLOTS: N/A (Item)

COST: 15c Ea.

N.B: Depending on the level of thermal ball used, the radius of the effect is increased by one additional meter per rank.

Sticky Pods

Same outward shape and dimensions as that of the cinder pod, however its texture is rougher to touch and ever so slightly tacky. When a thermal ball ability is transferred into it, it begins to deteriorate in the same way as a cinder pod would, the difference between the two is that unlike the cinder pods which break very easily, sticky pods do not, instead they become pliable, once thrown at a target they hold fast to the first tangible solid object/thing they come in contact with.

The deformation caused when the pod comes into contact with the object means that when it does split open and releases the energy within, it is directed into the object +4 pen, no area effect. In addition the pod deals one point of fire damage to the surface it's stuck to every phase after it is applied, up to the point it discharges. An additional one flux is expended when using any thermal ball ability.

Red Thermal Rank 4

Blue Thermal Rank 1

SLOTS: N/A (Item)

COST: 20c Ea.

N.B: Depending on the level used increases the penetration by an additional +2 per level over the first.

Cyclonic Projector

This tubular design consists of a tightly formed volute that enables energy to be imparted to cinder pods without the risk of breaking the cinder pod. It is a hand held device that comes in two guises, pistol form and rifle form, which require the use of the appropriate skill to use with any degree of competence. On top of the weapon is a small hopper that can hold anything up to ten or thirty pods respectively at any time.

The pods can be held in either the dormant state or an activated state, cinder pods can be charged whilst in the gun but the user must have hold of the gun to do so. If the user chooses to charge several up prior to discharging via the gun, to enable them to make use of multiple shot capability of the weapon they can do so as the chamber in which they held is specially developed to benefit from the blue thermal skill to help keep them cool, extending the duration until they rupture naturally from seconds to minutes.

To enable the weapon to keep activated pods cool requires an additional 3 flux, drawn from the user automatically when a pod is charged and not fired after two phases. If the user has no additional flux to power this function, the pods will rupture as normal.

To activate the weapon costs one additional flux for every shot fired and requires a concentration check in addition to a skill check, the concentration check is instantaneous instead of having a one phase delay, the difficulty of the concentration check is modified by +1 for every shot fired up to a maximum of +5 at the highest ROF of 5 for both weapons and anything in between, range for pistol is 40m, rifle 100m.

Red Thermal Rank 4 Blue Thermal Rank 6 Telekinesis Rank 4 SLOTS: N/A (Item)
COST: 675c (Pistol), 1120c (Rifle)

N.B: Sticky pods cannot be used in conjunction with this item. Rifle skill required to use this item.

Emotive Visage

This item starts life as a rather non-descript grey mask with narrow cut outs for mouth and eyes. When placed over facial section of deathsuit and dissolves within the deathsuit until no trace is left, when the user has their deathsuit on the inanimate facial expression on the deathsuit changes subtly to smile, frown, grimace, scowl, etc. The change isn't instant and occurs over several seconds.

The mask accentuates any emotions felt by the user, or auras/presence exuded by the user; this increases the appropriate effect on the person the user is in contact with. The user gains a +1 bonus to charisma-based skills, increasing the effect of any auras/presence by 2.

Senses Rank 7 SLOTS: 1 (Head)
COST: 840c

Dormant Suspension

Like the fluid motion deathsuit enhancement, this is another deathsuit treatment that alters the suits internal surface. The first treatment loosens the molecular structure of the suit, making it susceptible to change, this allows the application of a substance that causes the internal surface to react, creating a tightly packed honeycombed structure within, this softened lining enables the user to sleep in more comfort than they would normally.

When wearing the deathsuit, the user replenishes their flux at the quicker rate of two hours as opposed to the four hours it would normally take. This is achieved by the user going into a very deep sleep with the bodily processes slowed down and their heart rate reduced to anywhere between 10-20 BPM, whilst in this state it is impossible to wake the user, who wakes normally after their flux is completely replenished or they receive damage.

If awakened unnaturally, they will continue to act as if in stupor for the next five phases, during this time their dexterity score becomes 6, adjusted accordingly depending on their ranks in good or bad sleeper if they have any. Concentration checks during this time suffer an additional -5 to the roll.

The other advantage this suit offers is that any additional equipment the user has that is capable of replenishing flux, except gems, is able to replenish their allowable allotment it would normally take a day to regain. As the suit is now slightly thicker, it also gains an additional +1 to it PV.

Protect Rank 5 Illumination Rank 3 SLOTS: N/A
COST: 2800c

N.B: If the user has a biorhythm scanner with close cover enhancement active during their slumber, if awoken unnaturally the user only remains in a stupor for 3 phases as opposed to the five, if their unadjusted dexterity allows them to act in additional phases they may do so. Also concentration checks made in this time suffers a -3 to the roll.

Cryonic Spline

The spline is a rigid, long slender point measuring 1m in length for the one-handed version and 1.8 m for the two handed version, the other end is the hand grip. The spline looks similar to that of a fencing foil or rapier, and in its inactive form is only capable of dealing 1 Dam, 0 AD, 1 Pen, but when charged with the ice blade ability it becomes powered, increasing its base stats to 3 Dam, 1 AD, 5 Pen (2 flux, no concentration check required), and is further enhanced dependant on what level ice blade is also used.

When using the spline with the ice blade ability, ice crystals form around the spline, thrusting up towards the point reinforcing and strengthening it, the actual amount of ice build up dependant on whether the one or two-handed version is used. All ice blade stats stated within the ebb skill are now useable by either, with the stats stated counted as the additional enhancement for the one handed version, the two handed version, in addition to the enhancement stated for the skill, gains +2 Dam, +1 AD, +1 Pen for each ice blade level, therefore using a level 3 ice blade will gain an additional +6 Dam, +3 AD, +3 Pen.

The difficulty of the concentration check is adjusted by 4, and the amount of flux required is equal to the ability, +2 for every additional phase beyond the first.

Blue Thermal Rank 3 Blade 1 or 2-handed Rank 6 SLOTS: N/A (Item) 3/5 (Leg)
COST: 3200c / 4300c

N.B: Crystalline enforcer can be used when attached to this item. Legs slots only used if lance is melded to suit.

Kindle Mace

This item is a direct opposite to the cryonic spline, it comes in either a one or two-handed version, at the end of the shaft are ribs that curve round joining at the top with a bulbous centre extending up from the shaft with rods sticking out perpendicular to its surface to support the ribs around it. On the other end is the grip.

In its inactive form, the mace is capable of dealing 2 Dam, 0 AD, 0 Pen but when charged with the thermal ball ability it becomes powered, increasing its base stats to 4 Dam, 3 AD, 2 Pen (2 flux, no concentration check required), and is further enhanced dependant on what level thermal ball is also used.

Instead of hurling a ball of flame, the user chooses to sheath the mace head in flame, the intensity dependant on whether the one or two-handed version is used. The thermal ball stats stated within the ebb skill are now useable by either, with the stats stated counted as the additional enhancement for the one handed version with the total damage distributed evenly between damage (rounded up) and armour damage (rounded down), the two handed version, in addition to the enhancement stated for the skill, gains +2 Dam, +2 AD, 0 Pen for each thermal ball level, therefore using a level 3 thermal ball will gain an additional +6 Dam, +6 AD, 0 Pen.

The difficulty of the concentration check is adjusted by 6, and the amount of flux required is equal to the ability, +2 for every additional phase beyond the first.

