

Dark Lament Catalogue

Science Friction Items for Savage SLA Industries

By voidstate

With thanks to UncleDave on the team8 forums for many of the items.

Stepping into a Dark Lament boutique is a blissful experience for Ebb using operatives. The subdued lighting, ambient ebb-harmonious music, the glyph-sustainment pillars; all these things are designed provide a pleasant contrast to the chaos and pressures outside, becalming a prospective customer so they can truly appreciate the innovative products Dark Lament and its sub-companies have on offer. This document contains many of the items operatives may be shows by the discreet and helpful staff at Dark Lament outlets, everything from weapons to services, drugs to deathsuit add-ons.

Close Combat Weapons

Weapon	Req.	Damage	AP	AD	Wt.	Notes
Atemi Hook (475c)	AF (Healing)	D6 + Special	1	1		Damage increases, available in pairs
Barb Chain (310c)	–	D6+3	6	1		2H, Parry -1, Reach 1, Unwieldy (1 on Fighting die causes wielder to strike themselves)
Castigator (210c)	Lower Trait Glyph	D4+1	2	1		Empowers glyph (Lower Trait), Always Ready (Mounted on Wrist)
Distressor Scourge (225c)	Fear Glyph	D4	–	–		Reach 1, Empowers glyph (Fear)
Ebb Hammer (225c)	–	D6+1	2	2 (1)		Heavy
Eviscerator Gauntlet (175c)	AT (Reality Folding)	D4+8	–	–		Armour doubled
Flux Incapaciator (175c)	Entangle Glyph	D4	–	1		Empowers glyph (Entangle)
Force Gloves (120c)	Blast Glyph	D4+ glyph	–	–		Empowers glyph (Blast)
Glyph Blade (250c)	–	D6+1	4	1		Heavy
Glyph Claw (200c)	–	D4+2	2	2 (1)		Always Ready (Mounted on Wrist)
Glyph Scythe (3800c)	–	d8+3	7	1		Parry -1, 2H, Reach 1, Heavy, Reduce enemies' parries
Glyph Gama (185c)	–	D4	6	1		Heavy
Glyph Star (175c)	–	D4	5	1		Throw only, Range 4/8/16
Mirage Maker (1450c)	AT (Illumination)	D10+2	3	1		Parry -1, Reduces enemies' parries by 2
Needle of Osiris (300c)	AT (Senses)	D4+2	1	1		Increases wound penalty, hard to heal
Needle of Ra (450c)	AF (Illumination)	D4+3	2	1		+2 to tricks, light burst
Shard Saber (250c)	Ice Blade Glyph	D4/+1	1/+1	1		Adds to Ice Blade
Shard Pike (800c)	Ice Blade Glyph	D8/+2	1/+2	1		Adds to Ice Blade, 2H, Reach 1
Shatter Maul (250c)	AF (Blue/Red Thermal)	D4	-	2D4		Replace head after successful attack
Whitefire Blade (2000c)	AF (Reality Folding)	D4	-/15	1/-		2 Flux to activate AP

Key: AT – Affinity Training; AF – Affinity Focus; 2H – 2-Handed

Weapons marked "Empowers Glyph" allow their wielder to formulate and strike with a single action. Roll the lowest of Fighting and Formulae. As usual a 1 on the Fighting/Formulate die causes the wielder to be Shaken by feedback. If the result beats the target's Parry and is 4 or higher, the weapon hits and the glyph activates.

Atemi Hook (475c)

Requirements: Affinity Focus (Healing)

This weapon attunes itself to a target after striking, and is recognizable by the fact that wounds seem to be pulled from within the target rather than inflicted from outside. It only does D6 damage initially but after every hit that Shakes or Wounds a living target, this damage increase by +1 to a maximum of half the wielders Spirit die (d8 Spirit would allow a maximum of D6+4 damage). The bonus is lost at the end of the scene. Atemi hooks are also available in pairs, in which case hits from either weapon increases the damage of both.

Barb Chain (310c)

Requirements: None

The linked, barbed segments of this chain weapon require training to use safely. The chain between each segment can be gripped safely but it is all too easy to place a hand upon the wicked spikes erupting from the segments as it is whirled and spun in combat.

Castigator (210c)

Requirements: Lower Trait Glyph

Three wicked, black spikes arch over the back of this glove weapon and pulse with crackling energy whenever they cause a target to weaken.

Distressor Scourge (225c)

Requirements: Fear Glyph

This weapon is made up of an organic-looking handle and a length of rubbery, neon cord. It crackles with flux energy when used, allowing the user to both attack and traumatise their victim with a single blow.

