

## Channelling the Rage Playing a Stormer

Playing a Stormer is never easy. Both Players and GM's have preconceptions as to how they should speak and act. Unfortunately, these usually revolve around short tempered, psychopathic stereo types with the emotional range of Arnold Schwarzenpepper.

This is partly the fault of the main rulebook, which only uses quotes from 313's in clipped, military style tones, implying they are very naïve, backwards and simple. If you think of Stormers as biogenetic soldiers, designed to be killing machines, then this view may be acceptable; but then why have them inter-acting with the WoP? Keep them on WarWorlds where they belong.

Stormers are Operatives. As such they have certain expectations and responsibilities. Stormers are not exempt from any of the myriad of laws and regulations regarding Operative behaviour. Stormers gain no special dispensation during Psyche. Evaluations. They get no discounts, no special privileges, no special treatment from Shivers, Darkfinders, Soft Companies or any SLA Departments.

Why then are they thought of as somehow basically different from other Op's? How can they be assumed to be any less intelligent or motivated? How could they survive as Op's if they were? The first thing we have to do is dispense with the stereo types.

Stormers have as full a range of potential as any other character type, do not be limited by other peoples stunted ideas and concepts.

### Choosing a Stormer

Stormers are biogenetically engineered. They are designed to perform specific tasks, built with a job in mind. Choosing which Stormer you are to play will greatly influence your style of play as well as how you try to develop the Stormer.

### The 313 Malice

The 313 Malice is the first of the Stormer variants. It is the most flexible, adaptable and has the greatest potential to inter-act with the other citizens of the WoP. 313's develop deep

relationships within squads, becoming valued members of the team. They are the variant least likely to be thought of as 'monsters' by both normal citizens and Op's. If you like the thought of taking an active role in the games, both in terms of action and character interaction, a 313 will suit you down to the ground. The greatest bulk of the equipment and accessories designed specifically for Stormers is made with the 313 in mind.

### The 714 Chagrin

The 714 Chagrin is built for combat and lots of it. It is a brute of a Stormer built to intimidate, frighten, crush and kill. It specialises in combat and is physically too large and obtrusive to perform many other, more mundane 'peaceful' tasks. Their range of Diagnose and Concentration show their limitations in the 'thinking' arena. 714's are quick tempered and aggressive, they get restless without regular combat and can be simplistic and arbitrary in their judgement as to what constitutes a 'threat' to their creator; SLA Industries.

Being focused on combat and having a monstrous appearance has a price. Chagrins do not fit in well in the WoP. Citizens fear them and avoid them, trying to have as little to do with them as possible. Op's tend to keep an eye on them, thinking them a bit stupid and prone to fits on uncontrolled violence.

### The 711 Xeno

The Xeno explores the more espionage based activities of the Stormer, a slick, tricky, sneaky recon. and insurgence Op. The Xeno has superior mental reasoning capacity than the other Stormers and is prone to processing information at speed, and consequently getting bored or restless easily. The 711 Xeno, with it's chameleon skin, usually shuns armour and clothing. Not always at the forefront in a firefight, the Xeno knows that stealth is best. Some Xenos do not even carry guns. The 711 fits in well with squads of Op's and is comfortable while on 'active duty', but they find it hard to wind down and can be fidgety companions. The citizens of Mort treat Xenos much the same as Vevaphons; as alien creatures too strange to understand or communicate with.

### The Vevaphon

In many respects the Vevaphon represents the pinnacle of Stormer development. Biogenetic

engineering at it's most advanced and frightening, creating a being truly beyond the understanding and grasp of most 'normal' citizens of the WoP. Vevaphons tend to be arrogant and superior towards humans and Aliens alike, showing respect only for their fellow Stormers. Vev's shun the use of armour or clothes, as this may limit their morphing ability, many do not use guns but rely upon their shape shifting and weapon forming bodies to dispatch their enemies. Both Op's and citizens are very wary of Vevaphons, ensuring that Vev's tend to remain as loners and outsiders, only really blending in with others in squad operations. Exploring their morphing ability and furthering their knowledge of the WoP so they can mimic and infiltrate it, seem to form the core of the Vev's activities.

### Alternative Vevaphon Rules

Vevaphons have an additional Characteristic, much like the 'Formulae' of an Ebon: this new characteristic is called 'Morphing'. It begins at 1 and progresses up to a maximum of 20. Morphing points can be bought using XP, as a stat. (5 for 1) or they can be awarded by the GM (like Formulae). Vevaphons develop various skills at various levels of Morphing.

Morphing allows the Vevaphon to change the shape of it's physical form, it is mainly limited by the imagination of the Player and GM (see rules below). GM's should be encouraged to award Morphing increases to imaginative and thoughtful Players, not just the combat successful ones.

To simplify the Vevaphons for game use, we have included the alterations from TBP 10 by Glenn Berry (modified a bit.... hope Glenn doesn't mind, tough if he does ;)

### Vevaphon Statistics

Max. out all of the Vevaphons characteristics to 10, give them 200 (not 300) development points, do not allow them any advantages or disadvantages during generation.

There are 4 restrictions on the Morphing ability, these are:

1) The Vevaphon cannot split it's mass, if it does the lesser parts will die if they are not absorbed back into the main body within (Original) phys x2 hours, all the Vevaphons statistics are reduced to the percentage of the largest piece.

2) The Vevaphon cannot metamorphose mass up or down.

3) The Vevaphon is unable to duplicate identities, this does not mean they cannot duplicate looks, it means they may not take on the personality and or memories of an individual.

4) Vevaphons may not mix their bodies with other Vevaphons for anything other than pleasure, whilst intermixed they are unable to anything other than withdraw due to the entirely pleasurable sensations, experienced whilst in such a state.

### Level 1 Morphing - Statistic Alterations

The Vevaphon is able to manipulate it's body, to change the way it's body works in order to better suit the job it is trying to perform - changing the tissue to compensate for the various pressures, stresses and forces placed on the body during a mission.

#### *Game Use*

The Vevaphon is able to transfer points between DEX and STR, the Vevaphon cannot transfer a statistic down below one, and may only add ranks equal to their Morphing ability, so a Vev with Morphing 3, could boost STR to 13, reducing DEX to 7.

Any skill maximums are affected, and if a skill is held at a level higher than the original level of a statistic, the skill can not be used at the higher level. It takes a Vevaphon 1 phase per point shifted to complete the alteration.

### Level 2 Morphing - Armour

Although possible for a Vevaphon to wear armour, it is unlikely that they will, for the Vevaphon is able to harden it's outer surface, in effect creating it's own armour.

#### *Game Use*

The Vevaphon creates armour by hardening it's outer layer, it does this by transferring DEX to PV. This has the effect though of reducing it's DEX by 1 point per 2 PV. So a Vev transferring 3 points of DEX can create Armour with PV of 6. It is possible for the Vevaphon to have a DEX of zero, although the Vevaphon is unable to move whilst it's DEX is 0 or less.

Every 2 points of PV require a phase to create.

### Level 3 Morphing - Natural Weapons

The Vevaphon is able to create blunt and bladed weapons, by shifting cells to form the weapon required, creating weapons similar in effect to knives, hammers swords, baseball bats, etc.

At high levels of Morphing skill the Vevaphon is able to emulate a friction glove by oscillating the cells of the hand to create a 'vibro' weapon.

#### *Game Use*

A Vevaphon gains, at each rank of Morphing skill, certain abilities to create weapons using the parts of its bodies:

#### Rank 3

Weapon: Blade

DMG 3, PEN 2, AD 0.

Description: The hand is transformed into a single blade approx. 24cm long, it takes a single phase to form the Blade and 1 phase to dissemble.

#### Rank 4

Weapon: Hammer

DMG 4, PEN 0, AD 2.

Description: The hand is made denser and resembles a hammer, it takes one phase to form the Hammer and 1 phase to dissemble.

#### Rank 5

Weapon: Sword

DMG 4, PEN 3, AD 1.

Description: The hand and forearm are transformed into a Sword, approx. 1m long, it takes a single phase to form the Sword and 1 phase to dissemble.

#### Rank 6

Weapon: Axe

DMG 5, PEN 3, AD 2.

Description: The Vevaphon adds mass to its hand to form a large Axe head, it takes two phases to form the Axe, and 2 phases to dissemble.

#### Rank 7

Weapon: Power Up

DMG +1, PEN +2, AD +1.

Description: This skill is the ability to vibrate the edges of any personal weapon created in previous Ranks. It takes one phase to activate the Power Up, and 1 phase to switch it off.

#### Rank 8

Weapon: Power Up II

DMG +3, PEN +3, AD +2.

Description: This skill is the ability to vibrate the edges of personal weapons created in previous ranks. The vibration is so intense it causes the Vevaphon to drain DEX, the Vev acts at -3 DEX while the Rank 8 power Up II is switched on. It takes a single phase to activate the Power Up and 2 phases to switch it off.

#### Rank 9

Weapon: Instant Blade

DMG 4, PEN 3, AD 1.

Description: As for Sword, but can be created instantaneously and if required can be already 'Powered Up', adding to DMG, PEN and AD.

#### Rank 10

Weapon: Power Fist / Scissor Hands

DMG 7, PEN 6, AD 6.

Description: Mass is added to the fist and the outer layers are oscillated, the individual fingers become blades, as do the forearms, creation and dissembling is instantaneous.

#### Rank 11+

GM's discretion. Skills as well as weapons may be allowed and developed. After Rank 10 the Vevaphon becomes a being akin to the T1000 and Odo, use your imagination, use the Players ideas, see what they want to do; whatever it is, it should be fairly awesome and very powerful....

#### Notes

Each rank can use the weapon of the ranks below. The 'power ups' are not cumulative, only one can be applied at a time. The 'Instant Weapons' are created by the Vevaphon 'before' the combat round and any phases have started. The Vevaphon receives the usual STR Bonus added to all weapons DMG.

#### Vevaphons Taking Damage

The cells of a Vevaphons body are much less susceptible to damage from kinetic sources as they can shift out of the way. They are more susceptible to damage from the Ebb as it interferes with the Morphing ability.

#### *Game Use*

Vevaphons take only half damage from single point kinetic wounds, i.e. blades, spears, bullets. They take full damage from multi-point kinetic

wounds and all energy type attacks, i.e. explosions, cold, electricity, fire. They take full damage from all Ebb generated damage, and heal at 1/4 their 'normal' regeneration rate from Ebb based attacks.

#### Healing / Reconstruction

The Vevaphon has extremely fast healing abilities and can re-grow billions of cells in seconds. Vevaphons do not bleed.

#### Game Use

The Vevaphon regenerates at a rate of two hit points per round, no 'wounds' are taken from any damage.

## Generating the Stormer Character

#### Ad's and Disad's

It is clearly a cop-out to use some of the advantages and disadvantages with a Stormer character; many GM's simply do not allow Stormers to have access to most of them (one more 'Sterile' 313 and I'm gonna open a friggin' vein!). Those that we recommend dropping are:

**Physical:** Drop them all, they are all concerned with things the Stormer is designed and made to cope with and do well in. DNA Tattoo may seem like an exception, but how can a 313 have a 'bad' tattoo that warrants it gaining development points from it? How bad can it be? Drug addiction is negated by the Stormers immunity to most drugs. This is not to say that the Stormer can not develop a psychological fixation for a substance, like eating chocolate when it feels fidgety or aggressive, mimicking humans maybe.

**Mundane:** Housing. Stormers see dwellings as functional, and would not be disadvantaged to live in Downtown. They will always take the Operative accommodation offered by SLA, as it's functional.

**Mental:** Phobias (keep Psychoses). Phobias would be overridden by programming, but Psychoses are deeply buried and may be the result of faulty programming.

**Social:** Stormers are not well enough developed to worry about these, and the pacifist and chicken

disadvantages simply could not get through their aggressive programming.

#### Bio-genetic Standards

Why create something that is imperfect? Karma and LifeForce have long had the technology and resources to create Stormers that do not lack in the three main areas of concern (registered by SLA Depts. during active BPNs). Oh yeah, all Stormers are Ambidextrous, why wouldn't they be?

#### Night Vision

All Stormer variants now come with Night Vision, or more correctly low light vision, as standard. All Stormers can see as if they were using IR / UV filters, which indeed they are.

#### Water Breathing

All Stormers come with the Karma Bio-Lung fitted as standard. This allows them to convert water in to useable oxygen. They can not do this at a rate fast enough to fuel hectic activity, and are at a -3 DEX and -3 PHYS while using the water breathing if they engage in combat or strenuous exercise.