Red Thermal Rank 3 Blunt 1 or 2-handed Rank 6 SLOTS: N/A (Item) 3/5 (Leg)
COST: 3200c / 4300c

N.B: Legs slots only used if lance is melded to suit.

Thermic Sheath

The sheath melds with the leg section of the deathsuit, and can be used to sheath either the thermic lance, cryonic spline or the kindle mace without taking up any additional slots. The spline or mace can be stored either inactive or active preserving its duration, or remainder of, for up to concentration in hours.

To store an active weapon, the user must have resist heat or cold at an equivalent level to the level being contained, otherwise damage is inflicted to the deathsuit. If the spline or mace is stored inactive, they can also be charged without the need to hold it, the concentration check normally required for either weapon increases by 1 to 3 and 5 respectively, and 1 additional flux is expended to do so.

Communication Rank 1 Red/Blue at Appropriate Rank SLOTS: 3/5 (Leg)
COST: 240c / 340c

Residual Intensifiers

These look like fingerless gloves that can fit on to the deathsuit or directly onto the hands, they come loose fitting but once they bond with the user they deform to fit tightly against the skin, remaining flexible enough as to not restrict movement in any way.

The gloves enable the user to use either cold aura or body blaze to greater effect when using natural weapons or claws through the enhancement ability. Normally when these abilities are used they only inflict damage to the first thing they come in contact with, whether that be armour or skin, and increase the appropriate damage accordingly.

The intensifiers however store heat or cold, allowing the user to still transfer heat or cold damage to anyone wearing armour if they penetrate. When calculating the stats the user adds the penetration values together to give the adjusted value, for armoured targets they receive armour damage equivalent to claw armour damage and aura damage value, if they penetrate they deal damage equivalent to the damage given for the claws plus the damage stated for the aura again. Un-armoured opponents receive damage equivalent to the claws and one and a half times the aura damage. Concentration check suffers a +2 modifier.

Red/Blue Thermal Rank 5 Enhancement Rank 2 SLOTS: 1 Ea. (Hands)
COST: 480c Pr.

Directional Locator

This is a small hand held device that looks similar to a compass in that it is circular and has a needle fixed within its centre measuring 50mm in diameter, no directions are indicated on its surface and it does not tell the user which direction they're heading. What it does do is enable the user to find the direction to the owner of the scent they wish to follow, the operational range of the locator is dependant in the users communication ability, giving the user an inkling of how far they are away +/-10%.

To power the locator requires 1 flux per round and a concentration check of which they must maintain until the direction and rough distance is established. It takes a round for the users awareness to travel out to 100m and an additional round for every factor of 10 after that, therefore to reach out 10km would take 3 rounds, 1000km 5 rounds. Flux expended is in addition to ability.

Once the direction and distance is known, they no longer need to concentrate to hold the signal, but still need to spend the 1 flux each round to maintain.

Detect Rank 8 Communication Rank 1+ Telekinesis Rank 1 SLOTS: N/A (Item)
COST: 460c

Flintlock Enhancement (Magazine)

The magazine is a cylinder the melds to the top of the flintlock barrel. In itself the magazine doesn't actually perform any particular function, it does however allow the flintlock to hold up to ten modified burn gems (see below) that can be fired off by the flintlock.

Blast Rank 1+ SLOTS: N/A (SA Flintlock)
COST: 120c

N.B: Pistol skill required to fire munitions.

Flintlock Munitions

Flintlock ammunition is not too dissimilar to that of the cinder pods, flintlock munitions come in varying energy levels dependant on the blast rank used. Munitions have a corresponding number detailing the rank on the surface; all munitions already contain the appropriate amount of flux for the rank. To use the munitions, the flintlock requires that a magazine be fitted (see above).

When firing the munitions, the user must make a concentration roll as normal with a +4 bonus to the concentration roll, the munitions is then fired using the flux contained within as it does so converting the science friction shell into the blast energy as it does so giving an additional +2 to Pen. No flux is required.

Blast Rank 1+

SLOTS: N/A (Item)

COST: 25c + 30c per blast rank above 1st

N.B: Munitions rank is fixed during manufacture; as a result they cannot be boosted by spending additional flux to increase effective rank. Use munitions of a higher rank than the user is capable of will potentially cause backlash on the user, risk of backlash equals 5% per rank.

Kinetic Dampeners

Melded to the feet of the deathsuit, kinetic dampeners are supplied as thin flexible pieces of science friction material, when placed on the soles of the feet, they add an additional layer with concaved circular pads across their entire surface. The pads work by automatically softening each step when the user is moving; this in turn reduces the amount of noise and increases the users ability to sneak without being heard (+2 sneaking).

In addition the user can power the dampeners by spending 3 flux and making a concentration check with a -3 modifier, this allows the user to walk on liquids, lasting a duration equal to the users concentration in seconds. Move rate halved.

Telekinesis Rank 6

SLOTS: 1 (Feet)

COST: 420c

Fold Shards

Fold shards are a crystalline structure with a 30mm octagonal cross sectional area and measuring approximately 20cm long ending in a point either end. The shards are a deep purple colour bordering black, becoming lighter towards its center that emanates a dim light from ebb contained within. Each shard contains a complicated calculation that is derived from the reality fold skill, and sufficient capability to sustain it whilst the shard remains intact.

To use the shard, the user makes a concentration roll with a -2 modifier and spends 8 flux, once complete the user throws or smashes the shard on the ground where it forms a fold void up to 50cm in diameter. The fold void remains in place until something or someone falls in, at which point the void disappears leaving the offending object of body part fused with the ground, rendering them immobile until the limb is amputated. Excessive water entering it will also end void. Fold voids can be spotted with a detect check suffering a -5 modifier.

Reality Fold Rank 10 Illumination Rank 5

SLOTS: N/A (Item)

COST: 90c

N.B: Fold voids will dissipate after concentration in minutes.

SA Deathsuit Variants

After being approached by several respected ebb users requesting modifications to their existing deathsuit, the labs at Synergetic Augmentations have taken the one item that changed the way the ebb was to be used forever, and tweaked it. With little wrong with the original design, the technicians didn't need to do much research before variant models were soon on display to suit the users physical attributes, and demanding vocational requirements.

COST: 2700c (Any variant)

Scout Variant: The P.V. value has been reduced by two and I.D values have been reduced by 20% (rounded up), what the scout lacks in armour values it makes up by improving the users speed and manoeuvrability which some operatives accept as a fair compromise, increasing their dexterity score by one, and increasing move rates by 50%. Space available for SA components on the front and rear torso locations is also reduced by two, arm and leg locations reduced by one.

Sentry Variant: The I.D values have been reduced by 20% but the P.V has been increased by three to prevent easy pickings for any snipers. The suit also comes with a dormant biorhythm sensor that works using the same principles as the scanner but doesn't differentiate between plant and other organic matter, and cannot detect through solid matter over 1 foot thick and maximum range is 10m.

If user reaches prerequisites described for the scanner, an enhancement is available to upgrade the sensor (300c).

Space for SA components remains the same; scanner still requires 4 flux to activate.

Battle Variant: This suit is the exact opposite of the scout variant, with the P.V increased by two and the I.D values increased by 20% (rounded up), the added mass of the suit reduces the dexterity score by one and reduces move rate by 1, but increases effective strength by 2. Space available for SA components on the front and rear torso location increase by three, arm and leg location increased by one.