Ebb Hammer (225c)

Requirements: None

The handle of this organic-looking mallet, curves to resemble a scorpion's tail, and the head, with its single jutting pike does little to quell the resemblance. When used, the slight flexibility in the shaft maximises the head's impact, smashing away armour on a target.

Eviscerator Gauntlet (175c)

Requirements: Affinity Training (Reality Folding)

Also known as the FRM Glove. The particle-repellent glyphs within this heavy black-plated glove inflict horrendous wounds on unarmoured targets.

Flux Incapacitator (175c)

Requirements: Entangle Glyph

A series of four ornate, interlinking rings designed to fit over the knuckles, this weapon allows the Entangle Glyph to be delivered by hand.

Force Gloves (120c)

Requirements: Blast Glyph

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

Glyph Blade (200c)

Requirements: None

Dark Lament's offering for sword-wielding ebb users. Similar in size to the DPB Vibrosabre, the glyph blade's razor edge slices through armour like water. Never needs to be sharpened.

Glyph Claw (160c)

Requirements: None

Attached to the forearm, glyph claws extend over the hand. Their razor points are designed to shred armour with each blow.

Glyph Scythe (3800c)

Requirements: None

This two-handed weapon represents the pinnacle of Dark Lament's weaponsmithing arts. It is two-handed, has long reach and cuts through armour. The deceptive, sinuous flexibility of the shaft also reduces opponents' parries by 1. They may try to avoid this penalty by spending an action to watch and learn the shaft's pattern. On a success, they ignore the penalty for this combat.

Glyph Gama (150c)

Requirements: None

Each gama is a talon-like blade erupting at right angles from a typically organic-looking science friction handle. It can be used to punch and hook, or reversed to provide a slashing blade along the forearm. Although the blade is only dagger-sized, this weapon punches through most armours in the hands of an ebb user.

Glyph Star (155c)

Requirements: None

Razor-edged disks of black ebb material designed to throw. No two are the same.

Mirage Maker (1450c)

Requirements: Affinity Training (Illumination)

This two-handed axe projects a multitude of ghostly images of the wielder whenever it is swung, making it incredibly difficult to parry.

Needle of Osiris (300c)

Requirements: Affinity Training (Senses)

Modelled on a sacrificial dagger, this blade weakens those it strikes. Anyone wounded has their wound penalty increased by 1 until all damage is healed. Damage inflicted by this blade can only be healed naturally or through Ebb powers. Healing drugs have no effect.

Needle of Ra (450c)

Requirements: Affinity Focus (Illumination)

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

Firearms and Ammo

Arquebus (1800c)

Requirements: Affinity Focus (Blast)

This larger weapon has the same advantages as a flintlock science friction focus, but the range of any Blast-affinity glyph manifested through it is doubled. Requires two hands.

Shard Sabre (250c)

Requirements: Ice Blade Glyph

A long, thin blade that provides a solid centre for an Ice Blade. Adds +1 damage, +1 armour piercing. If the Ice Blade is shattered in a target, the Shard Sabre is not damaged. Without Ice Blade manifested onto it, it does D4 (AP1) damage.

Shard Pike (800c)

Requirements: Ice Blade Glyph

A spear version of the Shard Saber. Adds +2 damage, +2 armour piercing and grants reach 1 to Ice Blade but requires two hands to use. Does D8 alone.

Shatter Maul (250c)

Requirements: Affinity Focus (Blue/Red Thermal)

A dark crystal multifaceted head atop an organic haft, this weapon does little damage to targets but on a successful hit (even if damage does not shake the target) the wielder may pay 2 Flux to cause 2D4 points of armour damage, after which the weapon's head is destroyed. Replacement heads cost 50c and take an action to fit.

Whitefire Blade (2000c)

Requirements: Affinity Focus (Reality Folding)

Also known as a Thresher Fillet Knife, this slender, ivory-bladed dagger can phase itself out to slip past armour. If the wielder spends 2 Flux, it phases itself, gaining armour piercing 15 for that attack only. While phased, the blade can only damage living creatures.

Black Powder (30c)

Requirements: Affinity Training (Blast)

Loaded into either a Flintlock or Arquebus, Black Powder – really a specialised form of flux gem matrix – empowers either Bolt or Blast glyphs. Once loaded, it reduces the cost of any Blast-affinity glyph by 2 Flux (minimum 1). It takes one action to load.