#### Poison / Drug Filters

The internal organs, the equivalent of the Liver, Kidneys and Stomach have become active filters for known drugs and poisons. Stormers are immune to the affects of all but the most virulent of poisons and are (unfortunately or not) immune to the vast majority of drugs (medical, combat or otherwise).

#### Racial / Training Packages

This offers a quick guide to an alternative set of skills for the Stormer 'race'. It can be used for any of the variants (except the 2225 and the 113). Simply ignore the skills listed under 'race' and choose eight ranks from those listed here. As a GM you may want to impose a limit of 2 ranks in any one skill, or you may not, over specialisation might be allowed to demonstrate how development is affected. These skills are chosen before a Training Package.

STR – Strength Based: Unarmed Combat, Blade 1-H, Blade 2-H, Club 1-H, Club 2-H, Pole Arm.

DEX – Dexterity Based: Martial Arts, Gymnastics, Sneaking, Hide, Pistol, Rifle.

PHYS – Physique Based: Wrestling, Running, Climb, Swim, Auto Support, Throw.

CHA – Charisma Based: Leadership, Interview, Haggle, Persuasion.

DIA – Diagnose Based: Mechanics / Industrial, Demolitions, Medical Paramedic, Tactics, Torture, Intimidation.

CONC – Concentration Based: Weapons Maintenance, Drive Civilian, Drive Military, Detect, Marksman.

KNOW – Knowledge Based: Demolitions Disposal, Survival, Evaluate Opponent, SLA Information, Pilot Military, Navigation.

Stormers are free to choose whatever training package they want. The preferences (shown by statistics from Meny) are:

313 – Death Squad (or variant), Kick Murder (or variant), Stormer Strike Variant.

Vevaphon – Kick Murder (or variant), Scouting, Investigation & Interrogation.

714 – Death Squad (or variant), Stormer Strike Variant.

Xeno - Kick Murder (or variant), Investigation & Interrogation.

Death Squad : Black Variant

The Black Variation of the Death Squad package is designed to place the Operative in amongst the enemy, with the ability to deal out maximum death and devastation in close combat. The Black Variation was designed to help with intimidation and moral destruction. Operatives are trained to be highly visual, extremely loud and terrifying in their ability to deal death to their enemies. Get in close, get in quick, do the most damage you can. Savage, simple, mind destroying, brutal and totally relentless.

Evaluate Opponent (KNOW)

Run (PHYS)

Martial Arts (DEX)

Unarmed Combat (STR)

Blade 1-H, or 2-H (STR)

Combat Dodge (DEX) \*

- See this SB for details of Combat Dodge.

Kick Murder : Red Dragon Variation

The Red Dragon variation of the Kick Murder package, was pioneered by a 313 Malice Instructor at Meny, Rose, who took note of his pupil's

successes and failures once they became Operatives. He tailored the package to meet the Stormers need for heads up, full on, simply executed action plans. It may come as a surprise to some that Stormers choose the Kick Murder package, but the Red Dragon variant is but one of many pioneered by Stormers who are showing a natural talent for the Kick Murder style.

Detect (CONC)

Hide (DEX)

Sneak (DEX)

Acrobatics (PHYS)

Blade 1-H, or Blade 2-H (STR)

Unarmed Combat (STR)

Stormer Strike Squad Variant

A good, solid, generic training package for the up and coming Stormer, designed to get them operating on the streets of Mort, where most of them will end up working 90% of their lives. This package is exclusive to Stormers and the badge worn by those who have completed it, the red fist on a black circle, is seen as a sign of Stormer comradery.

Drive, Civilian or Drive, Military (CONC)

Streetwise (KNOW)

Pistol (DEX)

Rifle (DEX)

Detect (CONC)

Rival Company (KNOW)

Inter-action in the WoP

Stormers tend to feel quite isolated in the WoP, they are often misunderstood and generally thought of as being some kind of 'alien-monster-machine'. In some cases the Stormers themselves are responsible for this world view; most Chagrin tend to have only violent interaction with the world around them.

Although the interaction is largely driven by the Player and character, there may be either precedents or preconceptions set by the group and the GM. Over coming these may prove the toughest fight the Player has to face.

Some guideline figures for total populations in the WoP;

Humans Total: 94%

Frothers Total: 02%

Wraith Raiders Total: 01%

Shaktar	Total: 01%
Stormers	Total: 0.5%
Ebons	Total: 0.3%
Brain Wasters	Total: 0.2%
Necanthropes	Total: 0.0001%
Miscellaneous	Total: 0.9%

#### Current Stormer Production Breakdown:

313 Malice	Total: 84%
Vevaphon	Total: 01%
714 Chagrin	Total: 02%
711 Xeno	Total: 01%
114 Low Wave	Total: 10%
2225 Janus	Total: 01%
113 Harbinger	Total: 0.5%

According to the Karma SB, Artery produces 30,000 Stormers a day. 6,000 of these are destined to become Op's, the breakdown as above.

Stormers may feel alone in the WoP, but thanks to the relentless output of Artery, the Stormer 'family' is ever growing.

A good place to start in determining how to play a Stormer is by remembering that animals generally have a DIA and CONC of between 0 and 2. So Stormers would seem to be way up the evolutionary scale. The average for humans is 6 or 7, so all Stormer variants (apart from the Chagrin) have the capability of reaching at least average levels of intelligence.

But it's not just about 'intelligence'. As we know in the real world, a person can be highly 'intelligent' and have very little 'wisdom' or few 'social' skills or common sense. So it is with Stormers. If you choose to, you can play them as eloquently as you would an I&I Ebon (if their characteristics support this), and the level of common sense, wisdom and social interaction you display is purely up to you as a Player, again maybe driven by the characteristics.

All Stormers have a mixture of 'programming' and free-wheeling development. They are designed to learn using the same mental matrix as humans, they use the same frames of reference, memory and synaptic functions as humans. The real difference is that they start with a 'clean sheet' as far as preconceptions and 'hereditary' attitudes go. Stormers build a picture of the WoP as they grow, starting from the moment they step from their birthing tanks. Everything is to be treated as new and worthy of experience, they seek to learn as

much as they can as quickly as they can, enabling them to take up their duties as an Operative.

Many Stormers remain under-developed in certain areas, focusing on the more 'practical' side of things, which may seem to be of more immediate use to them. Characteristics such as humour, sarcasm, abstract questioning and anything that speculates without a purpose, such as philosophy, are often neglected by the Stormer, treated as somewhat irrelevant. These things can be learned and understood at a later date, once the 'important' things have been mastered, thus Stormers tend to develop a greater desire to socialise and mix with other races the older they get.

Some guides to interaction with the various races of the WoP follow. These are of course subject to alteration by the GM, who (of course) has the final say on his world's view of Stormers.

#### Humans

Humans have grown up with Stormers in SLA Industries great World of Progress. The 313 has been with human society as long as anyone can remember; humans are most comfortable with the 313. Stormer variants such as the Chagrin, Xeno and Vevaphon are viewed as 'machines', more like robots, beings that can be barely understood and should be obeyed or ignored. Only the 313 has shown any real desire to be assimilated in to human culture and society, so only 313's are thought of as 'sociable' creatures. Generally, humans will treat 313's with as much respect or revilement they would any human, depending upon the actions of the 313.

Stormers tend to think of humans as the 'ideal' race, and the subject of the protection and guidance of SLA, and so for the Stormers themselves. Humans make up the vast bulk of the population, they work, in huge numbers for SLA, and most of the upper SLA hierarchy are human. Humans created Stormers. Humans are to be respected, and when warranted, obeyed. The unnecessary or careless taking of human life is to be avoided. For the most part, Stormers are not thought of as 'monsters', and they are judged largely as individuals, depending upon their actions.

#### Frothers

Frothers can be thought of as the 'warrior' class of the human race. Their obsession and addiction to

narcotics may be a bit puzzling to Stormers. Why would anyone want to handicap themselves?

Frothers generally find Stormers rather cool. Most Frothers envy the Stormers ability to get in close to an enemy and deal out a large amount of damage real quick. The Stormers physique and their ability to regenerate are greatly coveted. Frothers tend to try to lead Stormers from their beaten track whenever they can, tempting them to try new things and act in increasingly outrageous ways, just to see what will happen.

A minority of Frothers see Stormers as stupid 'creatures', and treat them with contempt and disdain, barely being able to bring themselves to talk to them.

Stormers realise that the Frothers addictions and their loyalties to their Clans can bring them in to conflict with SLA, and most Stormers take up any opportunity to put the wayward Frother straight. It is often the Stormer in a squad that is sent in to 'bring down' a raving Blaze hooked Frother after the combat is over.

#### Ebons

Ebons feel for Stormers.

They feel very deeply the pain and trauma of their birthing, they empathise with the confused learning process in the harsh WoP. Most Ebons seek to befriend Stormers and treat them a bit like children.

Stormers often use Ebons as teachers and guides to the social ways of the world, knowing they can trust them and that most Ebons are loyal to SLA.

Stormers look to Ebons to make sense of some of the more 'mysterious' elements of the WoP, such as the Ebb and Flux. It is all too obvious to all citizens of the WoP that the Ebb plays a huge part in the cultural and social development within SLA, if for no other reason than it produces Necanthropes. Stormers are tactically aware, trained and programmed to protect SLA from all-comers, they will seek to increase their knowledge in all areas that can help them achieve this.

Ebons can also see beyond the body of the 'monster' to the struggling sentience within. They can see the Stormer wrestling with feelings and emotions, trying to come to terms with the reasons for their very existence; this strikes a chord with most Ebons who continually question everything about the world around them and their place in it.

#### Brain Wasters

Stormers do not like Wasters. And the feeling is very mutual.

Brain Wasters see Stormers as something of an abomination and a waste of resource; they mercilessly abuse them when they can and latch on to any failing the Stormer may have in their speech or slow wits. Stormers know Wasters have Ebb abilities and will be patient in their response, striking if the opportunity presents itself.

In their baiting of Stormers, Wasters show a truly short sighted, stupid streak. It is a mystery why they bother, and SLA are continually having to issue directives to stop the harassment of Stormers, if only to cut down the loss of Wasters from Stormer retaliation.

#### Shaktars

There is general respect between Stormers and Shaktar. Stormers regard Shaktar as worthy opponents and valuable allies for SLA and they respect the alien race's honourable treatment of their creators. Shaktar treat Stormers as the warrior caste they are, and respect the fact that SLA has seen fit to bring them in to the Operative field.

Humans often make the mistake of thinking that Shaktar and Stormer are of similar breeding, both being predominantly warriors.

Shaktars and Stormers represent two very separate ends of the same scale.

Shaktar will work well with Stormers and will not be shy about socialising with them. Stormers do not fully understand the concepts of honour that drive all Shaktar actions, but they know a good ally when they find one.

#### Wraith Raiders

There is a great distrust between Stormers and Wraith Raiders. The pragmatic, sometimes bestial nature of the Wraiths means they are prone to crossing the line drawn by SLA regarding loyalty and subservience.

Stormers realise that most Wraiths are a law unto themselves, and a short step away from being subversives. Also, the Wraiths favourite tactic of sniping, rather than getting in close, makes the Stormers watch them even more closely.

Some Wraith Raiders have taken to 'hunting' Stormers for sport and to keep their hand in while not on BPN's. They will stalk, track and get in to position for a 'killing blow', using either a blank round or a pulled close combat manoeuvre, then

simply slip away in to the night. A few good Wraith Raider Operatives have been lost this way. Stormers and Wraiths generally develop a 'professional', somewhat cold relationship, working as part of the squad team though seldom coming anywhere close to being friends.

#### A Note On The Naming Of Stormers

Tradition has it that Stormers are named by the technicians who man the birthing tanks, and that they often name Stormers with humorous names, or simply run out of ideas and end up using names like Bob, Tim, Pete, Flor, Paynt, etc., that are short and easy to come up with. Now this may not seem important to you, but it essentially takes the naming of the character out of the Players hands, and some Players are understandably not too happy about this. Even if they go along with it, many want more menacing, or meaningful names than Ned.

The great and ponderous beaurocracy that is SLA, makes changing your name a very long winded and expensive affair, so it may be a matter of some concern to the Stormer that enters the world named Bing.

How the naming is handled will be driven by the GM and their Players, but we suggest allowing the Player to name his own character; this will create an attachment that may be otherwise missing. The later variants, Vevaphons and Xenos in particular, are more intelligent and may react with some spite against those who play tricks on them with their name.

On the other hand, it may be that you see Stormers as regarding names as being unimportant. As long as they have an Operative and SCL number; that may be all they care about. This all goes back to how you see Stormers in terms of intellect and social skills. Something to think about though....