Customisable Components

Synergistic augmentations have recently published a brochure freely available from SA outlets and kiosks spread throughout the individual contract circuit arenas, this publication has been heavily influenced by art of death targeting the contract killers where image and winning is everything.

Customising of components follows the same rules as described in the Contract Directory, a list of the options and the prices are listed below:

Personalisation – Even though all SA components bond with their user, only allowing them to use the components, items can be tailored specifically for the user. +2 to hit. **COST: 450c**

Aura – Items with this mod give off a glow that is visible in dimly lit areas, the aura can be any colour the ebb user prefers. **COST: 85c**

Presence – Items exudes a feint emotion that is transmitted to the ebb users combatant, popular emotions include fear, dread, sadness, and even happiness, increasing the difficulty of concentration and cool checks by 1. **COST: 150c**

Cold/Heat (+1) – Like the thermal ability an item that has this customisation does an additional +1 cold or heat damage to whatever it comes into contact with first, whether it be armour or skin. **COST: 350c**

Cold/Heat (+2) – Same as described above except it does an additional +2 cold or heat damage. **COST: 650c**

Wail – By spending 4 flux, the weapon gives off an unearthly screech which can put off their combatant and find onlookers covering their ears, this lasts for concentration in seconds. Combatants suffer a -2 to hit, concentration and cool rolls.

Depending on the arena an additional attachment can be fitted to store 4 flux solely for this ability.

COST: 620c / 80c

Mail Order Glyph Wear

Mail order represents the pinnacle of expression and individualism. Ebb users may wet their appetites to what is available but only the most elite; skilled and wealthiest amongst them could afford such add-ons. Even though more than one individual may request the same glyph add on, price is not reduced as these items take the same amount of time, effort and resources every time.

D-NOTICE

Ebb equipment in this section has been classified, as one or more of the ability prerequisites equal or exceed 15 ranks, some equipment because of it's sensitivity may require additional special prerequisites before access is granted.

Inertia Field

Available to operatives with an S.C.L of 9B and above, and Contract Killers with a rep of 3 or more, some departmental agencies may also have access to this item.

The inertia field is made up from multiple S.A nodes that are fused throughout the ebb user's deathsuit, due to the complexity of the field, lesser knowledgeable ebb users have simply died using this device, through testing the technicians have discovered that very knowledgeable users of the field and use it as it was the ebb can overcome the sheer inertia of originally designed.

When the user activates the field by spending 5 flux (duration equal to concentration in seconds), an invisible barrier radiates out to a distant of 5 meters in all directions, any close combatant has their effective dexterity score reduced by

6, damage bonus from strength is halved (rounded down), and the effective P.V of the ebb user's deathsuit goes up by 3.

Additional effects include reducing the velocity when falling down the equivalent fall from twenty meters, firing a weapon reduces its recoil by 4, and improves the chances of standing within the blast radius of area effect weapons by 2.

If activated inside a car (except convertible) or larger vehicle the ebb user is not effected as their relative speed is zero, if activated on a motorcycle or in a convertible the user is ejected from the car or bike, and their speed is reduced as with the effects of falling from heights.

Protect Rank 12 Telekinesis Rank 15

SLOTS: 1 Per Location

COST: 8000c

Inertia Field Enhancement (Glimmer)

Available to operatives with an S.C.L of 7 and above, and Contract Killers with a rep of 5 or more, some departmental agencies may also have access to this item.

The inertia field nodes are altered by attaching reality fold strobe glyphs, these glyphs remain dormant until the user uses their reality fold ability, instead of jumping from one point to another the user can instead use the flux to activate the reality fold strobe glyphs.

When activated the glyphs encompass the user in a temporal fold bubble that pulses on and off repeatedly, this effect uses flux at a rate of 10 flux for seconds equal to their concentration.

When the strobe glyphs are active they grant the user the ability to walk through solid objects but not energy barriers, take no damage from weapons unless they have an energy component.

The user can freely turn specific nodes off for a single phase by making another calculation and spending an additional 1 flux per node, allowing them to solidify a hand or foot to make a melee attack, firing a weapon whilst in the mode suffers a 50% chance of the missile disappearing within fold space.

User still suffers any adverse effects caused by the effect ending, i.e. lose limbs that are stuck in walls etc.

Reality Fold Rank 10

SLOTS: N/A (Glyph)

COST: 6000c

N.B: Inertia field enhancements do not affect the use of the original field; it merely adds a different function to the original field.

Shadow Form

Only available to operatives with an S.C.L of 6A and above or work for Cloak and other high level S.L.A agencies, who meet the tough prerequisites for this deathsuit advancement and have the funds to pay for this alteration can take their deathsuit directly to Synergenic Augmentations main laboratory for infusion.

The suit is entered into a vat similar to that used for the fluid motion enhancement where it is exposed to chemicals and conditions that still remain classified.

Once the process has been completed and the suit is left to clean itself, it automatically begins to consume any light that surrounds it, lowering the light levels around it forming an indistinct shadow in the area its in.

When the user puts the suit on, it feels unnaturally cold causing the ebb user to shudder, the user's outlook on the world becomes slightly tinted as if wearing shades, several days after the suit is worn the user adjusts to the subtle changes.

The suit allows the wearer to travel through areas where lighting is minimal or natural lighting is no greater than that experienced at dawn or dusk with total concealment, if they are looked at directly the onlooker must make a diagnose/detect check minus the user's communication ranks or dismiss the user as a figment of their imagination

The suit also alters the user's illumination skill to form shadow instead of light if they so wish, they also gain the ability to see through shadow as if in normal daylight, but still suffer the same disadvantages when in near or total darkness.

Casting a shadow version of an illumination skill in near or total darkness allows the user to see with their shadow vision without anyone else gaining the benefits.

An attacker trying to hit an ebb user in close combat with total concealment in shadow form suffers a -4 to hit, ranged attacks suffer 50% chance of missing, in daylight the miss chance reduces to 20%, using I.R allows attackers to ignore these modifiers but cannot specify hit locations.

Red Thermal Rank 1

Senses Rank 9

Illumination Rank 16

SLOTS: N/A

COST: 6000c

Inertia Field Enhancement (Temporal Slip)

If the existing deathsuit's inertia field has an enhancement already, the enhancement will need removing before the temporal slip enhancement can be added, temporal slip gives the impression that the user is in a position in time and space that is false, when the user carries out an action

user sees them do this action a of any type, anyone interacting with the user remains still then temporal slip second later. Obviously if the character doesn't apply.

When walking, running, or sprinting the difficulty to hit goes up by 2, 4, 8 respectively, if attackers have such the modifiers reduced by half. prior knowledge of this ability, or suspect

Melee combat modifiers are dependant on specific actions, therefore are up to games master's discretion and can't be listed due to the multitude of combinations, suffice to say if both combatants fight one in front of the other then no modifier is required as the user retains his position, however if specific limb is target then modifiers are required if they're in motion.

Illumination Rank 15

SLOTS: N/A

COST: 4000c

N.B: Inertia field enhancements do not affect the use of the original field; it merely adds a different function to the original field.

Cloak

This item is the most complicated item concocted from the SA labs to date, the few who have witnessed its use describe it as breathtaking, frightening, a precursor to death itself. After evaluation it was deemed that this item did not require an S.C.L restriction, as their distribution is limited and each individual looking to purchase a SA cloak will undergo scrutiny, taking in consideration personal profile, psychic evaluation, and past BPN performances.