ES Rounds (as HP plus 70c)

Requirements: None

Essentially a hollow point shell with the core replaced by an Ebb-sympathetic material of Dark Lament design. Upon impact, the core vapourizes into a cloud that sticks to the target. The round does damage as hollow point but even if it fails to shake or damage the target, for the next D6 rounds they become easier to target with ebb powers. Formulation rolls where they are the sole target are made with a +1 bonus (the bonus is not cumulative over multiple hits but roll the duration each time and take the longest). Available for 8mm Long, 10mm, 12mm and 12.7mm calibres.

Life Leech Rounds (106c)

Requirements: None

Designed to take down Ebb-users, the sale of these rounds is strictly controlled by SLA Industries. Similarly to ES rounds, the core of these rounds is a

Combat Sci-Fri

Blood Sceptre (900c)

Requirements: Affinity Focus (Telekinesis), Puppet Glyph

This weapon can be used to empower the effects of the Puppet glyph. When using Puppet, a leash of energy strikes the target and remains visible while the glyph is in effect. The leashed target is at -2 to their Spirit roll to resist suicidal actions. Only one target can be affected through a Blood Sceptre at any time. A roll of 1 on the Spirit die while manifesting the glyph causes feedback. Should the target die while the glyph is in effect, the ebb user suffers 3D6 damage (ignoring armour).

Deathsuit Defense Gel (180c)

Requirements: None

Also known as a Spider Shield, DDG is a gossamer-thin web of science friction jelly laid over a deathsuit's surface. It absorbs the first two points of damage the suit takes and is then destroyed. It cannot be repaired.

Ecto Glands (450c)

Requirements: None

Once fitted, these thirty-nine tumourous glands can

top-secret material – this time Ebb-reactive rather than Ebb-sympathetic. Ebb users hit by Life Leech rounds (regardless of whether they suffer damage) make Formulation rolls at -1 for D6 rounds. Available in 10mm only.

Paired Flintlocks (2200c/pair)

Requirements: Affinity Focus (Blast)

Identical in appearance to the traditional ebb-user's flintlock, these weapons provide greater firepower for Blast-specialists. An ebb user armed with these Flintlocks may use the same Blast power twice in a turn, firing once from each pistol. This incurs the standard -2 multi-action penalty and both must be paid for separately but only one Formulae roll is made. There is no off-hand penalty for the second flintlock.

be made to excrete a fine layer of transparent jelly that coats the entire surface of a deathsuit. This gives the suit the slick, raw appearance which has provoked the nickname "Suit Lube". When enemies attempt to grapple a "lubed" target, the target gains a +2 bonus to their Agility roll to escape. This bonus may also apply when trying to squeeze through narrow gaps at the GM's discretion.

Flux Siphon (125c)

Requirements: Affinity Focus (Protect), Suck Flux Glyph

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

Strength roll as an action. The wearer may release the tube at any time.

Kickback Amplification System (450c)

Requirements: Affinity Training (Blast or Senses)
Another release by Wych Labs, the KAS – labelled The Fryer by brain wasters – fits over the pulse points on the wrists of both of a deathsuit's gloves. It is a defensive device designed to stall enemies while the wearer is suffering Kickback (becoming Shaken following the mis-formulation of a glyph). In that situation, anyone within a medium burst template, centred on the wearer, must make a Spirit roll or also be Shaken.

Prismatic Lens (500c)

Requirements: Affinity Focus (Illumination and Senses) , Light Glyph
Fitted onto the palm of a deathsuit's glove, this item concentrates light. When creating Star or Nova orbs with the Light glyph, anyone within a medium burst template, centred on the user, must roll Smarts or be Shaken due to the bright flash emitted as the orb fires. Either Anti-dazzle or Fully Enclosed armour options provide +2 to this roll, both make the target immune.

Shock Choke (350c)

Requirements: Affinity Focus (Senses) , Stun Glyph
A spiked gorget of black sci-fi material worn around the throat. Provided the user centres the effect upon themselves, anyone affected by their Stun glyphs is at -2 to recover from Shaken.

Shimmer Targe (1100c)

Requirements: Affinity Focus (Protect)
Attached to the forearm, this item expands into a

Drugs

Cortical Reviv (25c)

Type: Combat
Duration: 1 hour
Addiction: 4
Effects: By hyper-stimulating the insular cortex, deep within the brain, cortical reviv vastly increases the rate at which flux is regenerated. Unfortunately, this

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

Splintershards (70c)

Requirements: Ice Blade Glyph
A klippo-sized box held in the hand when manifesting Ice Blade. If the user shatters their blade inside a target, the razor-sharp fragments within are released. Provided at least one wound is caused, these fragments race towards the target's heart, causing 2D6 damage the following round. This damage ignores armour. Only affects living creatures. One use only.