LifeForce

#### A 'Different' Approach To Stormer Development

The material used by Karma to grow in the vats, the basic tissue, is bio-genetically engineered to grow to pre-set patterns, controlled by stimulating the DNA to allow the tissue to form the different limbs / organs needed to form the basic bodily structure of the Stormer.

The more advanced variants, such as the Xeno and the Vevaphon, have 'floating' control codes, that allow the Stormer to control their own physical structure, changing it to a degree.

The 'lower brain' of the Stormer is fashioned from the same material as the body, and is 'programmed' by pre-set genetic codes to allow the Stormer to develop the basic motor skills and instincts needed to function as soon as they are released from the vats. The 'upper' part of the Stormer brain, the equivalent of the neo-cortex, is the last graft to be added to the Stormer. It is the neo-cortex that allows the Stormer to grow and learn, and develop a 'personality'. The graft that forms the 'higher brain' is fashioned from a human brain, specifically the neo-cortex. In Stormers it is known as the a-cortex.

The a-cortex needs to be 'cleansed' of it's 'race' memories and previous life's memories and data. This cleansing procedure can only be achieved by Ebb use. And it does not always work, hence the 'awakening' of some Stormers.

Deathwake is not needed, as the Stormers have no need of a 'soul' to give them the 'spark' for life. The Stormers develop as life forms using their ability to 'learn' from their environment, as well as drawing from the 'pool' of skills and abilities they are birthed with from their programmed 'lower brain'.

The later variants, such as Xeno's, Vevaphons, etc, have an extra connection between their a-cortex and their lower brains. This allows the control of their physical body, to the extent where they can manipulate their own bodily cells. The connection, or bridge, is called the 'chain'. Stormer chains can be 'short', having a few links allowing for things like re-generation, changing skin colour, or 'long', to allow Vevaphon like control over the body. The longer the chain, the more 'fragile' it is. Fragile chains are prone to malfunction and collapse when put under pressure. Pressures usually arise from conflicts of use in the a-cortex, such as over-stimulation or confusion through an 'over-load' of information processing; this usually results in some re-surfacing of the previous 'inhabitant' of the a-cortex; the legendary Stormer 'awakening'.

#### Early Stormer Evolution

It was Senti who first made the connection between the Human neo-cortex and the possibility of using it to add the 'spark' to awaken the biogenetic flesh of the Stormer.

She realised that DeathWake could only become a weak link as the WoP developed and the connections to 'real time' became harder to make

and maintain. Her early experiments met with dismal failure as the neo-cortex proved impossible to remove from its 'donor' without it losing its energy, or 'spark'.

Senti began experimenting with ways to retain the neo-cortex's energy by keeping the donor alive during the removal, but at the critical point of removal, the donor's 'death' always 'shut down' the neo-cortex, turning it in to nothing more than dead brain tissue.

It was Intruder who saw the solution.

The 'donor' would have to be kept in the neo-cortex, keeping it energised and 'alive'. The only way to achieve this was to 'soul cage' the donor in to their neo-cortex.

The cortex could then be transplanted, and the Stormer programming installed and the 'link' made to the lower brain.

The first few Stormers to emerge from the vats were monsters indeed, only vaguely resembling their 313 'templates'. The battle raging inside their brains caused them to be violent to the point of psychopathy, with little or no ability to reason or develop communication. They were simply insane. But they were alive. Without DeathWake.

This first batch of nine Stormers became known as the 'V' batch. 6 of the nine had to be killed in the laboratory, 3 were subdued and released in to Cannibal Sector 1. The rampaging Stormers ripped through the sector like a savage storm, ultimately disappearing in the ruins of Salvation Tower (which they seemed drawn towards). They are presumed dead at the hands of Digger.

Senti continued her experiments. Now she had the basis for success, and knew that Ebb use was the key, she could refine the techniques first used by Intruder, to modify the soul cage. The only way Senti could keep the donor from emerging in to the Stormers programming, and causing the onset of insanity, was to allow the donor a certain amount of 'freedom' within the neo-cortex, but at the same time keeping it sealed off from the pathways the Stormer would need to access. This resulted in some radical thinking by Senti and a truly innovative solution.

The neo-cortex was transplanted to the Stormer, and allowed to 'fuse' during the vat growth of the Stormer with the lower brain. This had the effect of 'diffusing' the donor in the lower brain, allowing Senti to 'impose' the Stormers programming in to the neo-cortex, creating the a-cortex.

The next batch of 9 Stormers, the 'Alpha' batch, emerged from the tanks as almost 'normal' 313's. Their birth and early development seemed typical for a 313. It was not until they began their 'reasoning exercises', designed to develop their ability to learn and start the process of becoming a 'personality' that the problems rose to the surface. 4 of the 9 'awakened', their soul caged 'donor' breaking free to take control of the Stormer's mind. Madness set in and all four were killed in pitch battles with Senti's guard; none could be reasoned with, they all sought death.

The remaining five were watched closely but showed no signs of awakening. The only quirks in their behavioural development appeared to be minor 'memory faults' from their host. As they progressed they became less and less aggressive, losing their 'programmed' savage, pragmatic natures, and taking on disturbingly 'human' pacifist traits. They became unwilling to enter in to conflict and avoided making decisions that could cause conflict.

Senti 'retired' the 5 Alpha's to the research laboratory, where 2 subsequently 'awakened' and committed suicide (after three years). 3 survive to this day, being little more than automatons, reduced to basic survival and having lost most of their communication skills. Although their regression is seen as a failure by Senti, she keeps them alive and watches them as part of her ongoing experiment.

It was Intruder who offered the final solution to the puzzle of the re-emerging donor.

He suggested "giving them something to do". Instead of setting up the Stormer programming to conflict with and subdue the donor's 'memories', Intruder helped Senti re-programme the Stormer personality template, allowing the 're-birthing' of some of the host's neo-cortex functions incorporated with the Stormer programming.

The next batch was made up of 8 Stormers, all created and birthed simultaneously, with the help of the Necanthrope Union 'Myne' (who performed the soul caging). Intruder wanted an end to the experiments one way or the other, and the Union were to 'scan' the Stormers as soon as they were birthed; either terminating them or giving them the all clear. The Stormers emerged as any other 313 would.

Myne reported they were 'normal' in every respect except they had no 'spark', they were devoid of any influence of DeathWake.

Senti had succeeded.

The batch of 8 became known as S1. Each Stormer was sent out in to the World of Progress as any 313 would be, they were trained, developed and signed up as Operatives, each without knowing they were any different from any of their 313 brethren.

Senti kept watch over them, monitoring their progress, looking for any breakdown in their programming, any sign of 'awakening'. 5 of the 8 were killed in the line of duty, their bodies never recovered (either lost in the Sectors or on Dante). 3 remain on active duty, each working for Cloak, and each now fully aware of their past and history: Spike, SCL 4, DarkFinder, currently working on Mort.

Ned, SCL 4, Feral Ebon Hunter, assigned to DL, currently on Kn'nth.

Wit, SCL 3, Counter-Insurgency Op, assigned to terminate traitor Op's, Mort.

#### Stormer Model Designation 'S'

Senti set up a department within Karma to specialise in the production of Stormers using the new techniques, each of which would have an 'S' designation as well as a model number.

LifeForce was born.

The Department of LifeForce is a wholly owned subsidiary of Karma, who's Dept. Head is Senti. LifeForce report directly to Head Office, via Senti, and have no accountability within Karma. All Stormers produced by LifeForce are indistinguishable from those produced by Karma, except for an 'S' designation on their birthing records (access limited to SCL 4).

A full breakdown of the LifeForce organisation and production figures is provided at the end of this document.

#### Progressive Merging Tendency (PMT)

Although LifeForce can produce Stormers of any variant (except the LowWave), they tend to concentrate on the 313 model. The Xeno, Vevaphon and Chagrin rely on longer 'chains' to control their physical bodies, and the longer chains are prone to collapse under the assaults of the donor's 'caged soul'.

All Stormers produced by LifeForce suffer from a gradual increase in the influence of the original donor's psyche. This has been termed 'Progressive Merging Tendency' (PMT) by the technicians at LifeForce.

The only personality traits that are strong enough to break through in to the Stormers conditioning are the 'extreme' emotions, or 'base' instincts, and of these only the ones the donor had well developed (i.e. practiced).

For these reasons, the intrusions are not normally a problem and the Stormer simply merges the donor's traits with their own. The aggressive, warrior nature of the 313's programming is usually enough to keep the intrusions under control. Often the Stormer is unaware of what's going on, simply suffering from mild mood swings or maybe sudden urges.

LifeForce have recognised the potential for problems from PMT and have put in place a 'recruitment' stipulation for donor's that they hope will go some way to solving it. Only those with a pre-disposition for aggressive behaviour, or violence, are to be used to take 'host' cortex from. This means that a lot of the 'donors' for LifeForce Stormers come from Death Row or Ministry of War field hospitals (where the 'soldier' cannot be saved, but the neo-cortex is intact.) Donors need to be 'frozen' until they can be moved to a LifeForce facility, where they can be soul caged and their neo-cortex removed.

'S' Designation Stormers are put through a complete Psyche Evaluation three times a year. If they are found suitable, some may be informed of the possibility of their suffering PMT, and given basic mental exercises to help bring it under control. No Stormers will ever be told of their 'sharing' their a-cortex, they will simply be told of some potential problems with their conditioning. Stormers that become aware of the exact nature of their creation are prone to 'awakening', with the usual suicidal consequences.

#### Losing Control

The breakthroughs made by Senti were never meant to replace the DeathWake method of Stormer production, they were pursued by her as part of her own 'Big Picture', using the potentially fragile nature of DeathWake as a justification with Slayer.

Once Stormers were effectively created without DeathWake, it would only be a matter of time before Senti's discoveries were leaked to the wrong people.

In an ideal world there would be no 'rogue' Necanthropes, no Feral Ebons, no DarkNight, no

Monitors, no enemies of any worth waiting to bring down SLA and visit chaos on the WoP. But this isn't an ideal WoP.

DarkNight mounted a strike on a LifeForce facility on Resource World 'Helion'. They planned their attack well, secretly mustering their strike force while infiltrating the facility at the same time. Their success was complete, and some say, unprecedented. It was one of the first attacks where a Necanthrope Union was overpowered and destroyed by Feral's and Rogues. All the Facilities records and research data were captured intact. DarkNight had the potential to create Stormers. Senti's counter-strike was swift and devastatingly effective. The facility on Helion was re-taken within the week, all DarkNight personnel on the continent were hunted down and killed, 95% of the material DN had captured was recovered, the other 5% destroyed. But it was too late. The DN leadership had left Helion, taking with them the knowledge of LifeForce.

#### Storm Warning

DarkNight are one of the only Soft Companies large enough to be able to effectively resource the LifeForce means of Stormer creation. They have tried to set up three production facilities, two of which have been destroyed by SLA. The third, secretly located on Cross, has managed to successfully produce five 'batches' of Stormers, each consisting of 9 313 models. Each has 'anti-SLA' programming, and are as loyal to DN as 'normal' Stormers are to SLA.

The pathetically small amount of Stormers produced by DN is testament to the delicate art of LifeForce, and the difficulty of the soul caging.

DarkNight are notoriously mercenary. They will sell to anyone who can afford it, to fund their war against SLA. They know the LifeForce knowledge will be used by whoever acquires it against SLA. So they will sell to the highest bidder.

Recent SLA files suggest that Head Office, and particularly Stygmartyr, are looking in to reports of two other possible sources of Stormer production, both using the LifeForce techniques:

A small, well developed Industrial World in a back-water sector, called Gh'Ian. The government there accepted the Three P's contract under duress, and has always grudgingly dealt with SLA and the rest of Mort, frequently breaking trade treaties and imposing trade embargoes. If reports of their

acquisition of the LifeForce technology are true, the fear is that they will have a scientific, rather than an Ebb based method for supplying the 'spark', replacing Soul Caging with a straight forward scientific process for wiping the neo-cortex. All indications within SLA are that Gh'Ian is about to become a War World.

Tempest, the renowned Soft Company based on Mort, have shown an interest in the LifeForce project. These reports are being treated with some scepticism, as Tempest have in the past done nothing but destroy Stormers wherever and whenever they could. Their interest could be purely for R&D purposes, with the knowledge being used to somehow 'undo' current Stormer programming, but this is not known for sure. Other speculation is that Tempest would look to form a core of Stormers designed as 'terminators' to hunt down and kill other Stormers; they are fanatical enough to volunteer themselves as 'donors' of the neo-cortex. It is not known whether Tempest have any Ebon connections, or how they would hope to achieve the soul caging necessary.

Other possibilities for the technology getting in to the wrong hands have been catalogued, and action plans formulated.