The cloak attaches itself to the shoulders and across the top section of the back, and hangs like a normal cloak. After bonding the cloak alters its external appearance to reflect the user's personality and the image they want to portray to others.

The cloak works by sensing the user's surface thoughts and acts instinctively to them as well as conscious thoughts from the user to manipulate the cloak. The cloak has the ability to move freely around the user, even surrounding them if the user wills

it, the cloak is capable of performing several different functions if the user desires, but only one at any one time. Even though these are specific abilities, it doesn't prevent the user from manipulating the cloak in any other way.

Conceal – If the user chooses the cloak will cover the user and form the outward appearance that blends into the area there in, the external surface hardens to protect the user increasing their P.V by 4. The user can be detected by a detect check suffering –10, however the ebb detect ability will pick it up immediately.

Shield – When in combat the cloak protects the user from both missile and melee attacks from opponents that the user is aware of, taking the damage rather than the user, the cloak has an I.D of 50 after which it begins to deplete the I.D from the torso section of the deathsuit. In close combat the cloak tries to parry any incoming blows, making it harder for an opponent to damage the user increasing the difficulty to hit by half the user's close combat skill rounded up, without penalizing the user's attacking capability.

Frightful Presence – If the user is trying to intimidate someone, or use an ebb skill to instill fear in an opponent the cloak flies up around the user and begins to emanate the appropriate emotion towards them. All rolls to resist the user when they use this ability, and appropriate communication, illumination, and senses abilities suffer –3.

Ensnare – If the user so wishes they can will the cloak forth to smother an opponent within 5m, this requires a successful unarmed combat roll after which the target can do nothing other than struggle. The opponent can free themselves with a successful strength roll of 25 and over. Whilst ensnared the user can transmit any ebb ability through the cloak that normally has a range of touch.

Constrict – After a successful ensnare, the user can choose to constrict the target with a successful opposed strength roll to which the user receives a +5 to their roll (user's individual strength modifier doesn't apply). A constricted opponent gets 1 point of temp damage to the head, and continues to receive an additional 1 point of damage each successful phase until they reach zero or less at which point they fall unconscious, and death if constriction continues for phases equal to the opponents physique score.

Slow Fall – When falling from a significant height the cloak can spread out to increase drag, slowing the user's decent speed. Any fall regardless of height is treated as an equivalent fall from 2m. The cloak can be manipulated to give crude control allowing the user to turn left and right, and giving them a forward speed of up to 6m per phase.

Enhancement Rank 16 Illumination Rank 16 Senses Rank 6 Communication Rank 6
Telekinesis Rank 7 SLOTS: 2 (Shoulders), 4 (Back)

COST: 11000c

Directional Locator Enhancement (Consciousness Projector)

This item made from thousands of Synergic strands tightly interwoven then forced around a central core making and exaggerated spiral before bent round and fused together forming a ring. This ring then fits around the edge of the directional locator increasing its overall diameter by fifty percent.

When active, the user's consciousness stretches out depending on their communication ability until they find the source of the scent they have discovered. Once they found the source (if in range), the user can not only read their surface thoughts but can see and hear vague images and sounds from around them. Improving their ability to pin point their location and their current motivations (if any)

The projector consumes considerably more flux than that of the locator by itself, at a rate of 3 flux per round and requires a concentration check with a +4 modifier which must be maintained even when they have established contact. It takes a round for their consciousness to travel out to 100m, and increasing by a factor of 10 every additional round, therefore to reach out 10km would take 3 rounds and 9 flux, 1000km 5 rounds and 15 flux, flux is in addition to the ability used. Once located, it's only then that they can sense and read surface thoughts expending flux and making concentration checks accordingly.

Whilst in this state, their awareness to their surroundings is dampened leaving them vulnerable to any attacks, if any, they may suffer in the meantime.

Detect Rank 8 Communication Rank 8+ Telekinesis Rank 1 SLOTS: N/A (Locator)

COST: 850c

N.B: If user also has high enough rank in reality fold, they can jump to a location viewed through the targets eyes, concentration check for reality fold suffers a –6 modifier. This item has been reclassified as SCL5 restriction.

SABRe (Synergenic Augmentation Battle Ready)

Even though SABRe equipment isn't covered under the same confines as D-Notice equipment, the same dim view would be taken on any who attempt to smuggle any war world sanctioned battle gear back to any other destination without first being given clearance by appropriate departments before doing so, all SABRe products are given unique glyphs enabling them to be tracked anywhere. The issuing and use of battle gear is very strict, no matter what the SCL of an operative they must still go through the same checks and authorisation, even Necanthropes who feel the use of battle gear is warranted should understand that the controls for this equipment come from the head office and countersigned by Teeth himself.

All SABRe equipment is only compatible with SABRe dread suits or death suits that have had treatment to allow the acceptance of this equipment. In addition all SABRe equipment is built robust enough to accommodate flux generators, converters, and inducers that will be covered lower down.

SABRe equipment is not for sale, however prices have been given are for a rough guide only, and should by no means be used to gauge what the true costs of this gear actually is.

Dread Suits

These suits are massive hulks of specially constructed Science Friction material that has been treated and enhanced prior to being issued for war worlds and other highly volatile areas of conflict. Dread suits naturally give off an aura depending on what style of suit it is. Standard deathsuits cannot be worn underneath unless they are interdermalised as direct skin contact is required; all operators of the suit require that their hair be shaven off with only specially tailored shorts worn underneath. Once the operator steps up into the suit and slides their legs within, they feel a slight prickly sensation as the suit slowly fuses with operator becoming an extension of their will. Any operator that doesn't meet the pre-requisites for the suits use can still use it, but doesn't necessarily gain the suit's full capabilities. Glyph cards can be inserted into the suit to make up for any operators shortfalls.

Once completely immersed in the suit, the operator can see and hear normally, depending on the add-ons these can also be improved upon. The operator can also feel everything around the suit, even the faintest wind that blows past, or the slightest scratch; this helps the operator to determine the environment more naturally and can determine the best course of action quicker as a result.

All dread suits come with the following comparative items already infused with the suit, even though their actual function may differ slightly from those described for the SA equipment above. The comparative items and the differences are:

Cerebral Intensifier – Target resist modifier –3, user concentration and cool checks reduced by 3.

Calculation Capacitors – As description.

Fluid Motion – Same accept hit points moved equals 10 “Stalker” and “Dominator”, 15 “Overlord”

Deathsuit Regenerator – Double ID per flux stated within protect skill.

Flux Sinks – +10 “Stalker”, +15 “Dominator”, +20 “Overlord”

O₂ Storage Mesh – Same, ½ hours usage for “Stalker”, 1 hour “Dominion” and “Overlord”

Nasal Screen – As Description

Luminescent Filter – As description

Shock Dampeners – Shocks up to 15,000v

All comparative in built enhancements do not require flux or concentration checks, as they feed directly from energy absorbed by the suits themselves.

N.B: Certain abilities are currently inhibited whilst wearing these suits; these are ebb beast, ebb demon, fly, and reality fold. Components are currently being worked on that should make some of these available again in the near future.

Dread Suit – Code Name “Stalker”

Stalker suits are the smallest of the dread suits but by no means any weaker than its larger cousins. Stalker suits are illusions on the battlefield with the users that operate them held in high regard, more so than any other suit operator due to the high level of skill required to operate them.

The suit begins slightly hunched with ripples down the legs as steps to allow the operator to step up into the torso section that is peeled back to the sides. When in position a slurping crackling sound emanates from the suit as the torso encloses the operator, the arm sections wrapping around the arms, and the helmet sliding up and over the users head.