Stinger Pack (1700c)

Requirements: None
Strapped to the back with a scorpion-like 'tail' reaching over the shoulder, this item can project any glyph normally requiring a touch to deliver. It can hold up to 6 sting barbs, each of which costs 20c and is destroyed after use. Range 6/12/24.

Synergel (55c)

Requirements: None
This amorphous, black putty seems to throb with life as it's Ebb-sympathetic nature reacts to the ambient Flux around it. When applied to a target, the target becomes easier to affect with Ebb powers. For D6 rounds all glyphs that target only them directly are manifested with a +1 bonus. Synergel may be thrown as a grenade, clinging to targets like a limpet until it becomes inert (after D6 rounds) when it falls off and hardens.

is also the area of the brain responsible for emotion and interpersonal experience. While under the effects of cortical reviv, characters are both filled with delusions of god-like power and highly sensitised to emotion, making them simultaneously fearless and susceptible to manipulation. They laugh manically at the slightest joke, espouse undying love or hatred, cry

one minute from joy, then sadness, then from exhilaration at their imaginary power.

1) Revivified: Instantly regain D6 Flux, then, every five minutes, regain flux as if a full hour had passed.

2) Fearless: Automatically succeed all Guts checks and immune

to Intimidation tests of wills.

3) Emotional: -2 to resist Taunt tests of will.

4) Rash: -2 to Smarts tests and Smarts-based skill rolls.

HyperCalc (10c)

Type: Combat

Duration: 1 hour

Addiction: 42

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

Utility Sc-Fri

Ankh (900c)

Requirements: Affinity Focus (Healing)

An elaborate hand-held item of heavy bronze, veined with black science friction material. Used with Greater Healing's resurrection ability, the Ebb Ankh gives its bearer a Vigour roll to escape losing a die-type of Spirit should he fail to get a raise on his Formulae roll.

Arach Frame (600c)

Requirements: Affinity Focus (Enhancement)

Worn around the waist, this bulky girdle unfolds into eight slender legs at the wearer's command. While extended, the wearer has Pace 8 (Running die d8) and can walk on walls and ceilings as easily as on the ground. This costs 3 Flux (1/round). The legs are, unfortunately, very fragile. A called shot at -2 is required to hit a leg but they only have hardness 2. Each leg destroyed reduces the frame's pace and running die by 1. It becomes useless if fewer than 4 legs remain.

HyperCalc X (25c)

Type: Combat

Duration: 1 hour

Addiction: 4

Effects: A more potent version of HyperCalc designed for combat use. Users can now manifest two glyphs in a round by taking a -2 multi-action penalty, or manifest a glyph and perform another action at no penalty. Additionally, the intraparietal sulcus becomes so hyperactive that social brain functions suffer. This gives a -2 Charisma penalty.

N-Trance (50c)

Requirements: None

Type: Soft

Duration: 5 minutes

Addiction: 1

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

Beast Rings (2500c)

Requirements: Affinity Focus (Enhancement)

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

Archangel/Darkangel Pack (1200c)

Requirements: Affinity Focus (Telekinesis)

These wings extend when the Fly glyph is manifested, doubling the user's flying speed. The wearer must keep their arms extended when using the wings (using their arms for other activities reduces their speed to normal). Available in radiant Archangel and skeletal Darkangel models.

Darkening Rod (100c)

Requirements: Affinity Focus (Illumination) , Obscure Glyph

This item provides a stable focus for the Obscure glyph. Once manifested onto the rod, the power persists until the rod is broken or 24 hours have elapsed. When manifesting, the ebb-user may decide that anyone holding the rod can see through the Obscure glyph's area, allowing it to be used by allies.

Deathsuit Brands (25c to 300c)

Requirements: None

For years, ebb-users have missed out on the sponsorship contracts offered to other ops for one reason – they couldn't wear their sponsors' logos. With Deathsuit Brands from Dark Lament sub-company Crucifile, they need suffer no more. Each brand is burned into the surface of a deathsuit, appearing as a fresh wound that exposes not raw flesh but otherworldly neon light (2560 colours available). The price depends on the size of the brand (25c for a palm-sized brand up to 300c for a brand covering a suit's entire chest or back). Due to the "pain" it causes their suits, it suggested that Ebb users take a dose of drum before the process is begun. Brands can also be made upon gore cannons but their owners should be warned that some cannons do not easily forgive the pain this causes.

Emotional Resonator (1250c)

Requirements: Affinity Focus (Communication)

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

manipulated until after the power is dropped (this requires a Smarts roll).