It is clear that SLA sees the LifeForce project as turning in to one of it's greatest potential enemies. Senti is constantly fighting to retain control of the project. Intruder seeks to shut it down. Mr Slayer has taken an unusually neutral view of things.

#### LifeForce - Department Breakdown

LifeForce have laboratories on nearly all SLA worlds, with their main production facilities being concentrated on Mort.

Each facility will be broken down in to the same organisational structure, featuring the same roles, varying only in numbers depending upon the size of the facility, which in turn depends upon the size of the potential 'donor' supply.

1 Facility Chief Executive: SCL 4+

The FCE reports directly to LifeForce Head Office on a monthly basis. Other than this, they are completely autonomous, having complete control over their 'facility'. Most FCE's are Humans, with a few Ebons.

#### Necanthrope Union

Each facility has a Union assigned to it. The Union carries out the Soul Caging and guards the facility

from outside interference. The Union may vary from year to year, or may be an integral part of the facility 'team', remaining with it from start up to closure.

#### 5/6 Facility Directors: SCL 6+

Each Director is responsible for an area of Stormer production, which includes all stages of development. Sometimes referred to as 'cells', each should be able to operate on it's own, and each works with separate 'batches' of material, ensuring minimal problems from cross-contamination or 'infected' source material.

#### 10/12 Section Chiefs: SCL 7+

Section Chiefs head up the management teams for the day to day running of the facility. They have purchasing power within the local community to get the supplies they need, and they will deal with local SLA Offices (such as Shivers) in any matters that need attending. Section Chiefs are very powerful people, and this is not lost on the communities surrounding the facility.

#### 150/300 Technicians: SCL 8+

Technicians tend the vats and see the production process through from start to finish. Some Technicians also get involved with the initial 'training' of the newly birthed Stormers. Often, Technicians are just your average working SLA Employees, who take particular pride in their work, and enjoy the added status their position within a well backed SLA division brings.

#### 200/300 'Employees': SCL 11

The 'nominal' SLA employees carry out all the mundane work within the facility, they seldom come in to contact with Stormers, or get involved with anything that goes on in the 'laboratories'.

None of the employees of the facility, from the FCE down, will talk about their work or any of the goings on within the facility. Having a Necanthrope Union on the premises ensures the loyalty and silence of all but the most suicidal of employees.

#### LifeForce BPN Ideas

There are a number of possibilities, and they all depend on how close you want the squad to get to LifeForce. The primary colour would be White or Yellow, Dark Lament would handle most of the other situation themselves with their own security. Jades would be rare, except maybe at the higher

SCL's, as they would bring the Op's in to contact with the 'inner' workings and procedures, possibly the Necanthrope Union, of the facility.

The Whites would be investigations of either thefts or attacks on staff, they may extend to looking in to the dealings of some of the lower SCL employees, who may be operating outside the interest of DL, either through Soft Company activity or selling of LifeForce property or secrets. Yellows revolve around the retrieval of stolen goods, mainly from the Sector's Black Markets. There may of course be the occasional Red in response to a terrorist attack, or maybe a rogue Stormer gone on the rampage fresh from the tanks. A starting squad may be offered a Blue to clear the sewers surrounding the facility of pests, which build up as the dumping of excess and spoiled tissue begins to clog the storm drains and clearance pipes.

Third Eye are keen to get some footage from a LifeForce facility, and there may be a Silver in the offering to escort either LifeForce personnel on a Public Relations tour, or a reporter to investigate the surrounding Sector to gauge the impact of the facility on the locals.

The higher ranking officials of a LifeForce facility may be in a position to sponsor BPN's for their own ends, maybe to organise a rousting for a local gang, or to go in search of some lost or stolen belongings. They may hire some Op's to seek out some chemicals or materials from a Soft Company.

The best way to get the Op's acquainted with LifeForce is to have them undertake a BPN which brings them in to contact with a facility. This lets you emphasise the size, complexity, secrecy and security surrounding all LifeForce operations, and of course there's the ever present Necanthropes....

#### Non-SLA Stormers

Stormers produced by SLA have loyalty to the company 'programmed' in to them.

Stormers produced by non-SLA Soft Companies have no such loyalties. These Stormers have no pre-programmed perceptions of loyalty or belonging, they know only that they exist and that they must survive at all costs. None of the Soft Companies have so far managed to mimic the loyalty programming of SLA. All Stormers born outside of SLA have one single driving instinct: survival.

To this end, all Stormers not loyal to SLA are loyal to whoever can pay them the most, or reward

them in ways that they see as beneficial, like gifts of arms or armour, or better still of information.

Being the ultimate mercenary survivalists forces these Stormers to develop a certain ruthlessness that would be envied by SLA. The learning curve that normal Stormers embark upon includes the development of emotions such as compassion, forgiveness, and other temperaments other than anger and rage. Non-SLA Stormers seldom develop along these lines, dedicating themselves to a life of sociopathic pragmatism, they soon become savage and separatist, keeping themselves to themselves and seeking out no company other than their own kind.

## Stormer Variants

### 2225 : Janus. 113 : Harbinger

Stormer Variant 2225 - The Janus

Interview with Dr. Taro Toyama.

Inter-Com: "Thank you for giving us this interview."

Dr. Toyama: "There must be some mistake, this is not an interview."

Inter-Com: "Oh, I see. Well, what is it you wanted us to know."

Dr. Toyama: "Phantom Pregnancy will soon be announcing the release of a new Stormer variant, the 2225. There has been much speculation as to my part in the project. I wish to set the record straight."

Inter-Com: "Please, continue."

Dr. Toyama: "The 2225 is not so much a development of, as an extension of, the 313 Malice. It acts as one with it's partner 313, they are inseparable. Although the 2225 has it's own unique qualities and abilities, neither it, nor the 313 Malice it is connected to, can really function without the other."

Inter-Com: "An interdependent relationship between two Stormers?"

Dr. Toyama: "Exactly. Not so much a new entity as an extrapolation then separation from the basic material of the 313."

Inter-Com: "Is it true that the 2225 project was blocked by Dr Hagen in the initial stages?"

Dr. Toyama: "You will have to speak to our press office for more information. The 'interview' is over."

Inter-Com: "Thank you for your time."

Un-broadcast 'interview' between Frank Weiss of Inter-Com and Dr. Taro Toyama, © 903 Eye 4 Inter-Com.

"The world of Progress will soon be witnessing the birth of a new Stormer variant, the 2225, or Janus as it has become known. The 2225 has been developed by the department of Dr. Taro Toyama, and is finishing field trials at this very moment. 2225 Operatives will be with us by the beginning of the new year. Please contact the Department of Biogenetics for clearance for further release issues."

General Press release to all agencies from Phantom Pregnancy, © 903 Phantom Pregnancy.

Dr. Taro Toyama, heading a department within Phantom Pregnancy, has discovered the potential for developing the 'excess' DNA strands and genetic material from a basic 313 model.

The DNA is taught to emulate the basic cell splitting that occurs with the growth of 'normal' twins. Due to the engineered nature of the DNA, the cells split unevenly, producing a standard 313 Malice variant, with mostly optimum racial characteristics, as well as a 'runt'.

At first glance the runt would seem to be nothing but 'genetic garbage', having inferior physical abilities to the 313. On closer inspection however, the runt has the capacity for vastly improved mental functions.

Once both Stormers are out of the tank (the runt, classed as a Stormer for want of a better term), a startling change occurs. One of the Stormers is found to be mute. The ratio is approximately 80% 313, 20% 2225. The mute Stormer has no capacity for speech what so ever. The cause for this genetic deficiency is still being investigated and may be corrected on some of the later models, though that is some way off.

Many of the 313 variants need to be destroyed at this point due to the onset of insanity. The madness is caused by the setting up of a complete telepathic link between the two variants. They are, quite literally, inside each other's minds.

Once the 313 is destroyed (discarded) the 2225 begins to regress into insanity, taking approximately 48 hours to become a psychotic wreck.

A lot of extensive training is required, much of it with Ebons, to master the telepathic control needed to avoid insanity. After a period of two years, most Stormer pairs can block each other out from the majority of their mind. They still,

however, have access to each other's sensual facilities (when both parties consent).

The Stormers mind link appears to have limitless range and duration, though a number of pairs that have been split up across stellar distances (light years) have gone insane or just 'shut down', all driving forces and will to function ceasing.

The one major concern with this project is the fact that the linked Stormers appear to have a stronger bond to each other than to SLA Industries. Their mental bonding seems to affect their genetic conditioning, though no problems concerning loyalty have yet arisen, indeed the 313 partner is every bit as aggressive and active in the defense of SLA Industries as any of his brothers.

The 2225 Stormer has the following 'locked' characteristics;

Strength: 5

Dexterity: 7

Diagnose: 12

Concentration: 12

Charisma: 10

Cool: 12

The 313 Stormer has the following 'locked' characteristics;

Strength: 15

Dexterity: 13

Diagnose: 6

Concentration: 6

Charisma: 6

Cool: 12

Once out of the tanks, the two Stormers are inseparable, they will always go everywhere and do everything together. As they grow older, they will gain some degree of independence, but they will never seek to break the bond that links them.

They will always be developed by SLA Industries as part of the same squad.

"I am my brothers brother. We are the same. I am with him and he with me. I speak his words sometimes, but mostly we speak to ourselves. I know what we mean, he knows what we mean. We are loyal to SLA, we will destroy anyone who seeks to harm our family. I am learning. Soon you will not be so uncomfortable around us, you must learn too."

Yar, 2225 partner to Felix, both applying to join 'Dark Sun' squad, Mort 903 SD.

Once 'born', the 313 and the 2225 may not alter their characteristics during character generation, otherwise they are treated as 'normal' characters. This will obviously yield characters with a greater range of skills, this is due to the Stormers intense training while learning to cope with their mental link.

New Base Skills, 313 Malice: Unarmed Combat (Str) Rank 2, SLA Info (Know) Rank 1, Rival Company (Know) Rank 1, Intimidate (Cha) Rank 2, Evaluate Opponent (Know) Rank 2.

Base Skills, 2225: Literacy (Know) Rank 1, Detect (Conc) Rank 2, SLA Info (Know) Rank 2, Rival Company (Know) Rank 1, Persuasion (Cha) Rank 1, Evaluate Opponent (Know) Rank 2.

#### Training Packages

The 313 has the options of the Death Squad Package or the Kick Murder Squad Package. The 2225 has the option of the Investigation and Interrogation Package or the Scouting Package.

Both of the Stormers may elect to be trained together in the 'custom' Combined Package developed especially for them, though they will not be forced into this;

#### Combined Package

Tactics (Dia)

Detect (Conc)

Evaluate Opponent (Know)

Pistol (Dex)

Streetwise (Know)

Any Close Combat Skill (may vary between the two Stormers)

In game terms the Stormers link means that they can share each others senses, including sight, sound and tactile, they cannot however, share the senses of smell and taste.

In order to communicate with each other telepathically, the two Stormers need only be awake. They have limitless (effectively) range and duration and may literally carry on conversations as if they were a few feet apart. Note: Although the 313 Malice is usually mute, they can always form perfect speech with their partner 2225 in the telepathic link, this telepathic speech can be directed at Ebons as well, though the Ebon will need to activate an Ebb ability to receive it.

In order to extend the sensual range of communication (sight and hearing what each other

perceives), the Stormers must each make a Concentration roll, if both are successful they may keep up a continuous flow of information exchange for a period equal to their combined Concentration in minutes (18). If they wish to extend the link further, they must both make Concentration rolls, success means they may continue the link for six minutes.

Each extension after the first requires the same roll and extends the link for the same amount of time.

If while they are linked, one of the Stormers suffers a loss of one of their shared senses, the other Stormer is affected in exactly the same manner.

The range for the full sharing of senses has been found to be around 500km, though one pair kept up their link up to 2,000km, but only at the expense of other activities, i.e. they became motionless and effectively defenseless, appearing to need to concentrate to such a degree that the link was almost worthless.

Each of the Stormers may vary wildly in appearance, though they must share at least one striking feature, which will be identical in both.

Due to the 'sealed' nature of the DNA and the biogenetic material altered to allow for the split in the growth of the Stormer, both the 313 and the 2225 produced are unable to accept any of the Stormer Configuration alterations offered by Nuke Tendon.

As if in some sort of natural compensation for this, both the 313 and the 2225 have advanced healing capacities. Each of the Stormers regenerates one wound in the book-keeping phase of every third round. Both Stormers from the pair regenerate at a rate of 3 hit points every third phase. Once the wounds are all healed, the 313 and the 2225 can then regenerate an additional one hit point in the book keeping phase of every other round.