Once activated the suit stands approximately eight feet tall and two and a half feet wide (based on average ebon build), with slight nuances on the exterior representing the personality of the user within. Despite its mass the suit remains nimble reacting as quick if not quicker the user would normally.

Stalker suits are both silent and invisible on the battlefield, soon becoming better known as the “dread wind” by their enemies, derived from the unnatural breeze that brushes their face and the unexplainable and acute paranoia they experience when one passes by. Most suits become equipped with close combat orientated weapons making full use of blue and or red thermal capabilities, but some do use ranged weapons however rare, they also enable location devices to be planted allowing the larger suits to have something to target in on.

The suit comes with enhancements built into it from its creation, some of which work similar to some SA standard item but with a difference. The comparative items in addition to what stated above are residual intensifiers, emotive visage, biorhythm scanner c/w close cover, ambient aura regulator, and thermal amplifier. All components built into suit do not require additional flux to power.

The suits heat signature is minimal making it impossible for it to be detected via IR when still, when moving, an IR detect suffers -10 for walking and -8 when running or sprinting, normal detect and UV checks suffer a -12, -10, -6 for walk, run and sprint respectively. Motion is picked up via scanners but the signature detected is that of a small mammal.

Despite its relative size, the suit can cover ground exceptionally quick if need be but most prefer to move in slowly making the most use of their invisibility first, this is achieved by inertia dampening and kinetic amplifier modules implanted into the feet sections, its move rates are 2, 7, 14 for walk, run and sprint respectively.

The suit is not capable of flight, even though the user must have telekinetics at rank 7 as a pre-requisite, it does however allow the suit to make great leaps into the air, jumping up to heights of 20m, a single jump typically taking three phases.

Particle induction condensers are fitted to the legs, which filter any dust/dirt/water disturbed by its movement, discharging it in larger clumps that fall to the ground behind it; these can be tracked with the degree of success dependant on the environment.

The suit is resistant to electrical and gaseous attacks, and gives +3 to strength, +5 to dexterity and melee attacks gain +2 penetration, and has flux storage capacity for 80 flux.

Suit stats:	Min	- PV: 25	ID: 80, 135, 135, 240, 150, 150
	Max	- PV: 32	ID: 180, 240, 240, 350, 260, 260

Slot allowance for the stalker is for additional SABRe components only; standard SA equipment is not compatible with dread suits. Totals for each location are - Head 3, Torso 23(*25), Arms 7(*8), Legs 8.

Head	- 5
Torso (front)	- 9
Torso (back)	- 14
Left Shoulder*	- 1
Right Shoulder*	- 1
Left Arm	- 4
Right Arm	- 4
Left Elbow	- 1
Right Elbow	- 1
Left Hand	- 2
Right Hand	- 2
Left Leg	- 7
Right Leg	- 7
Left Knee	- 1
Right Knee	- 1

Sense Rank 9	Illumination Rank 19	Blue Thermal Rank 6	Red Thermal Rank 6
Protect Rank 10	Telekinesis Rank 7	Communication Rank 8	
COST: N/A - 94000c			

Dread Suit - Code Named "Dominator"

Medium in size compared to the other dread suit, the Dominator suit allows the user the greatest amount of versatility in what it is capable of on the battlefield, this suit is also the most common out of the three as a consequence. The amount of skill to operate is also less than the stalker but still quite demanding on the users knowledge of the ebb.

Dominator is of a size that the user fits completely in the torso section of the suit unlike the stalker. The operator climbs in via the back section which is peeled outward were it rests on the floor to make rudimentary steps for the operator to climb inside, once in position the back simply rolls up and seals itself in place.

In the activated state, the suit stands ten feet tall and three and a half feet wide (based on average ebon build), at this mass the suit is not capable of moving any faster than running speed, even though this speed is still respectable for a suit of such size.

Once the operator has become familiar with the suit, the suit's outward appearance alters subtly in both colour and texture to exhibit that of the operator within.

The suit doesn't offer much in the way of built in attachments so reducing the need for highly skilled operators, preferring the operator to install modular attachments to suit their proficiencies. As a result the suit has a far greater slot allocation than the stalker.

It's does boast one suit specific enhancements to help deal with the fact it will probably see more enemy attention than the other two. The suit has in built deflection nodes, the deflection nodes aid the suit's wearer by effectively reducing the effective profile against ranged attacks (not area effect ordnance) even though its visual profile remains the same. Any shot that would normally inflict glancing blows to the suit would now be deflected harmlessly to either side (-3 to hit).

As the operator sits within the torso section they have no bearing on the physical operability of the suit, thus the suit's physical attributes are fixed as oppose to giving a bonus, however the stat for dexterity is it's base stat and is adjusted accordingly dependant on the operator's concentration stat, divide concentration stat by three (rounded down) and add the result to dex.

Strength 25, base dexterity 9. The suits move rates are 2 and 5. The suit is resistant to electrical and gaseous attacks, and melee attacks gain +3 penetration, and has flux storage capacity for 100 flux.

Suit stats:	Min	- PV: 31	ID: 120, 150, 150, 280, 180, 180
	Max	- PV: 38	ID: 225, 285, 285, 400, 305, 305

Slot allowance for the dominator is for additional SABRe components only; standard SA equipment is not compatible with dread suits. Totals for each location are - Head 5, Torso 32(*34), Arms 11(*12), Legs 13.

Head	- 6
Torso (front)	- 14
Torso (back)	- 18
Left Shoulder*	- 2
Right Shoulder*	- 2
Left Arm	- 6
Right Arm	- 6
Left Elbow	- 2
Right Elbow	- 2
Left Hand	- 2
Right Hand	- 2
Left Leg	- 10
Right Leg	- 10
Left Knee	- 2
Right Knee	- 2
Left Foot	- 2
Right Foot	- 2

Sense Rank 9 Illumination Rank 3 Protect Rank 15 Telekinesis Rank 10
 Communication Rank 8
COST: N/A – 91000c

Dread Suit – Code Named “Overlord”

The largest of the suits, overlord was constructed purely as a medium to long range suit, its bulk and size making it very slow across the ground. But allowing it the unique capability of being equipped with the largest and most powerful Science Friction/ebb devices.

Like the dominator suit, the user fits completely within the torso section of the suit, again entering via the back section that peels out to either side and to the floor. The mass of the back section means that it takes several minutes to completely seal against the top part of the back section that remains in place to prevent any disruption to the larger components that the suit may be equipped with to prevent wasting time unnecessarily.

When active, these suits stand a colossal fourteen feet tall and five feet wide (ebon build not applicable), its mass means that the suit is not capable of moving any quicker than its walk speed. To prevent potential ambushes from enemy assaults the suit is usually supported by a small detachment of ground troops, and has the facility to have the modular drop ship coupling harness fitted that allows the suit to be transported as an under slung load.

The suit offers nothing in the way off additional built in functions, allowing it to have as many slots available for its ordnance as possible, and to bring the greatest amount of firepower and support for any offensive. Some enhancements are strongly advised even though they don't come as standard.

As the operator sits within the torso section they have no bearing on the physical operability of the suit, thus the suits physical attributes are fixed as opposed to giving a bonus, however like the dominator suit, the stat for dexterity is it's base stat and is adjusted accordingly dependant on the operator's concentration stat, divide concentration stat by three (rounded down) and add the result to dex. Strength 34, base dexterity 7. The suits move rate is 2. The suit is resistant to electrical and gaseous attacks, and melee attacks gain +2 penetration (if applicable), and has flux storage capacity for 150 flux.