Flux Coagulant Spray (120c)

Requirements: Affinity Training (Protect)

Used in the capture of feral ebons, this powder is released by blowing into a black tube and expending 3 Flux. Anyone within a cone template who is not wearing a deathsuit has the cost of all powers doubled for D6 rounds. One use only.

Flux Reservoir Harness (1250c)

Requirements: Affinity Focus (Any)

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

Fold Cape (1350c)

Requirements: Affinity Focus (Reality Folding)

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

Friction Stitch (55c)

Requirements: None

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

Friction Shroud (850c)

Requirements: None

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

Heartfall Grail (3700c)

Requirements: Affinity Focus (Healing)

When used to collect a deceased person's blood within (their Spirit) minutes after death, this item extends to one hour the time the target can be brought back to life by the Greater Healing (Resurrection) glyph. It appears as an ornate, thick-stemmed vessel, engraved with a thousand tiny martyred figures,

Heartfall Plus Upgrade (800c)

Requirements: None

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

Manta Hood (500c)

Requirements: None

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

Message Crystal (50c/minute of recording time)

Requirements: Affinity Training (Senses)

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

Null Shroud (650c)

Requirements: None

Cut similarly to an ECM cape, the null shroud serves a similar purpose – protecting the wearer against detection. In this case by glyphs from the Detect affinity such as Sense Ebon and Formulation. All rolls on such glyphs require an additional raise to get any information regarding the shroud's wearer (so on a simple success the glyph is formulated successfully but returns no information regarding the shrouded individual).

Pathfinder Projection Bracer (400c)

Requirements: Affinity Training (Detect)

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

Soul Eye (2100c)

Requirements: Affinity Focus (Communication)

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

Sour Salts (250c)

Requirements: None

Attached to the deathsuit's collar, these salts are released when the owner is shaken by Kickback, granting +1 to rolls to recover from Shaken. They can be used 30 times before they lose their effectiveness.

Stim Concentrator (195c)

Requirements: Affinity Training (Enhancement)

The bladder-syringe combination in this item passes two doses of Pineal Stim through special enzymes just before delivery, allowing two doses to be injected at once. This grants +2 to formulae rolls for Enhancement powers while the drug lasts but addiction rolls are at -2.

Stim Delivery System (500c)

Requirements: Affinity Training (Enhancement)

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

Tinderbox (750c)

Requirements: Affinity Focus (Blue/Red Thermal), Burst Glyph

A small box that always feels warm to the touch. When held in the hand it can be used to increase the intensity of the Burst power. It halves the cost of increasing the explosion's temperature (and therefore the target's chance of catching fire).

Vector Cocoon (375c)

Requirements: Affinity Focus (Reality Folding)

This device is too large to be easily portable, consisting of a 303 stormer-sized cocoon of organic, science friction material. The owner of the cocoon may Teleport or Jump Port to it at half the normal cost of the power.

Velvet Glove (1450c)

Requirements: Affinity Focus (Telekinesis)

This spiderweb sci-fri glove seems to shimmer with dark-coloured dew. It improves the Telekinesis glyph, doubling the weight allowance to 20 lbs times his Spirit die type, or 100 lbs times his Spirit with a raise.

Whisper Haze (1200c)

Requirements: Affinity Focus (Protect)

This item is a series of amorphous cankers which thrum with unpleasant light. It is strapped around the torso with black gauze netting and while worn interferes with flux flows in its immediate area.

Wearers have a -1 penalty to manifest glyphs but gain

+2 to resist all Ebb-based attacks targeted against them. However, if they roll a 1 on the resistance dice (not the Wild Dice), the haze shorts out and becomes useless. Gives -2 Charisma vs. Ebb-users.

Wych Labs' Wych Teat (325c)

Requirments: None

This small nodule can be fitted to any part of a deathsuit and acts as an early-warning system against Ebb-based attacks. Make a Smarts roll when targeted directly by a glyph, and gain +1 to on the opposed roll to resist the attack for each success and raise. On a failure, the teat is overwhelmed and becomes inactive for one hour. Should the Smarts dice roll a 1 (regardless of the Wild Dice), the pain of the teat's warning Shakes the wearer and provides instead a -2 penalty to their defensive roll. Only one teat may be worn.

Utility Sc-Fri

SootheBooth™ (10c/10 minutes)

Give your deathsuit a treat within this cocoon of ambient flux flow. For one hour afterwards, Ebb users gain the benefit of the Soothing Touch edge (if they already have the edge, the benefits stack). Sentient sci-fri items such as gore cannons also love the SootheBooth™ experience, becoming calmer and more manageable for an hour after treatment.