Neither the 313 or the 2225 partner may carry the Finance Chip, their bodies reject the interference to their telepathy.

Both the 313 and the 2225 Stormer are effectively immune to Communication Ebb use. They are, however, particularly susceptible to Senses Ebb abilities. Ebons targeting the Stormers for the use of Senses abilities, do so at three ranks higher than their actual ability (effectively +3 to use).

The Stormer that has speech in the partnership will be prone to speaking in unfinished sentences, as if

his other half is finishing them for him. Also, the vocal Stormer will tend to speak some of his partners thoughts aloud, using exactly the same tone and phrase as they were communicated to him. This may lead to some confusion in the game, as the flow of speech changes from one style to the other. GM's should award extra experience to players who manage to carry this aspect of their characters off.

The GM must be aware that the two Stormers have different basic properties to other Stormers, and must adjust the flow of play accordingly. (If one gets Sloshed, can it affect the thinking of the other?)

“Just put your weapons down and no one will get hurt. No one wants to.. *<kill them all, I've got a good field of fire>*.... hurt anyone.”

Negotiations going badly for Silus, 2225 partner to 313 Hooch, Sector 345 (Clawfinger gang territory) Mort, 903 SD.

#### Stormer Variant 113 - Harbinger

“We have been working along side Karma and Phantom Pregnancy for some time now, many of you have known of our developmental work with the labs of Dr. Hagen. We have been commissioned to design and test the new variant, the 113. We are proud to announce the end of our field trials, held both in the Cannibal Sectors here on Mort and the WarWorld of Cross. The 113 will only be produced in very small numbers, and will in no way impact upon the production of the other Stormer variants. Look to the skies, the Harbinger is coming.”

Press Release from SCL 6 Section Chief Kirsty Moor, from the LifeForce facility in Sector 386, Mort 903 SD.

(The following is a brief extract from a withdrawn 'Question and Answer' session following the Press Release.)

Q: Miss Moor, will the 113 be given clearance to roam the skies all over Mort?

A: Yes, it has the same flight clearance as the local SCAF regardless of what sector it finds itself in.

Q: Has this caused any friction between the 113 and the local Shivers?

A: Of course not.... the local Shivers are always pleased to have an ally, in whatever shape or form.

Q: Miss Moor, is it true that the 113 has psychological problems going underground?

A: No. There is no truth in the rumour.

Q: Has it got any major hang ups?

A: No more than any other Stormer.... you shoot at it, it shoots back, you piss it off it gets nasty....

Q: Can it swim as well as fly?

A: It can. It has enhanced underwater breathing capability as well as superior night vision.

Q: Miss Moor, is it true that LifeForce has come in to conflict with the 'big man' over this project?

A: Of course not.

Q: Then the rumours of Head Office wanting all 113's chipped are not true?

A: Not as far as I know anything about....

Q: So you're not sure?

A: Of course I'm sure, there can be no doubting the 113's loyalty or suitability.

Q: So it's not true that the flight sensors of the brain area interfere with the loyalty conditioning?

A: Who is that?

(Assembled journalists all try to find the most recent questioner, two LifeForce 313's advance through the crowd, the interview is over....)

The 113 is the brainchild of a Dr. Feraw Ch'raw, a Wraith Raider scientist working for Phantom Pregnancy. Her initial ideas for a Stormer variant was thought to be too 'left field' for Phantom Pregnancies main development programme, so they were passed over. Dr. Ch'raw was head hunted by Silar Pitt, a LifeForce Facility Chief Executive, who had heard rumours of the Harbinger design and liked what he heard. The Harbinger would push the LifeForce technicians to the limit, forcing them to develop many new techniques for tissue growth and implant conditioning.

When Dr. Ch'raw arrived at LifeForce, her brief was simple: realise the Harbinger Project within a year.

Exactly a year later the first Harbingers were sent to the WarWorld of Cross for field trials.

Excerpt from report by Captain Reginald Perrin, SCL 5 Commander of ThunderCloud Squadron:

"The nine Harbingers assigned were delivered on schedule, they were kept separate from the main body of troops, having their own quarters and mustering area. The security surrounding their arrival and deployment was handled by the Field Office of Cloak. My first impression was that they were too flimsy, too puny, they would not gain enough of an advantage through flight to negate their slight stature. But then I saw them move. We launched a retaliatory strike at a DarkNight held bunker complex, three APC's, four squads of troopers and the nine Harbingers. The Stormers

gave us excellent recon. information, and we thought one was lost to the DN covering fire (it later re-emerged healed and ready to operate). The Harbingers used only light weapons, mainly for suppressive fire, and dropped several sorties of grenades. Landing on the roof of the complex shortly before the troopers arrived, they set chargers that opened the bunkers to assault. In hand to hand combat they are deadly. Their speed is truly impressive, their use of the blade unmatched but for a few Shaktar. They soon gained the trust of the other men, the troopers fought well along side them, realising their role would be one of hit and run, the firefights were left to the troopers and the recon. and clean up to the Harbingers. After the operation, we were down to seven Harbingers, they themselves seemed unconcerned at the loss. My only recommendation for alteration would be the speech capabilities; they need to talk more, communicate more, they are too mysterious and silent. I readily endorse the inclusion of Harbingers in my tactical Squadron."

Harbingers are the shortest, lightest, skinniest and most fragile looking of all the Stormer variants. They are designed to fly and have two leathery looking wings that protrude from their shoulder blades. The wings can be folded closed and remain pressed close to the back when not in use. Harbingers have two huge eyes and very small ears, their head is very 'bird like', akin to an elongated 313's.

Like the 2225 / 313 combination Stormers, 113's have 'locked' characteristics:

Height: 1.5M – 2M

Weight: 30kg – 40kg

Wing Span: All Harbingers have a Wing Span of 2.5 x height in metres.

Walk: 1, Run: 2, Sprint: 4.

Fly - Level Flight: 7

Fly - Climb: 2m per phase

Fly - Dive: 6m - 8m per phase.

Movement: 40. PM: 80. NM: 160.

Strength: 10

Dexterity: 18

Physique: 14

Diagnose: 8

Concentration: 8

Knowledge: 8

Charisma: 7

Cool: 11

Base 'Racial' Skills: Fly (PHYS) Rank 2, Detect (CONC) Rank 2, Stealth (DEX) Rank 2, Hide (DEX) Rank 2.

Physique (PHYS) Based Skill: Fly – This represents the ability to fly, much like a bird. It includes the ability to carry out mid-air maneuvers, the greater the level in the skill, the more complex the actions, the tighter the turns, etc. Each 'Wound' sustained by the Flyer reduces their Fly skill by one level.

"I was born to fly. I am a Stormer. I am loyal to SLA Industries. I hunt and kill the enemies of SLA. Are you as honest about what you do as I am?"

Klaw, 113 Harbinger, being interviewed by 'Drop Dead Gorgeous' squad, Mort 903 SD.

113 Harbingers are free to take any Training Package they see fit, including their own, custom Air Strike Package:

Rifle (DEX)  
Auto Support (PHYS)  
Any Close Combat Skill  
Tactics (DIA)  
Evaluate Opponent (KNOW)  
Rival Company (KNOW)

Harbingers are limited to 200 Development Points (instead of 300).

The 113 cannot wear armour heavier than a Padquill Flak Vest, and will usually stick to their custom made (MAL) Air Striker Armour:

Cost	B.M Cost	P.V.
60c	1,000u	4

I.D: Head --, Torso 10, Arms 8, Legs 8.

The 113 is limited to firing weapons (while in flight), with a recoil of 5 or less.

The favourite Harbinger firearm is a FEN 204 'Gunhead' 10mm SMG, with a shoulder stock (allowing use as a Rifle), Recoil Baffling 3, Laser Painter.

### 113 – Gift of Flight

The main feature of the 113 Harbinger is it's wings and it's flight capacity. In order to take off, the Harbinger needs 0.5M clear of it's wingspan and at least five times it's height in overhead clearance.

The 113 is designed to fly as other Stormers walk, there is no limit to the amount of time the Harbinger can fly for. It can only 'hover' for 10 rounds before it must stretch it's wings in at least 10 rounds of level flight or rest.

Harbingers fly in a similar fashion to Crows or large sea birds; they prefer to glide when they can and are masters of thermals and winds.

"They spook me. Stormers with wings. Just aint right somehow. I mean the fucking Vev's are bad enough, now they've gone and made one that can fly?! Just aint right, no where's safe from these monsters. I mean, what can I do, they get up here, get in my face and expect me to be happy about it."

Geoff 'dog' Satch, SCAF Shiver Pilot, Suburbia Sector 220, Mort 903 SD.

### Equipment Designed For Stormers

Stormers do not generally have any equipment designed specifically for them, they tend to use what ever is available, favouring weapons and armour which utilises their key advantages of Strength and Endurance. Basically they choose bigger, heavier weapons and the more brutish of hand to hand weapons, not just because they are more effective, but because they can.

Two notable exceptions are the FEN Bio-Plasma Rifle and the Third Eye Neural Skill Nets.

### Bio-Plasma Rifle

FEN have been experimenting with Plasma Rifles for some years now, with a host of experimental weapons being used on Dante, Cross and Hed. The main problem they are encountering is with the forming of the basic ammunition for the plasma. Many substances have been tried and found either too unstable or too fragile. How FEN actually discovered the 'ideal' substance is still a mystery.

The basic material that goes to make up the Stormers, the Karma vat grown tissue, can also be used to make the perfect plasma, providing it comes from a 'live' Stormer.

With this in mind, FEN designed the 971 'Core Cannon'.

The 971 borrows heavily from the 808 Power Reaper in casing and barrel design, looking like an 808 with a 'block' mounted beneath the end of the barrel.

The 'fuel' for the round comes from the Stormer themselves. Three tubes are injected in to the Stormers forearm, minute spiral 'drills' burrow in

to the Stormers outer flesh, breaking off material and feeding it back to the plasma chamber.

Each five rounds manufactured from the Stormer causes 1 HP of damage.

“We designed it with the Stormer’s regeneration in mind. Otherwise it simply wouldn’t work. Reports from users are very positive, I think it’s a gun they can take some pride in. After all, nobody else can use it.”

Laars ‘rip’ Hooson, FEN Technician, R&D Dept., Mort 903 SD.

#### FEN 971 Core Cannon

Type	Size	Clip
FEN 971	R (OS)	N/A

CAL	ROF	Recoil	Range
N/A	10/5/1	8/4/2	50m

Weight	Cost	BM Cost
18kg	2,500c	100,000u

Plasma Round: Damage (DMG); 18, Penetration (PEN); 12, Armour Damage (AD); 8.

The ‘clip’ is the Stormers body, and as many rounds can be manufactured as the Stormer can cope with, these will be continually available to the chamber, negating the need to ‘reload’. The Plasma has a ‘calibre’ of 3mm, which is not representative of the penetrative capabilities or the damage it causes, so it’s listed here as N/A.

#### ‘Doubling’ a Round

The Stormer may elect to ‘hold’ a round in the chamber and thus ‘double’ the next shot fired. This causes the 971 to triple feed from the Stormer’s body, doing an immediate 3 HP of damage. The doubled round can only be fired as a single shot, not a burst, and two cannot be fired consecutively. A doubled round has DMG 30, PEN 20 and AD 14.

Any ‘fumbles’ (double ones) rolled using the 971 result in the weapon exploding, doing an immediate DMG 50, PEN 20, AD 30 to the user.

“I can visit death on the enemies of SLA using my body, created by SLA for this very purpose. It may be ‘irony’, I’m not sure, I haven’t quite mastered irony yet...”

Tig, 313 Malice with ‘ColdFire’, Mort 903 SD.

“Now that’s a big fucking gun!”

Freddy, SCL 7 313 Malice with ‘GoreDancer’ squad, Mort 903 SD.

#### Neural Skill Nets

“I am programmed for the WoP, some of my thought processes are determined for me by SLA before my birth. I am happy to continue the trend now I’m on active duty.”

Mikey, 313 Malice, Ministry of War Trooper, Dante, 902 SD.

Third Eye have extended their growing range of training slugs available for the Oyster and other computers by expanding in to the bio-chip field.

Karma have worked closely with Third Eye, giving them access to much of the 313’s programming code and synaptic sequencing. The result is the Neural Skill Net. At the moment, the Skill Nets can only be used by Stormers as the material in the net is designed to be assimilated, and eventually dissembled by the tissue that makes up the Stormer’s body and lower brain.

The Skill Nets are extensions of the finance Chip, using a modified version of the organism that forms the Chip. The organism is designed to seek out and open synaptic pathways in the Stormers brain and a-cortex, allowing the pulsing of charges along these pathways to simulate the messages used in the exercising of a skill.