Suit stats:	Min	– PV: 36	ID: 140, 185, 185, 360, 220, 220
	Max	– PV: 43	ID: 260, 305, 305, 500, 360, 360

Slot allowance for the overlord is for additional SABRe components only; standard SA equipment is not compatible with dread suits. Totals for each location are – Head 8, Torso 40(*48), Arms 15(*19), Legs 20.

Head	- 8
Torso (front)	- 17
Torso (back)	- 23
Left Shoulder*	- 4
Right Shoulder*	- 4
Left Arm	- 9
Right Arm	- 9
Left Elbow	- 3
Right Elbow	- 3
Left Hand	- 3
Right Hand	- 3
Left Leg	- 14
Right Leg	- 14
Left Knee	- 3
Right Knee	- 3
Left Foot	- 3
Right Foot	- 3

Sense Rank 9 Illumination Rank 3

Protect Rank 15

Communication Rank 8

COST: N/A – 103000c

Compatibility Treatment (Deathsuit)

As mentioned in the dread suit section, deathsuits can be treated to enable them to utilise SABRe equipment, this process takes place over several days in which the suit is placed within a vat where the outer surface is exposed to a substance that acts as an irritant, causing the outer layer of the suit to react, developing a stronger outer shell.

When the suit first comes out of the vat, the surface is pitted and scored, the roughness of the surface gradually fades over the next couple of days as the final hardening process comes to an end. When the user wears the suit, it feels stiff at first and requires a week of manipulation to loosen the joints once more, in this time the user suffers a –2 to dexterity.

With the process complete, the suit gains an additional +2 strength and +1 penetration to aid its ability to use the components it is now compatible for, and increase its durability on the battlefield.

Enhancement Rank 7 Healing Rank 5 SLOTS: N/A

COST: 3900c

Compatibility Treatment (Slaughter Suit)

The treatment is the same as that described above, however due to its increased mass, it take approximately a week for the process to be completed. The suit requires two weeks of manipulation to regain its previous manoeuvrability, during this time the suits suffers a –4 to dexterity. The suit also gains an additional +3 strength and +2 penetration.

Enhancement Rank 7 Healing Rank 5 SLOTS: N/A

COST: 6300c

N.B: Slot allocation for slaughter suit is as follows:

Head - 4

Torso (front) - 10

Torso (back) - 13

Left Shoulder* - 2

Right Shoulder* - 2

Left Arm - 5

Right Arm - 5

Left Elbow - 1

Right Elbow - 1

Left Hand - 2

Right Hand - 2

Left Leg - 8

Right Leg - 8

Left Knee - 1

Right Knee - 1

Left Foot - 2

Right Foot - 2

Blast Fusion Lance

This long tubular design, tapering gradually towards the tip measuring 40mm internally and approximately 2.2m in length, with a rear mounted particle converter, blast infusion pellet feed and hopper. The weapon is slung under arm and can only be mounted on the overlord class dread suits.

To fire the weapon, a rank 11 blast calculation is made with the expenditure of the appropriate flux which causes the pellet to become heated by the blast where it becomes unstable and disintegrates, releasing the additional flux imparting further energy into the mix, the pressure increases until it is released an additional phase later.

The resulting ebb beam exits the lance at supersonic speeds lasting two phases from beginning to end delivering damage on two consecutive phases, burning deep into the any surface it hits, cutting its way through. Its effective penetration is 50, however if it does not penetrate, the second phase of the beams duration increases the penetration by another 50 from 50 to 100. If the beam strikes something with a PV lower than its pen, it passes straight through and continues until the energy has become dissipated or strikes an impervious object or structure. Every time the beam passes through armour the beams pen value drops by 25% of the armour's PV rating, which means to effectively exit the other side of any would equate to 50% of the armours PV rating as it has to effectively go through it twice.

E.g. If the beam hits a stationary APC with a PV of 44 the beam passes through easily, reducing it's penetration by 11 to 39 in the process, which isn't enough to penetrate the other side. The next phase the beams effective penetration becomes 89 which easily rips through the other side, however when the beam is in motion, its effective penetration cannot be more than 50.

If the beam is used to strafe across the battlefield or strike a moving target, the penetration value does not increase, as the beam cannot be concentrated in any one spot. However it will still cut through most things it comes in contact with, its penetration value does not drop. Whilst strafing the beam does not pass through the other side of armours, but will continue to additional targets beyond the first if the first object has an effective PV of 9 or less.

Max effective range for the fusion lance is 2000m (stationary), 800m (strafing) maximum 10m line per phase. ROF for the weapon is effectively 1 shot per round, 1 calculation phase, 2 charging phases, 2 shot phases. Damage 70, armour damage 30 (doubled if passes straight through). Magazine capacity 45.

Blast Rank 11 Blue Thermal Rank 1 Telekinetics Rank 3

COST: N/A – 23500c (ammo not included)

SLOTS: 3+5+2+6 (Hand, Arm, Elbow, Back)

Blast Infusion Pellets

Used in the lance above, these pellets are effectively larger versions of the SA flintlock munitions available. These differ from the standard as they also amalgamate red thermal ebb glyphs that aid and accelerate the fusion process, the ebb glyphs only triggered once the calculation is initiated.

COST: N/A – 340c Ea.

Blast Dispersal Cannon

The dispersal cannon is a large under arm mounted weapon, it consists of three tightly packed barrels that extend just beyond the hand, the other end of the barrels expands outward into tubulars that spiral around each other turning through ninety degrees up the remainder of the arm before curving round again into a large cylinder which looks like an exaggerated hump when melded with the dread suit, this hump acts as the power supply for the cannon.

The power supply has the capability of containing 350 flux to aid fuelling this power hungry device, it can also be coupled to a 500 round hopper that can hold rank 7 flintlock munitions (800c) or a flux generator / convertor. When fired the cannon is capable of a devastating rate of fire, 3, 9, or 15, this is achieved by an in-built device called simply "calculation recycler", this device works by receiving the calculation from the operator and continuously loops the calculation allowing the cannon to spit blast after blast out at the operator's intended target. The cannon will fire continuously until it either receives another calculation to adjust rate of fire or to stop, if not the cannon will quite simply drain all the flux available to it.

To use the cannon the operator is required to make a concentration check with a -2 modifier, with the weapon using either 21, 63, or 105 flux per phase depending on the rate of fire. The range of the weapon is 200m and has the following stats damage 26, armour damage 12, penetration 24.

Blast Rank 11 Communication Rank 4 Telekinetics Rank 3 Illumination Rank 5

COST: 27000c

SLOTS: 2+2+5+5 (Hand, Elbow, Arm, Back)

Kinetic Suppressant

This is a heavy duty cylindrical item contained on its science friction cradle, this item is costly to manufacture with its use only permitted once the appropriate authorisation has been given pending tactical evaluation by a commanding officer. The suppressant works by altering the atmosphere within a radius of 200m making it resistant to movement, therefore affecting breathing, moving, melee combat, and ballistic fire from within affected area and entering affected area.

All creatures within affected area require a physique roll with a -12 modifier to remain conscious, any who do so suffer a -8 to use any skill, movement is reduced to 1. Any vehicles slowdown to an equivalent speed of 6m per phase, halving its speed every phase until this speed is reached. Targeting anything within the affected area gains a +1 modifier for movement but any round entering the area is only effective up to 20m from edge of area and all munitions stats are halved.

The duration of the effect lasts for two rounds, after which any who lost consciousness regain consciousness after a further ten rounds.

Telekinetics Rank 6

Communication Rank 2

SLOTS: 4+2+3 (Back, Shoulder, Front)

COST: N/A – 4200c

Energy Gauntlets

These gauntlets are massive cruel looking attachments that can be fitted to dread suits, the gauntlets house toughened science frictions claws, interwoven and fused with concoctions that make the outer surface extremely hard but allow the centre to remain soft, giving the claws the ability to flex without breaking. The claws can only be activated by the rank 11 enhancement ability, where they force themselves up out of the gauntlets and curve round, the points and the leading edges are exceptionally sharp with the trailing claw sections serrated to achieve maximum damage to the user's target.

On closer inspection of the claws small grooves are cut into the sides of the claws that work as flame paths or anchorage points dependant on whether ice blade or thermal ball abilities are used to power them further.

Gauntlets have the following stats. Inactive – 10 Dam, 14 AD, 5 Pen

Active – 24 Dam, 17 AD, 18 Pen

Duration, when active is equal to the users concentration in minutes, if gauntlets are powered further by thermal abilities, the additional effects last for the users concentration in seconds and require a concentration check and the appropriate amount of flux. For each ice blade level, add the following +5 Dam, +3 AD, +3 Pen. For each thermal ball ability add the following +5 Dam, +5 AD, +1 Pen.

Enhancement Rank 11

Blue/Red Thermal Rank 5

SLOTS: 2+2 (Hand + Arm)

COST: N/A – 36000c

Automatic Pellet Launcher

These launchers are relatively large in comparison to the standard pellet launcher, as they include additional components of which some are listed amongst the SA components above. Auto launchers are normally mounted on the upper back section of the dread suit and can be coupled together numerous times to make a multi-launcher.

The launcher is made up of the launching mechanism, pellet magazine capable of holding 8 pellets, and combined ebb multi-fluxer. To use the launcher, a bomb calculation is made which is copied automatically by the unit itself, allowing two duplicate calculations to be inserted within the pellet, once the pellet is charged it is fired at the intended target. This unit effects are the same as the standard pellet launcher, however, the flux used is only 1.5 times (rounded up) the amount specified for the bomb rank, as opposed to double as stated in the description of the multi-fluxer (base unit).

Blast Rank 10 Telekinesis Rank 3 Illumination Rank 2 Communication Rank 2
Blue Thermal Rank 1 SLOTS: 4 (Back)

COST: N/A – 3700c Ea. (ammo not included)

N.B: As pointed out, several auto launchers can be coupled together to make a multi launcher, typical multi launcher set-ups range from three to six units. All the multi launcher configurations can have additional ebb multi-fluxer remote units, connected with the base unit to effectively allow every unit to fire simultaneously, and/or quick reload when used with U.T.D.'s. To determine amount of flux used simply multiply the amount for launcher by the number of launchers coupled together.

Dropship Harness

Specifically designed to allow overlord class dread suits to be transported across the battlefield with ease and speed, whilst being transported the suit is still capable of firing any under arm-mounted weapons. The harness melds from front to back over the shoulders on either side; its appearance is rippled, almost sinuous due to the fact it is made up of very tough science friction strands.

When in its retracted state, the strands form a curved ridge section over the outer portion of the shoulders, when extended, two groups of strands reach up like tentacles in readiness for the drop ship, once they find the coupling points on the drop ship they wrap tightly around and tense up to keep the suit from moving excessively whilst in transit.

When called to disconnect, the tendrils sense the weight of the suit until it makes contact with the ground, the reduction in tension the signal for them to relax and unwind, returning back to their retracted state.

The user is required to make a concentration check when extending or retracting harness, no flux is required to use the harness.

Senses Rank 3 Communication Rank 3 SLOTS: 2+1+1+2 (Back, Left and Right Shoulder, Front)

COST: 1400c

Cluster Cannon

The cannon is another weapon that is only capable of being equipped to the overlord class dread suit, mounted on top of the arm. The length of the barrel is spiralled to aid the accuracy of the cluster shard round described below, similar to rifling in a standard firearm, this effect is also increased by telekinetic glyphs allowing for consistent scatter effect of the shards when the cluster round disintegrates on contact with the ground.

The cannon holds a five shot pod that melds in the top of the weapon, the pod can be reloaded any time without removing from the cannon itself by pushing cluster shards into the closed opening in the end of the pod, the opening contracts again once the shard has passed through.

The operator is required to make a concentration check with a -5, spend 6 flux, and make a gunnery roll, the shard is then launched a distance up to 3000m, rate of fire is once every two phases.

Reality Fold Rank 10 Telekinesis Rank 6 Illumination Rank 4

COST: N/A – 14000c

SLOTS: 2+2+7 (Hand, Elbow, Arm)

Cluster Shards

Cluster shards are large capsules containing twenty deep purple crystalline structures (fold shards) each containing a complicated calculation that is derived from the reality fold skill. The shards also contain flux, but the flux is not enough for them to become effective, merely a means to preserve ebb that is contained within.

When an activated shard is fired, it is designed to shatter on the ground (but this doesn't prevent them shattering on anything else on the way down), once shattered, fold shards are flung out over an area of 20m radius. Like fold shards described in the standard SA equipment section, a fold void is created which can be anything up to 50cm in diameter (dependant on surface), this void stays dormant until something drops in it or someone steps in it, the phase after the fold void extinguishes leaving either object or person blended with the ground, the person remains immobilised indefinitely until the offending body part is amputated. Excessive water entering void will also end effect before time or it will naturally dissipate after concentration in minutes. Can be spotted with a detect check with a -7 modifier.

Reality Fold Rank 10

SLOTS: N/A (Item)

COST: N/A – 2200c Ea.

N.B: In the event of hitting something mechanical, the area effect by the shard ceases to work, in the case of organic matter dies.

Displacement Cannon

The majority of the weapon consists of a large bore rippled barrel ending in a bulbous end that creates an unstable energy wave that becomes condensed by the barrel preventing it from losing its effectiveness at range. The cannon is mounted under arm,

attached mainly to the forearm section with the bulbous end sticking out behind the elbow acting as a counterbalance, giving this weapon a high manoeuvrability considering its size, giving it a +1 to hit.

To fire the cannon a concentration roll is made with a -4 modifier followed by a gunnery roll to see whether the energy pulse was successful in hitting its intended target, 16 flux is used per shot, range 1400m, rate of fire ½, penetration 14. If the shot hits the effect is similar to that of the limpet destabiliser, whereby the blast is absorbed by the first thing it hits making the material unstable, reducing any armour's effective PV by half (rounded up) in an area equivalent to 200 ID, any subsequent shots will continue to reduce PV over a larger area. If a shot penetrates the armour anything inside becomes unstable as well, causing the different materials to fuse and mix together, as a result limbs become instantly incapacitated, head and torso hits kill instantly.

Reality Fold Rank 10 Healing Rank 7 Illumination Rank 6 SLOTS: 1+4+2 (Hand, Arm, Elbow)
COST: N/A – 17500c

Integrated Weapon Control System (Base Unit)

The operation of this item is similar to that of the SA ebb multi-fluxer, the unit attaches to the head sections of dread suits draping over on to the shoulder sections to form a triangular arrangement, giving the system quicker target acquisition. When melded with a dread suit, three short course spikes arc forward tapering out prior to joining with the suit. The unit functions automatically therefore doesn't require the operator to spend flux to power it, they still need to make an unmodified concentration check to activate its use when communicating with any remote units.