The organisms are short lived and burn themselves out within a very short space of time, the Stormers body then breaks them down and assimilates them as harmless tissue.

Stormers that wish to utilise Neural Skill Nets have to return to Karma and undergo a simple operation. This modifies one of their ear canals to take the skill net organism.

Each Neural Skill Net comes in a transparent tube, designed to be slid in to the ear canal of a Stormer. Once inside, the end dissolves and the organism has direct access to the brain. It takes five phases for the organism to position itself, during which the Stormer is at a -5 to DIA and CONC.

Once in place, the organism allows the Stormer access to it’s particular programmed skill. Neural Skill Nets give up to a +5 Rank Bonus in their programmed skill, which may or may not already be known to the user.

As they are used, Skill Nets degrade; they reduce by 1 Rank after every two uses until they reach zero, when they are ‘dead’ and become useless. Any double 1 (fumble) roll made while trying to

use the relevant skill, burns them out immediately, rendering them useless.

Neural Skill Nets cost 100c per rank in skill; so a Skill Net conferring +5 Rifle Skill would cost 500c.

“You really don’t want to know how these things work. No really. It makes your skin crawl. Would you stick an alien organism in your ear? Exactly. Does the job though, I personally know at least eight 313’s that would not have survived their first week on Hed without them.”

Charlie ‘flip’ Hodges, SCL 8 Shuttle Pilot, from the Arc DropShip, Stone Rim Colonies, 903 SD.

#### Currently Available Skill Nets

What skills are available through the use of Neural Skill Nets is essentially up to the GM. We would suggest all of the STR, DEX and PHYS skills as a start. After that, it’s up to you.

All skills use will be limited by the users stats., and skills maximums will apply governed by the stats. Other than that, it’s your call.

#### Addiction to Skill Nets

The organism that forms the basis of the Skill Net secretes a tiny amount of a substance called ‘Retoxin’ during its installation. Unfortunately Retoxin reacts with the Stormers tissues to form a highly addictive, adrenaline based drug known as ‘Realin’. Stormers have to make an ‘addiction’ roll when using Skill Nets. Once the Skill Net has died, the user must make a PHYS roll (as a skill), using the Ranks of the Skill Net as a negative modifier (+5 Rifle Skill, equals -5 to PHYS roll). Success means there is absolutely no effect. Failure means the Stormer is addicted to Realin, and must have his fix each day, or suffer the Detox. effects. The Rank of the addiction is equal to each failure the Stormer makes, each Rank requires one shot of Realin per day.

#### Soft Drug : Realin

Realin causes the adrenaline glands to produce more than is needed, causing the user to feel highly excited and edgy, all their nerves will be on edge and they will feel as if their perceptions have been heightened. Realin also produces calming pheromones in the brain, to cope with the adrenaline over load.

Game Effects: +1 PHYS, -1 CONC, -1 DIA. 1 Hour duration.

Addiction: -1 PHYS per 5 doses.

Detox. Effects: -2 PHYS, -2 COOL permanent.

Addiction Dosage: 1 dose per rank per day.

Cost: 5cr per dose.

Note: Realin has cumulative effects and may be ‘stacked’ to a maximum of 10 doses per day. So 6 doses taken at once has game effects of +6 PHYS, -6 CONC, -6 DIA for 6 hours. Users who drive their CONC and DIA to zero or below, become totally motionless heaps, unable to form even the most basic of thoughts, they will not even defend themselves; effectively they are in a dream world constructed of their innermost fears and fantasies.

#### Stormer Switch Blade - The ‘MeatAxe’

“We were contacted by a Mr. ‘TinTin’, who asked us if we could make him a blade like his ‘friends’. We were intrigued. It turned out that TinTin is a 313 Malice, working on Mort with the squad ‘Blind Fear’, his ‘friend’ was a Mr. Kr’gn Rqw’k, a Shaktar with the squad. Needless to say the ‘blade’ was a Shaktar Switch Blade, a DwtKc. Once we thought about it, it made perfect sense. TinTin is now sponsored by DPB, and the MeatAxe is excelling all our sales expectations. The moral? Listen to your customers!”

Timothy Mansun, Design Technician with Dynamic Precision Blades, Mort, 902 SD.

After the runaway success of the Shaktar Switch Blade, DPB were quick to look for other opportunities to cater for specific racial markets. Stormers required a similar product, but one that focused on the slightly less ‘fancy’ aspects of the Switch Blade.

Using the Shaktar model as a base, the technicians and weapons designers came up with one of DPB’s most ingenious products yet; the Stormer Switch Blade.

The Switch Blade is worn along the forearm. When in use it extends out over the fingers of the hand, when not in use, the blades retract in to carbon fibre sleeves on the forearm mount. Usually there are four blades, though this can be modified to three or even two, depending upon personal taste and style.

There is a minimal STR requirement for the use of the MeatAxe of 8.

The MeatAxe can be worn or mounted with any armour type.

Keeping the Shaktar Switch Blades compound, the designers placed a third strip of ceramic / silicon fibre along the cutting edge of the blade. This third strip is serrated, and oscillates at very high speeds when the weapon is in use. Each Switch Blade comes with a fully charged power pack for 3000 hours use.

The real triumph of the Stormer variant of the Switch Blade is the 'free floating' aspect of the blades. They are mounted to allow a certain amount of free movement laterally along the blades length, this means they can be slightly extended using the momentum of the actual strike at the last instant, whipping them through the arc of the strike, increasing the damage and penetration potential.

The MeatAxe must be used with the Unarmed Combat or Martial Arts skill. If it is used with Blade 1-H, the additional Penetration and Damage are lost.

MeatAxe: Damage (DMG): 5. Penetration (PEN): 5. Armour Damage (AD): 3. Cost: 450c. Weight: 4.5kg.

Additional Damage and Penetration, if used with appropriate skill: +1 for each 3 points of the users PHYS.

Example: Newt, a 313 Malice, has PHYS 14, when attacking using the MeatAxe, with Martial Arts, he does DMG 9, PEN 9, AD 3 (this is without his 'normal' STR bonus).

"I am not an emotional person. But I really love this blade. I can see where the Shaktar get some of their ideas about honour through combat. Nothing beats the feeling, knowing that it's me and the blade as one. MeatAxe is right. This thing is like a butcher's knife. Best use I've had out of it? Must have been when I punched right through that DarkNight scum's stolen Exo Armour. Should have seen his face."

Alf, SCL 9 714 Chagrin with 'Monster Pie' squad, New Paris, 903 SD.

## New Stormer Skills And Abilities

### Combat Dodge

The Gymnastics skill gives access to a 'dodge'; here it is classed as a skill and may be bought / learned in it's own right. Characters with gymnastic can still use that skill as a dodge (passive) or they can use the Combat Dodge (active).

Combat Dodge is a DEX based skill.

The Combat Dodge is taught specifically to be used in close combat. Users of this skill learn to move away from a blow, to anticipate the direction of an attack and to move accordingly. The aim is to not only avoid the attack but place yourself in a position to take advantage of your opponent's miss.

"I am not afraid of getting hit. It's just more efficient not to be."

Moog, SCL 7 313 Malice, with 'Slider', Mort 903 SD.

The character using Combat Dodge can use it in one of two ways;

They can use it as a negative modifier to their opponents chance to hit them in close combat, or they can roll it as a skill in opposition to their opponents attack roll.

If they roll it as a skill in opposition, and they beat their attacker (they achieved a higher total), they have dodged the incoming blow.

A successful dodge means they have a chance of launching a 'free' counter-blow. To achieve this they need to re-roll their Combat Dodge skill, using their opponent's attack skill as a negative modifier. If they succeed they can launch one close combat attack at no 'cost' in actions.

Example; Sour our Stormer has Combat Dodge 6, her Prop attacker has Unarmed Combat 7. In phase one they both act, Sour elects to Combat Dodge, the Prop's to attack. Sour rolls 12 (+6) 18, the Prop roll 7 (+7) 14; Sour wins the round. She elects to counter-blow, the chances of a successful attack are; 2D10 +6, -7. She rolls 10 and fails to hit.

To launch the 'free' counter-blow, the user of the Combat Dodge must have some kind of close combat skill, although they are making the counter-blow using the Combat Dodge (and CD skill rating).

Characters rolling 'double 1' when using Combat Dodge, fumble and add their CD skill rating to their opponents attack roll.

### Aimed Blow

"Sometimes it better to wait. Pick your spot. Ever ripped someone's heart out? Can't beat it."

Moose, 714 Op with 'Hide & Seek', Mort 903 SD.

Aimed Blow is a KNOW based skill.

The Aimed Blow is the directed strike, the finding of the weak spot, or the hitting of a desired area. It is a skill learned and advanced like any other KNOW based skill.

This skill is used in tandem with one other close combat skill (though it takes no 'actions' to use, the user must make a successful CONC roll, as a skill, with relevant modifiers) as a sort of 'pre-cursor' to the attack. It helps the user 'place' their blow. This can be used in one of two ways;

- 1) Specific target area.
- 2) Penetration.

1) In specifically targeting an area, the skill is rolled before the close combat attack, and only after the user has specified the targeted area they are going to try to hit. The higher the success, the greater the positive modifier in placing an aimed blow;

Modified Skill Roll	Aimed Blow Modifier
11 – 15	+1
16 – 18	+2
19 – 20	+4
21+	+6

Example: Shriek has had enough of scrapping with the Carrien and decides to finish it with a blow to his head. He has Aimed Blow at Rank 5. The next attack he gets, he rolls Aimed Blow before the attack, rolling 13 (+5 Skill Rank) equals 18, giving him +2 to his head shot, which is applied to whatever the negative modifier the GM is using for Head Shots ☺.

2) In penetration, the skill is rolled in lieu of an attack (unless the user has more than one action a phase), but can be used in conjunction with either Dodge (Gymnastics) or Combat Dodge.

For each consecutive round the skill is successfully used, the user gets a cumulative +1 to the PEN of their eventual close combat attack, which must be launched after a successful Aimed Blow roll, a failed Aimed Blow roll 'breaks' the cumulative modifier cycle, setting it to zero.

The total positive modifier cannot be greater than the users rank in Aimed Blow. Users can use Aimed Blow to 'manoeuvre' in phases where their opponent has no action.

Aimed Blow cannot be used the same phase an attack goes in, unless the user has more than one

action for that phase, and then the attack 're-sets' the Aimed Blow counter to zero, any bonuses having to be used for that attack.

Example: Shriek has Combat Dodge 6, Aimed Blow 5. He has DEX 10, acting in phases 1, 2, 4, 5. Upon entering combat with a lowly DN operative (light body armour), and realising he is on camera, he decides to make a show of it. Shriek has decided to Combat Dodge in each of his phases (where needed) and to hold his strike for phase 5, using the additional PEN for his Maul Claws. The DN Op attacks phase 1, 2, 3. So in phases 1 and 2 Shriek will actively use his Combat Dodge to avoid the DN attack. The DN Op will get an unopposed attack in phase 3, then Shriek will use phase 4 for his last Aimed Blow. The strike in phase 5 will go in at +3 PEN, assuming all Shriek's Aimed Blow skill rolls were made successfully.

#### Evaluate Arms and Armour

“We were in deep shit. The DarkNight dude has us pinned, the squad was split, me and Ren were pretty much locked down behind a dumpster. It was a matter of time, the amount of fire the DN dude was putting out, he'd have got us eventually. Now they all look the same to me, Powersuits I mean, but Ren he says; “I'll break and distract him, you aim for the smaller of the two back packs.” He nods, all serious like, I nod, then he's gone; head down running for the next alley. DN dude puts a bead on Ren, rips him with some serious shit. I've popped me head up, nice steady aim.... boom! Me little ol' 10mm brings the DN dude grinding to a halt. Ren pretty much lost it after that, mind you he had taken more wounds than I've seen a man walk away from. You gotta feel sorry for the DN dudes in a way, not for long, but they're just sooooo stupid.... Ren reckoned it was a good shot too.... I think he liked me more after that.... which is never a bad thing.”

Malory Jones, SCL 9 Human Operative with 'FireBlade' squad, Mort 903 SD.

#### A Knowledge (KNOW) based skill.

A character with this skill is able to evaluate a particular weapon or piece of armour (or suit), to understand it's strengths and weaknesses. It may give the character information like ROF, recoil, weak spots in joints or power sources, best way to disable, etc.

The higher the success the more information the character will gain, this will include things like

best way to take cover from a weapon, blind spots in power suits, limitations on range, etc.

To reflect the Stormers pre-disposition towards this skill, for every two ranks they 'buy', they get one rank 'free'. So a Stormer buying two ranks at generation, begins play with Rank 3.