The system works by assisting the operator in gauging distances and speeds of any potential targets for the weaponry they might be equipped with, giving a +2 to hit.

Senses Rank 8 Communication Rank 9 SLOTS: 1+1 (Shoulders, Head)
COST: N/A – 3200c

Integrated Weapon Control System (Remote Unit)

Remote units meld similar to that described in the multi-fluxer, leaving a stubby antenna like protrusion on the surface, allowing the item to gain the benefits of the base unit.

None SLOTS: N/A (Item)
COST: 380c Ea.

Integrated Weapon Control System Enhancement (Thermal Tracking)

This unit is longer version of the cyclonic projector found in the standard SA equipment, but its design has been toughened and modified to accommodate the thermal pods used for the control system. The device is usually mounted on the arm either on the bottom or top depending on what armaments the suit may be equipped with, but it can be melded on a shoulder, back, or even the head if preferred.

As already mentioned, the weapon fires thermal pods that are held within a hopper that is capable of holding 25 at any one time. To fire a pod the operator is required to make a concentration check and spend 5 flux in the process, the thermal pod is accelerated by the projector which, in this case, also ignites the outer shell in the process, changing its hard outer surface to a flaming sticky orb which is also fuelled by the inner core.

When the orb hits a target up to a 2500m away, it sticks fast, fusing itself to the outer skin of the armour doing 2 armour damage in the process. Once stuck the pod will continue to burn for ten minutes providing light and a thermal hot spot to aid targeting of any controlled ordnance. Thermal tracking gives an additional +1 to hit to all appropriately equipped dread suits.

Telekinesis Rank 9 Red Thermal Rank 5 Communication Rank 3 SLOTS: 2
COST: N/A – 1400c Ammo: 45c Ea.

Kinetic Shielding

Forward facing circular discs are fitted to the forward facing section of the suit, when these discs meld with the dread suit they leave dome shaped protrusions on the surface. Once powered they form a kinetic barrier extending out to a distance of about two meters in 180 degree arc in front of them.

The barrier works by reducing the kinetic effects of anything that enters the barrier, effectively reducing speeds by 50%, this also reduces the effects of any rounds, lowering damage, armour damage and penetration values by 50%. As it doesn't actually prevent anything going through, the shield does not have an ID or PV, as a result the shielding does not get impaired. Shielding requires an exceptionally large amount of flux to power it, but it is felt that this is outweighed by the protection offered on the battlefield. The operator is required to make a concentration check with a -4 modifier and spend 60 flux to power the shielding for concentration in minutes.

Telekinesis Rank 7 Enhancement Rank 6 SLOTS: 4+1 (Front, Left and Right Arm and Leg)
COST: N/A – 38000c

Fractal Array

The array is to date the most advanced SABRe component available, it requires that the user has good knowledge of all the skills used within its construction as its effects are numerous when active. The unit requires that nodes be fitted to every section of the suit, joined by fragile looking tendons which meld seamlessly within the suits mass coming together in the main array node located on the back of the head section.

To activate the unit, the user is required to make a concentration check with a -6 modifier, the array requires 30 flux which powers it for the users concentration in minutes. When active the array confuses any who look at the suit whether it is directly or indirectly via motion or other tracking sensors into believing the suit is effectively 20m to the left or right. The effect reaches out to a range of 200 hundred meters in a 90degree arc in the direction it's facing.

Senses Rank 14 Illumination Rank 15 Communication Rank 11 SLOTS: 1+2 (Every Location, Head)

COST: N/A – 32000c

Thermal Flux Converter

Flux converter's work by feeding on energies around them and change them into flux, in this case altering heat into flux. It's shaped to encompass as much surface area available to it as possible, with fins protruding outwards to increase the rate of heat transfer.

The converter is a passive device that does not require the operator to spend time maintaining or controlling it, the amount of flux the converter is capable of producing is dependant on two factors, its surface area and the ambient temperature of the environment. Generally the converter is capable of producing 1 flux for every 5-degree temperature increment above zero per slot used for the converter per round.

E.g. If a 6 slot thermal flux converter is fitted to a dread suit that is operating in a temperature of 25 degrees, the converter will produce 30 flux per round.

Blue Thermal Rank 6 Illumination Rank 8 SLOTS: Varies, see description.

COST: N/A – 37000c

N.B: It is found that the use thermal abilities like body blaze does not improve the effectiveness of this device.

Thermal Flux Converter Enhancement (Thermal Conductor)

Conductors increase the rate of thermal transfer by direct contact with the ground, extracting any residual heat that may be present. Conductors can only be fitted to the legs of dread suits, once melded, long rods extend downwards behind the suit where they penetrate the ground.

The rate of transfer is significantly increased for the slots used for the conductors, averaging at 1 flux for every 3 degrees above zero. However the rate falls quickly if the suit does not move, as the ground encompassing the rods soon begins to cool, lowering transfer rate to 1 for every 5 degrees above zero the next round, which continues to fall by 2 degrees every subsequent round thereafter.

Blue Thermal Rank 8 Illumination Rank 8 Enhancement Rank 8 SLOTS: 4 max per leg.

COST: N/A – 16000c

Luminescent Flux Converter

Like the thermal converter, the luminescent flux converter works in a very similar way, in this case however it converts light as opposed to heat into flux. This type of converter leaves a smooth slight metallic sheen on the surface of a dread suit; its ability to generate flux dependent on its surface area and the light levels in the area.

The converter is a passive device that does not require the operator to spend time maintaining or controlling it, the amount of flux the converter is capable of producing is dependant on two factors, its surface area and the level of light of the environment. Generally the converter is capable of producing 1 flux at dusk or dawn, 2 when overcast, 4 when bright, or 7 in sunshine. This is per slot used for the converter per round.

Illumination Rank 11 Senses Rank 5 Enhancement Rank 8 SLOTS: Varies, see description.

COST: N/A – 35000c

Flux Generator

The generator is the most complex component available, and the amount of skill, concentration and flux is high. However once the generator has been successfully started, it has the capability of developing significant amounts of flux in a very short time, something that several weapons created crave for to work effectively i.e. the dispersal cannon.

To look at, the generator appears to be nothing other than a giant eternal gem, oblong in shape that melds the lower back section of the dread suit. The generator does have the facility to store 50 flux which is not used for anything other than giving the user a single attempt to start the generator after which it is lost until it is recharged by the generator itself.

To start the generator, the operator is required to make a concentration check with a -8 modifier spending 30 flux in the process, if successful, the operator is to make another concentration check with a -10 modifier spending another 20 flux. At this point the generator begins to resonate at low frequencies, the operator is then required to make one last concentration check to bring the generator to the correct resonance to generate flux, this check is done with a -6 modifier.

Once at speed the generator is capable of generating 20 flux every phase there after, which is absorbed by all equipment capable of receiving and/or storing flux. The operator is required to make a concentration check every round with a -6 modifier to maintain the effect otherwise the unit will go into stall forcing the operator to make a concentration check with a -10 and spend 20 flux within the next two phases otherwise the unit will go into cool down and will not be available for restart for five phases.

Illumination Rank 14 Communication Rank 6 Senses Rank 5 Blue Thermal Rank 6
COST: N/A – 56000c SLOTS: 8 (Back)