"It was an 01000.DN suit of Power Armour. I knew it was from the facility in Sector 349 'cos of the darkened visor and the longer transmitter aerial on the pick up unit. They've always had trouble containing the flow through the secondary Power Stabiliser. So I told Jones to shoot it. I ran, I got shot, he shot the Power Stabiliser. I dragged the DN operative out and had a chat with him. End of story. I think me and Jones have a better understanding now, he knows I aint so stupid."

Ren, 313 Stormer Operative with 'FireBlade' squad, Mort 903 SD.

Killing Blow

"I was patient, took the damage, considered my strike then ripped his face off. No big deal. It's what I'm built to do, what I'm here for. DarkNight must die."

Ren, 313 Stormer Operative with 'FireBlade' squad, Mort 903 SD.

A Physique (PHYS) based skill.

This skill is unique to Stormers as it relies upon the way their physique, particularly their muscle bundles, can be manipulated by the bio-genetically engineered warriors. Essentially this skill allows the Stormer to 'store up' the energy intended for a close combat blow, releasing it at a point where two or more blows may be combined. The Stormer can utilise this skill to greater effect as they progress in Ranks, combining more stored blows the higher they get:

Skill Rank	Combined Blows
1-2	2
3-5	3
6-8	4
9+	5

Each additional 'blow' that strikes adds +1 DMG and +1 PEN to the strike, up to a maximum of +5.

The Stormer uses this skill in any phase where they have an action, and where they could have made a close combat attack. While using this skill, a Stormer can only undertake other physical activity such as normal movement, or dodging (if they have enough actions). The blow that utilises the 'stored' blows must be made using a close

combat attack skill (unarmed combat, Martial Arts, etc.). Combined Blows can not be carried over in combat rounds.

Example: Ren has a DEX of 10, so has four actions (phases 1,2,4,5.) Engaged in hand to hand fighting with a DN agent wearing dilapidated 00985 Body Armour (PV 4 instead of 5). Ren knows (through his use of Evaluate Armour) that his enhanced Maul Claws (PEN 2) will not penetrate. Ren has Killing Blow 6. In Phase 1, he uses the Killing Blow skill instead of a strike, the DN agent attacks and misses. In phase 2 the DN agent does not act, Ren does and uses Killing Blow again, to 'store' another blow. In phase 3 the DN agent hits Ren with a Gash Fist, Ren takes the damage and bides his time. Phase 4 the DN agent doesn't act, Ren uses Killing Blow. Phase 5, Ren acts first (higher DEX, higher initiative roll), he has three 'stored' blows. He makes a Martial Arts attack (using his Maul Claws) and hits the DN agent in the head. He is at +3 PEN, +3 DMG, his STR bonus is 4 so he does penetrate (2+3 = PEN 5) and does 10 points damage. If Ren hadn't have been on camera, he probably would have just shot the fucker.

Killing Blow Aftermath

Stormers drive their muscles, skeleton and adrenaline production in to overdrive to produce the Killing Blow, and there is a price to pay.

Immediately after the Killing Blow the user receives a minus equal to the number of 'Combined Blows' they used to their DEX and PHYS for five phases.

In the above example, Ren would be at -3 to DEX and PHYS for 5 phases.

"Using the Killing Blow forces you to think, to make a decision. Taking life should be like that. I do not do it lightly. There is a moment of weakness, a moment of hesitation after the hit, but hopefully there is no one left standing to take advantage of it."

Newt, SCL 5 313 Stormer with 'Bone' squad, Mort 903 SD.

Storm Tide – BPN

This BPN is designed to get some Stormer characters acquainted with different aspects of the WoP that will affect their lives. If the squad has no Stormer in it, you can run it anyway, maybe with a

Stormer NPC, or just to show a different perspective.

#### Getting the BPN

The BPN is best obtained from an existing Financier the squad already deals with, or from a SLA Department contact.

The Sponsoring Dept. is the Dept. of Ebb.

BPN: SCL 9 – BPN Number DE/54678M/12E.

Contact: Deputy Department Head 'Exis', at the Department of Ebb, Angel, Artery.

Training Package Required: Must have at least one Stormer in squad.

Colour Code: Green.

Summary: Squad required to find and recover stolen experimental Stormer variant. Coverage: Station Analysis.

Consolidated Bonus Scheme: 500c.

Payment: Per Operative.

SCL Increase: 0.5

#### BPN File

Once they accept the BPN, they will be given all the relevant information by the Financier.

The BPN is active in Angel, on Artery, the Resource World responsible for 90% of Stormer Production in the WoP. The BPN has an active life of three days, after which it will be terminated, incurring an SCL decrease of 0.5 for failure. The sponsoring Dept. the Dept. of Ebb have issued the BPN as a Green, not a Jade, as it requires specific Stormer intervention, rather than Ebb resolution.

An experimental Stormer variant has been stolen from a research laboratory, and the squad must track down and return the variant to the lab.

All further details on the variant and the BPN will be given by Exis, the representative of the dept. of Ebb, once the squad reach Angel.

#### Getting to Artery

The only way to get to Artery is by FoldShip. The squad already have passage booked on the next ship leaving from the Mort spaceport, the 'Veil', which leaves two hours after the squad get the BPN. Like all FoldShips, the Veil has strict boarding and travel regulations. All weapons and armour must be checked in to the Hold.

Very few FoldShips actually descend to the surface of Mort, most dock in orbit and shuttle backwards and forwards their cargo and

passengers. This will give you a chance to describe one of these behemoths to the players in all it's spooky, chilling detail. Ebb users will have all of their Flux drained during the transport, arriving on Artery with zero Flux. The only way they can avoid this, is by 'internalising' their flux, taking the drain in Hit Points instead.

Once on Artery the squad will be struck by the murky, corrosive atmosphere, which requires the wearing of filter masks at all times (while outside). Artery is a mess. A hugely polluted Industrial World of ancient origin. Angel, the complex the squad arrive at, is a massive, self contained city, with the production facility encompassing all areas. The rain here is more like mud, the squad arrives during the tail end of Spring, within two weeks Artery will become a dust bowl, devoid of moisture and ravaged by marauding hurricanes of dry blown dirt.

#### Artery & Karma Employees

It is worth going in to some small detail about Artery and it's most precious commodity; the Karma employee.

Artery is a dying, polluted, ravaged world, where the planet surface is mostly covered with patches of stagnant desolation (where the production facilities have been) or dense, plots of heavy industry, where the production facilities are operating at the moment. The atmosphere has become acidic and corrosive, causing breathing problems. There is almost no natural vegetation or growth of any sort. The seas and oceans are dirty, oily sludge puddles, seething with bacteria and little else. The beasts that live there are huge, mysterious creatures that sift the mutant krill for food.

There are hundreds of training complexes, usually attached to the production facilities. Here the newly birthed Stormers are kept and trained in the bare essentials for entering Slayers WoP.

Everywhere you go on Artery you will be confronted by hundreds of Stormers, going about their business.

The Karma employees on Artery have become hardened to the squalor and desolation of the planet and it's dominant atmosphere. They are cynical, pessimistic, disrespectful and jaded, they have little (if any) respect left for SLA as a governing power. All karma employees are self serving and looking out for themselves and their family above all others.

Mentioned in the Karma SB is the fact that a lot of Karma employees on Artery have Nuke Tendon

implants. Most have improved lungs or heart, nearly all have some kind of Strength enhancement; karma raise all of the employees on Artery to STR 9. A select few have their DEX raised as well. Artery employees see themselves as being above other Karma employees.

The tutors and professors from the training schools offer a breath of fresh air from the rancid bitterness of most Karma employees.

They see themselves as the mentors to their pupils, being highly aware of the responsibility they hold. Stormers are like sponges when they first come out of the tanks, they are desperate to learn, keen to absorb as much knowledge as they can, eager to stretch their muscles and push their bodies to the limit.

Most teachers have reached at least Rank 10 in their chosen field. Master in all skills can be found on Artery. The combat schools are the best attended, though the diversity is well utilised by the Stormers, many of whom come back to teach once their Operative careers have taken off.

Op's with Streetwise may be allowed to detect the shift in mood and attitude, as well as getting some clues as to the increased hostility the 'average' citizen hold towards them.

'Typical' Karma Technician

"SLA are the bread and butter. Karma are the jam. You just gotta know when to eat and when to spread."

Height: 2.1m. Weight: 90kg. Walk: 1m. Run: 2m. Sprint: 4m.

Movement: 35kg. Half: 70kg. No: 105kg.

STR: 10. DEX: 9. DIA: 7. CONC: 7. PHYS: 10. KNOW: 7. COOL: 9.

"Recreational drugs aren't just nice; they're essential. And never, never.... never let your payment expire on your 'TV Plus' card. You'd just go fucking insane without the tube."

Skills

Literacy 4, Detect 5, SLA Info 4, Rival Company 3, Streetwise 5, Unarmed Combat 4, Paramedic 3, Computer Use 4, Club 1-H 4, Running 4, 'Specialist Skill' 6.

(The Specialist Skill may be Chemist, Physician, etc.)

All have clothing equivalent to PV 2, ID 10. Most carry a club, blade or small pistol.

"I just do my job. I don't have an opinion on Stormers or anything else. I do OK and my family is well fed and secure. Can I go now?"

Teach Skill

"Listen. Question. Practice. Question. Repeat. Learn."

The Teach Skill is based (governed by) the CONC and CHA stats, added together divided by two, equals the characters Max. Rank in Teach. Characters with teach can 'teach' a skill up to their Maximum Rank, which may exceed their actual knowledge of the skill by two levels. So, a character with Max. Rank 10, Teach 8, Unarmed Combat 6, could 'teach' another character Unarmed Combat up to a maximum of Rank 8. If they had Unarmed Combat 8, they could teach it to Rank 10.

The Teach skill is used both passively and actively to impart the knowledge. A Teachers Teach Skill plus their Knowledge must exceed their pupils KNOW in order to teach them anything (passive). The teacher must then make a successful Teach Skill Roll at the end of the duration of teaching. Combined with the pupils 'learn' roll, this will determine if anything has been taught and learned.

"You simply can not teach those who do not wish to learn."

Different skills take different time to learn, some are more complex than others. As a guide, it takes three months of study to gain a single Rank of 'knowledge' in an 'average' skill. The pupil must make a DIA roll (as a skill) in conjunction with the teachers 'Teach' Skill roll to learn the increase. Pupils can learn skills up to the Max. Rank governed by their stats. for the relevant skill.

Enough about Artery, back to the plot...

Exis and the Dept. of Ebb

The Dept. of Ebb building in Angel is easy to find; it stands tall among squat tenement blocks and storage facilities clustered at it's base. It has an ornate spire atop it's uppermost tower, which acts as a guidance Glyph to the Ebon community on Artery. The building is constructed from a mixture

of local granite and Dark Lament material, it is an imposing, somewhat frightening place, with SCAF bikes, Gargoyles and Harpies (see TBP 10) flying in and out from the upper docking bays.

Once inside, the black nature of all the surrounding material and decoration will soon depress all but the most cheerful Operative. The squad will be quickly met and escorted to the waiting area outside Exis office, which is on the 90<sup>th</sup> floor. Any Stormers in the squad will begin to feel physically uncomfortable, their skin itching and their thought processes becoming a bit 'fuzzy'. Ebons will feel the threat from the numerous Glyph Pillars, they will be aware that Exis must be of some high Rank within SLA as she has pillars of some power in and around her office. Any Ebon trying to Formulate within 30m of Exis office, must make a CONC roll at -13.

Exis is a Female Ebon, her SCL is 5. She is very polite and charming, never raising her voice or betraying anything other than absolute interest in her dealings with anyone. See 'Communication: voice of the Ebb', Rank 17 Charm.

She will give the squad the following information, how she delivers it, and how much questioning is required, is up to you. Exis will want to get to know the squad as much as possible during the short interview (which will last no more than 15 minutes). You must give the feeling that she genuinely cares about the squad and the BPN. Exis will be particularly attentive to Stormers, who will feel at ease in her presence (the previous discomfort from the building being negated).

An experimental Stormer variant, the first and only one in existence (of this particular variant), has been stolen from the laboratory where it was being constructed. The body must be recovered within three days, or it will be useless and the material it is made from will decay beyond repair. The body is believed to have been stolen by a local Tempest Cell, who have recently become active on Artery. There is growing support for Tempest among the workers in Angel, and they may soon become the No. 1 Soft Company. The body must still be within the confines of the laboratory complex where it was made, as it could not get out past the security checks in the connecting tunnels. For the duration of the BPN, the Operatives are to be given a nominal SCL of 6 within the complex. They will have authority over the local Shivers, workers and SLA Officials.

Exis emphasises the need for tact and diplomacy. SLA must not give Tempest any free publicity in

the way of Operative brutality or destruction of property. An outside squad has been brought in because the local Shivers are notoriously corrupt, and the local Karma security are too busy and under resourced as it is.

The squad are to be given a 'detection' device, which will be able to confirm the Stormer (once located) is the 'real' one. Once the interview is over, Exis will give the squad a pass and requisition form for the detection equipment, which can be picked up at the Research & Development facility in the complex they are to start their investigation in.

#### Getting the Detection Device

The Sector Three complex on Angel contains the laboratories where the Stormer was stolen from, as well as the R&D Dept. where the squad can get the detection device. Getting to Sector Three is tricky. The squad can either go via Gauss Train, and then walk the last two kilometres, or try to get a SLA vehicle and drive right to the door, via the underground 'freeway'. If they try to get a SLA vehicle, they will have to requisition it, being made financially responsible for it for the duration of the lease. The only vehicles that are available are beat up old vans. There is a 10c fee for processing the paperwork, the vans are valued (for purposes of loss) at 2000c.

The Gauss Train is free to Op's. The walk through the tunnels will get them accosted by the Lab Rats, the local gang. The Lab Rats all ride Power Boards (TBP 1) and carry large knives and vicious, spiked clubs. A few carry a firearm, usually a FEN - GA 701 L.A.P. (TBP 10). They will be out to hassle Shivers and Op's. They usually hang out in groups of 15 - 30. They are not out to kill anyone, though they will defend themselves, meet violence with violence, and want to steal anything they can get their hands on, swooping past on their boards, then surrounding the Op's with a gaggle of gangers to confuse them while the stolen equipment is spirited away.

Once at the R&D facility, their pass and req. form will get them escorted (by the site Shiver) to the doors of the R&D facility, where they will be handed over to a technician.

Ratty, the technician, will stay behind his bullet proof glass screen and counter, taking the req. form and disappearing for two minutes. When he returns, he will hand the Op's what looks like a

modified Motion Detector. Ratty will explain that it has been 'tuned' to detect the material from the stolen Stormers tissue.

You can either have the device as genuine or an R&D nightmare. If it is a ringer, it will go off at irregular intervals, with no apparent consistency. It may indicate a random Stormer, either fresh from the tanks or going about their business in their early training. Newly birthed Stormers will be putty in the hands of the Op's, as they are programmed to obey those of higher SCL. Grizzled Stormer veterans moderate their programming as they learn, and an old Stormer will question, and probably resist any attempt to either arrest or second them from their duty.

If it is genuine, the detection device works through using Flux; it drains 2 Flux per hour from the person carrying it, until it has 'stored' 20. When activated, it uses 4 flux per use, which can last for up to three minutes. If a non-Ebb user carries the device, it will not recharge, it starts with 10 Flux in it. Ratty will be unaware of the flux driven nature of the device.

Once they have the device, they will be free to investigate the theft.

#### Tracking the Stormer

We have laid out the plot line, giving all the relevant information in a straight forward format. You should let the Op's carry out their investigation as they see fit, deciding how much they find out as they go. Don't make it too easy for them, but eventually they must get hot on the trail. The actions and reactions of the employees of the laboratory will be directly related to the Op's actions. Most of those the Op's will come up against will be jaded, cynical, long standing employees of Karma, with plenty of experience of SLA. They know their rights and their worth as experienced employees, if the Op's play it too rough and intimidating, the word will get round and they will be greeted with a wall of silence.

The Op's may be wondering what the Dept. of Ebb has got to do with Stormers. There is a notoriously bitter feud between Dark Lament (most strongly associated with Dept. of Ebb) and Karma (who own and control 99% of the facilities on Artery).

The Dept. of Ebb has gained a special dispensation to work on Artery from Head Office, they are specifically tasked with uncovering the growing Tempest presence of Artery, and in Angel particularly.

To this end they have been developing a variant of the Doom Dog (TBP 10), which is capable of a wider range of target acquisition, but which still retains its Ebb capabilities. Karma are not at all happy about the presence of DL or the DOE, but there is little they can do. The Sector Three Complex contains upwards of a hundred buildings, each underground and each connected via a maze of passages and tunnels. The DL presence is limited to three of these buildings; a laboratory, a storage facility and living quarters.

There are seventy staff working for DL in their laboratory (thirty of whom are Ebons) which is known as 'RedOne'. The RedOne Lab. will be filled with noxious chemicals, half finished tissue samples, tanks of growing bodies, vats of various body parts and tubes, vials, bottles, canisters and tanks of various oozing, sticky liquids. Most Stormers will feel repulsed by the place, most Ebons will be almost physically sick at the blasphemy of it all. The technicians, scientists, engineers and chemists will all be very co-operative, if spectacularly void of any useful information. The variant, code named the '903 Mant' (903M for short) was stolen from the storage facility two days ago during the night. None of the laboratory workers has any idea who has stolen it, or why. The storage facility has a key pad and swipe bar, access is restricted to a pre-set list of employees, all of whom work for DL, and all of whom are SCL 8+. There are twenty workers that operate the storage facility, and each of these has been accounted for on the night of the theft. They too know nothing of the theft, and are puzzled why only the variant was taken and nothing else; there are some valuable weapons and equipment in the store. The workers housing blocks are all key pad and swipe card secured, none has anything of value in them. Some of the workers have unauthorised equipment such as drugs, TV's, clothing, pets, etc., but none has anything of a seriously deviant nature.

All in all, the 90 DL staff have no ideas about the theft.

The DL staff of RedOne are their own guardians, they do not come under the protection of the Shivers, and the Shivers for their part, hate going anywhere near the RedOne facility. Patrols are mounted by teams of three Ebons every two hours, and four hours during the night. It would seem a good arrangement, the local gangs have not managed to break in to any of the buildings, and there is no internal 'petty' theft.

The Op's should get frustrated pretty quickly, as it would seem the theft is all but impossible. Whatever avenue they take will lead to the same conclusions, all aspects of the theft are covered and baffling.

When they are close to hitting you, drop them the big clue. A 114 Low Wave trundles past and in to the storage facility, carrying a huge fusion battery. Further questioning will reveal that there are two Low Waves assigned to 'fetch and carry' from the other Karma facilities; it seems that Karma don't trust anyone from the DL lab to venture off the RedOne premises, so anything they need is brought to them by the Low Waves. The 114's handler is technician called Monika King, known as 'Monkey'. If questioned, she will cover up the fact that of the ten Low Waves she monitors and controls, she can only actually find nine; one has gone walkabouts. Monika will try to keep this fact a secret, covering her tracks and confusing the Op's with identical 114's. If pushed to gather all ten in the same place, she will make sure the Op's get permits for their work to be interrupted.

The walkabout 114 has stolen the 903 Mant and taken it back to it's lair deep beneath the RedOne facility.

Once the Op's are aware it's a 114 they are tracking, they should, with Monkey's help, be able to trace it to it's lair. The underground tunnels are used for quick movement of large loads, and frequently travelled by large APC's at speed. The lesser side tunnels are home to all kinds of beasts as they lead down to the lower dumping and storage caverns. A particularly nasty breed of pest that inhabits the tunnels are the Iron Spiders (TBP 13) that were first developed here. Anyone spending any length of time in the tunnels will have a bestial encounter of some sort.

The 114 Low Wave has made a 'nest' in a disused chemical storage tank in one of the main caverns below the RedOne facility. It has stolen large quantities of nutrient, which takes the form of a lumpy white paste, stored in thirty two gallon drums, as well as a large selection of 'toys'. There are various bits of Stormer tissue, in different states of decay, ranging from legs, fingers and toes to whole torsos, all rescued from the liquidisor recycling plant. Among these is the 903M. The Low Wave will move to cover it's store of 'toys' when the Op's get near, it will not willingly let anyone remove any of it's precious play things.

The 903 Mant is in fact alive and active. It has been slowly exploring it's physique and capabilities, returning to the heap of 'toys' whenever the 114 returns. It regards the 114 as an ally and will, if necessary, act to prevent it's injury.

The 903 Mant

Height: 2.4m. Weight: 70kg. Walk: 2.5m. Run: 5m. Sprint: (8m) 9.8m.  
Movement: 44kg. Half: 88kg. No: 176kg.  
STR: 12. DEX: 18. DIA: 6. CONC: 6. PHYS: 15.  
KNOW: 6. COOL: 15.

Skills

Detect 6, Tracking 8, Sneaking 8, Hide 8, Climb 8, Swim 8, Running 6, Unarmed Combat 8, Gymnastics 8, Ebb Use 8, Stormer Identification 6.

Natural Weapons: Claws; PEN 4, DMG 8, AD 1. Teeth; PEN 5, DMG 6, AD 1. Quills; PEN 3, DMG 8, AD 0.

Natural Armour: P.V.: 8. ID: Head 35, Arms 50, Legs 65, Torso 90.

The 903M has natural armour due to it's chitinous skin.

In appearance the 903M looks much like a bi-pedal walking ant, it has four arms. It's jet black skin looks oily, and oozes a slimy secretion making it almost impossible to grip the 903M (-8 modifier), and making it hard to connect with in close combat (-3).

The 903 Mant's Ebb Abilities

The 903M's brain has been programmed using a Flux Matrix allowing it to access it's Ebb Abilities. It is through the 'Ebb programming' that the 903M has somehow become alive.

The 'Ebb Abilities' the 903M may use are;

1. Detect, Ebb Awareness, Rank 8, True Track. 8 Flux.
  2. Reality Folding, Ebb Manipulation, Rank 7, Jump Port 7. 7 Flux.
  3. Protect, Ebon Guard, Rank 4, Channel 1. This is the basis for the 903M's 'leech' ability. 0 Flux.
- 903M's have their Ebb Abilities 'programmed' in to their brains, at an equivalent of skill level 8. They do not 'formulate' to use their abilities, but

rather drive them with instinct, needing to achieve 15+ as a skill roll to activate any ability. Each ability is triggered to go off immediately, i.e. in the phase it is used.

903M's use their Flux Gem Matrix to gather and store Flux in their armoured skin. They 'naturally' gather 20 Flux per day, which is stored in their skin. Flux used drains from their store, and is replenished 24 hours later.

903 Mants have the ability to 'leech' Flux from victims they have slain. They do this by using their Channeling ability, with this they may be able to boost their Flux Storage by up to 10, which remains with them until the days end, when it is 'cleared down' with the other Flux. The maximum Flux a 903M's skin may hold is 30.

The Stormer Identification skill allows the 903M to detect the presence of any Release in the Stormers system, as well as determine the over-all state of the Stormers 'loyalty programming'.

This particular 903M is obviously faulty. It has become sentient without the final addition and activation of it's a-cortex, it is close to insanity. It will not willingly go with the Op's and will fight to protect the 114. If it senses the 114 is in no danger, or the Low Wave is killed, the 903M will seek to escape, making it's way to the lower chambers of the storage caverns, where it can take advantage of it's immunity to toxins.

### Wrapping it Up

How the confrontation goes is of course up to you. The 903M, while not an awesome opponent, should give the Op's something to think about, especially with it's four armed attacks and gymnastic dodges. Remember it can Reality Fold as well. The Op's have the task of returning it, and as the Dept. of Ebb thinks it's already dead, or at least not yet alive, there may be no real compunction to take it alive. Any Stormers among the Op's may feel differently, remembering how they first felt when they 'awakened'. If the 903M bolts for the lower chambers, the Op's are in for a long and tricky hunt, through toxic filled chambers where the lakes of chemical dumps will corrode even the hardiest of armours.

You could have the 903M fitted with basic speech muscles. It may be that it fights to protect the 114 but will then ask the Op's to end it's own life, being close to insanity and not being able to cope with the awakening it has undergone. If they

refuse, the 903M will attack the strongest Op hoping to get itself killed.

There are any number of ways you can play the final encounter; find one that best draws out the feelings of the Op's, especially any Ebons or Stormers.

The simplicity of the BPN is to allow you to develop your own ideas and imprint your style for Artery, Karma and Stormers on to the Players.

Exis will reward the Op's as promised, and they may get a bonus if they return the sentient Mant alive. The return to Mort should make them feel glad to be back on the not-so-mean streets of Suburbia, where they will be greeted with less than open contempt.

Karma, Dark Lament, LifeForce and the mind numbing implication of the sheer scale of the operation going on on Artery, will all have left an impression on the Op's, giving them something to ground their feelings about SLA on.

Cheers. You've been great.... I'm the Stormer sourcebook.... Goodnight.